

PRESENTATION

Estimadas (os) professoras (es) da Rede Municipal de Ensino do Recife:

Nesta formação, abordaremos o Ciclo Aprofundado de Temáticas, cujo o tema do 2º Encontro a ser vivenciado "Games for Large Classes in the EFL Classroom", no intuito de promover uma discussão, traçando estratégias de ensino para garantir os Direitos de Aprendizagem dos/as estudantes.

Este estudo está fundamentado na Matriz Curricular da nossa Política de Ensino.





CLASS CONTRACT

- Vamos fazer alguns combinados para aproveitar melhor esse momento de estudo?
- Deixe o celular no silencioso, atender/ responder ligação/whatsapp fora da sala;
- Compartilhe, no grande grupo, as conversas com as/os nossas/os colegas que nos ladeiam;
- Cumpra os horários desse estudo. Pensamos nele com muito carinho, para vocês;
- Ouça as exposições de nosso/a colega;
- Lembre de assinar a frequência e pegar a declaração;
- Este item foi reservado para acrescentar suas sugestões para fechar nossos combinados. O que vocês sugerem incluir?





OBJECTIVES OF THE TRAINING SESSION

- Introduce to the teachers how games can be valuable tools to support teaching and learning English by adapting them to large groups of students.
- Motivate teachers to use games in their English classes to promote their students' engagement and sense of progress in a more engaging, playful, light, fun and effective way.
- Experience the use of games among the participant teachers in the current training so that they experience, in practice, the use of games to be used effectively with their students.





GUIDELINES

- 1. WELCOME
- 2. Lead in + Teachers' presentations on previous meeting
- 3. Theme presentation:
- **GAMES FOR LARGE GROUPS**
- 4. OPENING ACTIVITY: Reflection on
- teachers' pratice

- **6.** Reading activity + feedback
- 7. Coffee break
- 9. Video Activity
- 10. Hands- on acivities
- 11. Final reflections upon the session





LEAD IN - MIME GAME



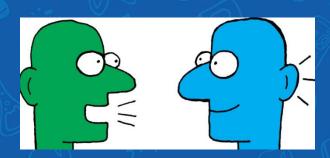
Photo credits: Roseli Serra

- I'm ... I like...ing, I don't like ... ing
- 1. Tell your name out loud
- 2.Mime: what you like doing / what you don't like doing
- 3. Friends should guess your mime actions





REFLECTING ON TEACHER'S PRACTICE



https://www.google.com.br/search?q=imagem+d&oq=imagem

First Reflections:

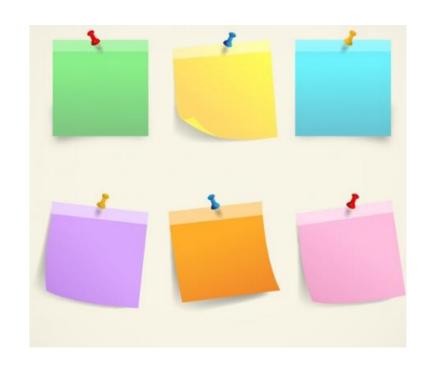
- Do you work with large groups?
- 2. How many students per group have you got?
- 3. Do you use games with your students? Why? Why not?
- 4. How do you think they feel when using games?
- 5. Can you list any positive and negative effects of games in the EFL classroom based o your own experience?





WHY GAMES?

In your opinion why should we use games with our students?







GAMES



Image credits https://www.wits.ac.za/witslanguageschool/





THE IMPORTANCE OF GAMES IN THE EFL CLASSROOM

- > Games are one of the most important components in EFL classrooms.
- > They include activities which have goals and rules at the same time fun.
- A game is "an activity with rules, a goal and an element of fun." Hadfield (1990; Quoted in Deesri, 2002, p.1)





THE IMPORTANCE OF GAMES IN THE EFL CLASSROOM

- > Games are often agreed by many teachers as tools which stop monotonous repetitions in the lesson are used to fill in time (Silvers 1992).
- > Games provide a relaxed environment where it is mostly possible that real learning take place.







THE BENEFITS OF GAMES IN THE EFL CLASSROOM

- Through the use of games learners are able to use the target language that have been exposed to and have been practiced earlier by the learners.
- Games create a competition positively among students who are involved in a language activity (Greenall, 1990).
- > Games are educationally valuable.





THE IMPORTANCE OF GAMES IN THE EFL CLASSROOM

- > Some reasons to use games (Lee, 1995):
- > Games give a chance to escape from unusual routine, but they are very important in terms of motivation and challenges.
- > Games provide encouragement to interact
- Games communicate successfully for learners
- Games provide the permanence to carry on the effort of learning







THE IMPORTANCE OF GAMES IN THE EFL CLASSROOM

- Games create a context to use the language meaningfully
- Games decreases anxiety,
- Games allow learners to study in a relaxed and enjoyable atmosphere







READING ACTIVITY



Image credits https://www.freepik.com/premium-vector/reading-time_813980.htm





READING TIME

- l. Read the text
- 2. In pairs or groups of three talk to each other about what you've read and the relevance of it for your lessons
- 3. Answer the questionnaire
- 4. Feedback to the whole group







15 MINUTES







VIDEO SESSION

- Watch one video at a time
- 2. Make notes of what you think it's relevant on each of them (usable and applicable to your classes)
- 3. Discuss in pairs.





VIDEO TIME

1. https://www.youtube.com/watch?time_continue=14&v =tDlf0umzZXY

2.<u>https://www.youtube.com/watch?time_continue=7&v=woNZzjJL9bQ</u>

3.https://www.youtube.com/watch?v=woNZzjJL9bQ





HANDS-ON ACTIVITIES

Introduction Games

Word Clouds

Story completion

One-minute paper

Word relay





DEMONSTRATION

- In pairs or groups choose a game you play with your large groups of students
- Roleplay
- Variations? Adaptations?





FINDING SOME IDEAS

- https://pt.slideshare.net/JackieBolen/top-10-esl-activitiesfor-big-classes-63023273
- http://monkeyabroad.com/27-esl-games-for-large-classes/
- https://uwaterloo.ca/centre-for-teachingexcellence/teaching-resources/teaching-tips/educationaltechnologies/all/activities-large-classes





POLÍTICA DE ENSINO DA RMR













CLIQUE NO LINK ABAIXO PARA FAZER O DOWNLOAD.

http://www.recife.pe.gov.br/ efaerpaulofreire/politicade-ensino





AS FOR THE NEXT MEETING...

For our next meeting, we hope you share with us some of your successful experiences based on our discussions and suggestions practiced with your students in one of your classes.





https://www.google.com.br/search?q=thank+you+IMAGES&source=lnms&tbm=isch&sa=X&ved=OahUKEwiti8jiqZ7hAhWeGbkGHd1LBxcQ_AUIDigB&biw=1366&bih=654#imgrc=2r5R4j22q68cRM:





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https://www.youtube.com/watch?time_continue=7&v=woNZzjJL9bQ

https://www.youtube.com/watch?v=woNZzjJL9bQ

https://youtu.be/qb3TUh5ZCXI









"A pessoa conscientizada tem uma compreensão diferente da história e de seu papel. Recusa acomodar-se, mobiliza-se, organiza-se para o mundo" (Paulo Freire)

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