

Erasmus+ project: Young Citizens of Europe- our future

## Lesson plan

### LEARNING ENGLISH USING IT

**Date:** 6th of April, 2016

**School:** Zespół Szkół Nr 7, Gdynia, Poland

**Teachers:** English teacher Kristiina Rantala, and students Laura Auvinen, Reetta Muilu, Tiia Mikkonen from Koivusaaren koulu, Järvenpää, Finland

**Level:** beginner - pre-intermediate

**Age:** 13-14

**Aims:** to learn and practice English in different ways using IT

**Activities:** speaking and pronouncing in English, practising online in pairs or in groups and interacting with one another in the classroom

**Outcomes:** students will be able to use different online tools and platforms for learning and practising English (or even other languages)

**Materials needed:** PCs for students and for the teacher with internet connection, a classroom with beamer and screen, canvas or interactive whiteboard

**Preparation:** teachers create a learning game in a game-based learning platform called *Kahoot* and digital flash cards in Quizlet in advance.

**Outline:** Give students a brief summary of the tasks and assignments done in the classroom. Give students basic instructions how to use their PCs and how to use the different tools and platforms.

Assignment 1: Join and play an interactive game.

Students join a game at *kahoot.it* using their devices (PCs or mobile phones).

Teachers have created a fun learning game of Erasmus countries made from a series of multiple choice questions in a platform.

Students enter the unique Game PIN and then they enter their name.

Students answer on their own devices (PCs or mobile phones), while the game is displayed on a shared screen or canvas to unite the lesson and encouraging students to look up. *Kahoot* is an educational platform which brings joy to learning in English vocabulary or in any subject.

(for more information about the platform, see <https://getkahoot.com/support/faq/> )

Assignment 2: Join Quizlet's website and use the study material online.

Students go to Quizlet website and search for the right study material. They study independently or in pairs using six different study tools. They are *Flashcards*, *Speller*, *Learn Mode*, *Test Mode*, *Scatter* and *Gravity*.

(for more information about the website, see <https://quizlet.com/help/2444083/what-is-quizlet> )

Assignment 3: Record and send a voice message using Vocaroo.

Students go to *Vocaroo.com* and click to record an audio (their own speech). They speak to the PC's (or mobile phones) microphone and play-back their recording. The aim is that the students practice their oral skills in English.

Students can record words, phrases or longer sentences. Once they are happy with the recording, they send the audio to their professor for evaluation by email.

(for more information about the tool, see <http://www.teachertrainingvideos.com/audio-podcasting/vocaroo.html> or <http://helpcenter.collaborate.ucsb.edu/content/18/65/en/how-do-i-record-an-audio-file-using-vocaroo.html> )