Pedagogical Interventions project

Teaching Idioms describing feelings and mood using Quizlet

Course: Academic literacy ALI

Students: Eight international students from (China-Japan, Saudi Arabia, Taiwan, and Kenya). They all advanced where their proficiency level is very good in using the English language.

Subject: one activity of a lesson, "world happiness report"

The activity: Teaching Idioms describing feelings and mood using Quizlet.

Material: Quizlet is a website designed for teacher to set their own classroom online and students to gain and learn using some features in the website. My activity is a "Idioms describing feelings and mood". I made my choice by selecting that topic from one of teaching activity that I did for my ALI classes.

Time: 20-30 minutes

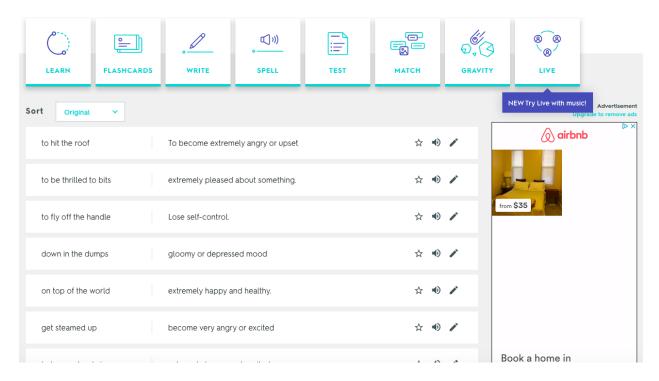
Activity Objectives: (Why?)

My goal in this activity is to teach students some idioms in English language and specially amercing culture. I would give them the opportunity to learn and understand the meaning of each idiom and how people would use them in a context. I know most of them as international students will not have the chance to use these idioms when communicating with others in real life, but at least they could have an idea of what is idioms and why Americans use these particular idioms in their language.

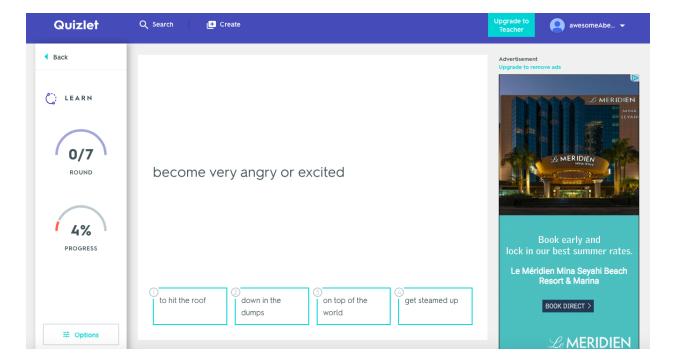
Also, as a language teacher, I think it is important to know and distinguish the differences in their naïve language and the second language in using idioms. The history of language is an important aspect when learning a second language so that might help my students in knowing the language they are learning.

Methodology: (How)

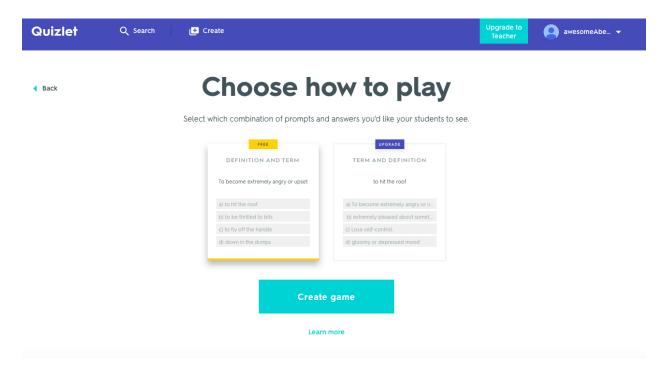
- 1- I created a study set using Quizlet.com. As a teacher user on the website, you allowed to create your own study set and invite students to this online class.
- 2- I will show the main page of the idioms on the board using a projector. The first page has the phrases and its meanings; I will read each idiom and explain what it does mean? And how it uses in a context? I will give them a simple example using these idioms by saying "you can say I am on cloud nine because I won a free ticket to LA."



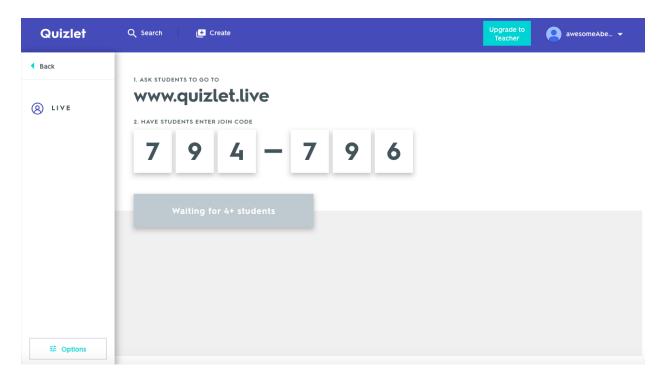
3- After learning the eight idioms I will ask them to use their technology devices to open the first part on the top of the page section called "Learn." In this page, students will challenge themselves to answer the questions and watch their progress while playing with these questions. The questions are a practice to measure their understanding of what I explained in the first part of the activity.



4- the last part of the activity, is a live game. Quizlet will allow me to create a game with multiple choices, idioms, and definitions or the opposite. I will use both versions of the game if I notice that students are enjoying the game.



5- In this game, students can use their phones or laptops, so they can enter the code to join the game. The game will randomly create two groups, and also, they can see each team progress or points on the board.



6-the question for each member of the group is the same, but the answers are different so the students in the group must work and talk to each other in the game.

Technology or platform:

Quizlet.com

https://quizlet.com/236485013/idioms-describing-feelings-and-mood-flash-cards/ Students will use their phone or any other device to process using Quizlet in classroom.

Rationale: (why Quizlet not ppt?)

I chose this activity as a way of trying to apply using technology in teaching and design learning materials that students can feel excited and enjoy using in class. I think students at this young age will find online game and new technology that they can use in class is kind of fun learning for them.

In one of my classes this semester, I used same activity in teaching idioms, but I used the PPT presentation as a way to demonstrate the activity. It was a warmup activity, and I found most of the students wouldn't be engaged in the activity unless I instruct them with specific language. Students were paying attention without involved really in the activity. I understand that they like using fun ways in learning, I thought Quizlet might create an entertaining environment so that they can learn effectively. The live game would definitely provide a competition behavior

While in using Quizlet in my classroom, I am sure that students would love playing and learning through technology because they like playing on phones all time. They will more engage and excited to practice idioms using a live game.

In this activity, I Decided to do three features that Quizlet provides to the students. The reason behind this decision because it is a short warm-up activity designed to teach them some idioms and practice their understanding of each idiom.

In expanding for this activity, I might use the (test) section on Quizlet so they can take a quick online test to measure their learning, and also the grades will show in their page immediately.

Some challenges I might face:

- Some students might not feel comfortable using technology.
- Technical issue.
- Students might not have access to a technology devise.