

Abeer Alharbi
ENGL 757

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: “world happiness report”

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 americing 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.”

The screenshot displays the Quizlet.com interface for a study set. At the top, there are eight tabs: LEARN, FLASHCARDS, WRITE, SPELL, TEST, MATCH, GRAVITY, and LIVE. Below the tabs, there is a 'Sort' dropdown menu set to 'Original'. The main content area shows a list of idioms with their meanings and interactive icons (star, speaker, and pencil). On the right side, there is an advertisement for Airbnb.

Idiom	Meaning	Interactive Icons
to hit the roof	To become extremely angry or upset	☆ 🔊 ✎
to be thrilled to bits	extremely pleased about something.	☆ 🔊 ✎
to fly off the handle	Lose self-control.	☆ 🔊 ✎
down in the dumps	gloomy or depressed mood	☆ 🔊 ✎
on top of the world	extremely happy and healthy.	☆ 🔊 ✎
get steamed up	become very angry or excited	☆ 🔊 ✎

Advertisement: NEW Try Live with music! Upgrade to remove ads. Airbnb logo and image of a room with a price tag from \$35. Text: Book a home in

- 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.

The screenshot displays the Quizlet 'Learn' interface. At the top, there is a purple navigation bar with the Quizlet logo, a search bar, a 'Create' button, and a user profile section for 'awesomeAbe...' with an 'Upgrade to Teacher' button. The main content area is white and features a large text prompt: 'become very angry or excited'. Below this prompt are four numbered boxes containing the following phrases: 1. 'to hit the roof', 2. 'down in the dumps', 3. 'on top of the world', and 4. 'get steamed up'. On the left side, there is a sidebar with a 'Back' button, a 'LEARN' section with a circular progress indicator showing '0/7 ROUND', and a 'PROGRESS' section showing '4%'. At the bottom of the sidebar is an 'Options' button. On the right side, there is an advertisement for 'Le Méridien Mina Seyahi Beach Resort & Marina' with a 'BOOK DIRECT >' button.


- 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.

Quizlet

Search

Create

Upgrade to Teacher

 awesomeAbe... ▾

[◀ Back](#)

Choose how to play

Select which combination of prompts and answers you'd like your students to see.

FREE

DEFINITION AND TERM

To become extremely angry or upset

a) to hit the roof

b) to be thrilled to bits

c) to fly off the handle

d) down in the dumps

UPGRADE

TERM AND DEFINITION

to hit the roof

a) To become extremely angry or u...

b) extremely pleased about somet...

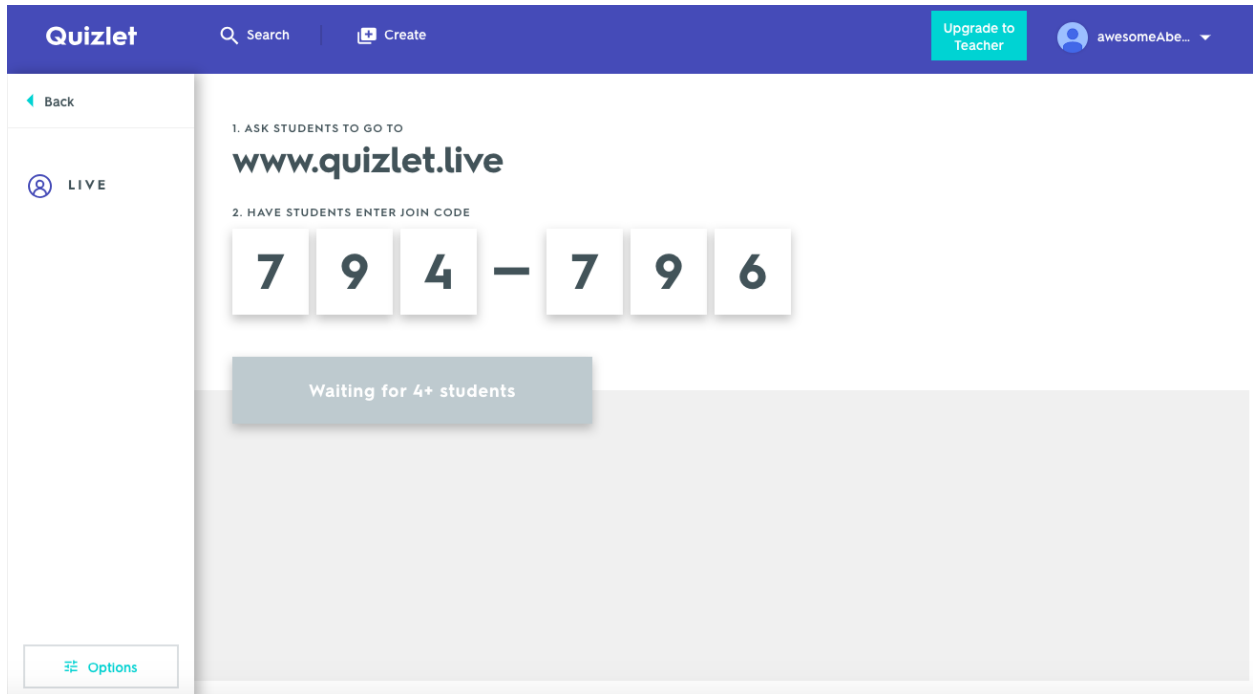
c) Lose self-control.

d) gloomy or depressed mood

Create game

[Learn more](#)

- 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.