

EngCoding Course - Class Four

编程学英语第四课

Textbook: Primary English Grade 3, Book 2, Shanghai Version

教科书：沪教版小学英语三年级下册

Unit 1. Use My Five Senses

第一单元 五官感觉

Lesson three

第四课

Part 1. (10 minutes)

At the beginning of the class: Teaching Assistant/Teacher-on-Site: warm-up/review

助教/任课老师宣布上课开始：热身/复习

1. Greetings to each other. 自我介绍，打招呼

- Hello, everyone
- Good morning

2、Interaction: teacher assistant will play arts game with students. 老师会和学生们一起做一个手工。

Teacher: What's this? goldfish.

If you have goldfish, how to keep them happy? They like (fresh) water. Clean fish tank. .

Today, we will fold goldfish. Need a piece of paper and a black marker.

What's this? - Fish



Teacher shows the steps and students will follow the steps.

Learning objectives: Students can review words and learn new words. Through playing and learning, they can easily understand how to use language.

教学目的：学生在手工游戏中，复习已经学到的单词，拓展新的词汇。同时以游戏化的方式，帮助学生了解怎样在生活中使用英语。

Part 2 (20 minutes)

Lily : introduces the new game (Words Maze.) → Show the Maze → Tell students: their job is to fix the errors. There are five errors. → Change the language → Michael starts to teach coding: Step one is,,, Step two,,,, Step three,,,, Step four,,,, Step five,,,,

A. **Teaching Assistant: Now, it's time to play Coding!** Last week, we learned how to write story on Scratch. This week, Michael will help you to learn a new game – Words Maze （单词迷宫）

B. (Teacher) Scratch: Let students **change the language**: select English
Let students know how to upload and save his/her work on scratch.

C. **Show** the game to students and let them know the new game firstly

英语技能：目的是让学生在编程过程中复习教科书上的已学单词。

Language Objective: Let students memorize words in Unit 2 during coding.

编程技能：帮助学生对修改错误游戏指令有基本认知，在游戏中自发性的复习及使用已学单词。

Coding Objective: Help students to get a basic understanding of changing the mistakes in the project.
Students can learn and review the words subconsciously when they are coding.

时间安排：示范基础性指令，根据时间来掌握教学节奏。

Time arranged: show how to drag and drop the basic few blocks. All the other blocks can be built if time restraint permits.

编程过程：

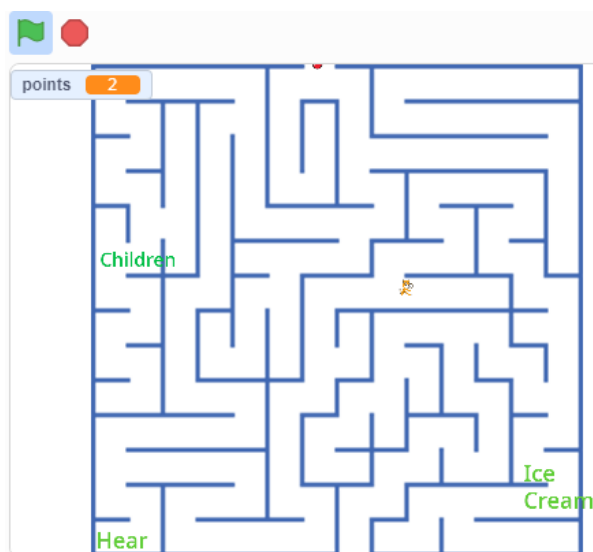
D. The **Process** of Coding:

（1）外教老师示范如何拖拽积木，学生跟随做动作。

Teacher will teach to create project step by step. Students will practice in the class.

（2）在教学过程中老师随时检查学生的动作。

Teacher will let group leader check group member's work.



2. 学生编程完成后：开始操作游戏，在玩游戏期间，学生们进一步复习已学单词。

After the above coding process: Showcase can be run. During playing, students can memorize words.

Michael: Now, it's time to show us your work.

Teacher will let students show their work. Select two or three Group leaders. If they didn't finish it, then, teacher can help them to finish it later. Or, peer-helping after class.

Part 3: (10 minutes)

课时结束：小结

Lily - Wrap up: today, we learned :

- Paper folding game: goldfish; center ;line; side; triangle; top; bottom'
- Space shooter game: Maze. You can create this game at home and use words on your textbook. Play it with your friends.

All groups are great. Everyone did good job. If you have questions, you can send email to Michael or you can ask Ms. Zeng and me.

We'll have more animated games to code and play. Let's have fun! Let's learn English!

Lily: 预告下一节课：我们会制作更多的动画游戏。好好玩！好好学英语！