

GRID FOR ACTIVITIES DEVELOPED BY PRE-SERVICE TEACHERS

TITLE OF THE MODULE: Technology Based Task COUNTRY OFIMPLEMENTATION: LITHUANIA

TITLE OF ADAPTED ACTIVITY

CLOTHING

EDUCATIONAL LEVEL FOR WHICH IT IS ADDRESSED TO

LEVEL: Primary Education (A1 level).

AGE: 8-9 year olds.

LANGUAGES CONCERNED IN THE ACTIVITY

English, Lithuanian.

TECHNOLOGIES CONCERNED

Workloud

Tools:

A wordcloud can be created using:

(https://www.wordclouds.com/),

(https://www.mentimeter.com/features/word-cloud),

(https://monkeylearn.com/word-cloud/)

SUBJECTS CONCERNED

English

OBJECTIVE/S OF THE ACTIVITY

Introduction of the pieces of clothing. Students will learn to identify and talk about clothes, revise colours and to say what they're wearing.

DESCRIPTION OF THE REAL CONTEXT

Physical: school, students

Academic: description of the subjects in which it is inserted

Class of about 20 students in a Lithuanian primary school with English taught as a foreign language. The class is equipped with a whiteboard and tablets at the students' disposal or students are allowed access to their own mobile phones or computers.

DESCRIPTION OF THE ACTIVITY

PRF-TASK CYCLE





INSTRUCTIONS

- The shape of the wordcloud can be used as a conversation starter and an introduction of the topic;
- Students can be asked to revise the colours and say the word which correlates with the colour of the word;
- In addition, students will be asked to find English and Lithuanian words and connect the Lithuanian word with the English one;
- Lastly, students can be asked what clothes they are wearing, by saying the piece of clothing and the colour of it. Can be done in both, English and Lithuanian languages. E.g., I'm wearing my blue jeans./Aš dėviu savo mėlynus džinsus.
- *If the interactive whiteboard is used, students can circle the English and Lithuanian equivalents.

TASK PREPARATION





- To create a wordcloud with the target vocabulary;
- A wordcloud can be created using: (https://www.wordclouds.com/),
 (https://www.mentimeter.com/features/word-cloud/),
 (https://www.wordclouds.com/),
 (https://www.wordclouds.com/),
 (https://www.wordclouds.com/),)
- There are multiple ways to present the wordcloud:
- Interactive whiteboard;
- Video projector and computer;
- Printed handouts.

CORE ACTIVITY I (WORDCLOUD)







CORE ACTIVITY





A table with the target vocabulary

ENGLISH	Skirt	Shorts	Jeans	T-shirt	Coat	Jacket	Shoes	Hat
LITHUANIAN	Sijonas	Šortai	Džinsai	Marškinėliai	Paltas	Švakas	Batai	Skrybėlė

PRE-TASK CYCLE II





TOPIC: CLOTHES

OBJECTIVE: Revision of the pieces of clothing in Lithuanian and English languages. Students will learn to identify and talk about clothes, revise colours.

LEVEL: Primary Education (A1 level).

AGE: 8-9 year olds.

LANGUAGES: English, Lithuanian.

PREPARATION: The tasks have been designed bearing in mind that students are in the class and the teacher is working with the interactive whiteboard or projector, however it can be adjusted by the needs of the class and the teacher.

TASK: MEMORY GAME

PRE-TASK CYCLE II





INSTRUCTIONS

- Students will be asked to match Lithuanian or English word to a picture;
- Students can be divided into groups or do it individually;
- Students will be asked to find English and Lithuanian words and connect the Lithuanian word with the English one; In the descriptions both, Lithuanian and English word can be seen and revised.
- The pronunciation and the spelling can be asked to be revised by the students.
- Lastly, students can be asked the colours of the cards and the colours of the clothes. In addition, students can revise 'I'm wearing...' and say the piece of the clothing, which is in the memory card. Can be done in both, English and Lithuanian languages. E.g., I'm wearing my blue jeans./Aš dėviu savo mėlynus džinsus.
- *If the interactive whiteboard is used, students can circle the English and Lithuanian equivalents.

TASK PREPARATION II



- Anyone can create a memory game with any target vocabulary;
- There many different templates to choose from, also they can be created from scratch, according to the needs.
- Memory games can be created using: https://interacty.me/products/memory-games
- There are multiple ways to present the memory game:
- Interactive whiteboard;
- Video projector and computer;

CORE ACTIVITY II (MEMORY CARD GAME)





THE LINK OF THE GAME:

https://interacty.me/projects/c9936d6fa03fb6d3



FOLLOW-UP





EXPECTED RESULTS

Students will be able to identify the piece of clothing in both: Lithuanian and English languages.

Students will revise the names of the colours;

Students will be able to say what they are wearing.

REFLECTION

The implementation of the task into the lesson, could improve students' cognition, visual, memory and logical skills.

The task can be adapted according to the students's needs, there is a possibility to choose from 4, 6, 8, 10... etc. word and picture pairs, to make the task more challenging.

TIMING

When in the academic year or semester and why Time needed and distribution (class hours, homework)

This activity has been designed to be carried out in a lesson or could be expanded over the course of 2 subsequent lessons (2 hours + 1 hour). These activities could be carried out any time in the semester; however, it would be useful for the children to have already been familiarized with the vocabulary related to clothing.

ASSESSMENT

Impact this activity can have in the final/partial assessment of the subject/s

This activity is part of the English curriculum; there is no formal assessment on the competences acquired. The teacher evaluates the students by observing the outcome of their activities, but there is no specific final mark for this part.

EXPECTED RESULTS

Students' motivation and satisfaction, self-confidence, image of teacher's and students' identities, etc.

Students will be able to recognise parts of the clothing in English as well as they will be able to use technologies that help them to build the vocabulary on any topic.