Activity Design

Session Goals

- Present a framework for designing and critiquing activities

- Practice using said framework

What makes a good activity?

The teacher's fundamental task is to get students to engage in learning activities that are likely to result in achieving [the intended learning] outcomes.

[..]what the student does is more important that what the teacher does. (Schuell, 1986, p.429)

What makes a good activity?

- Student Engagement

- A focused (ideally quantifiable) goal

Activity Critique

- What is good about this activity?

- What could be improved?

- How does it engage students?

- What is the goal of this activity?

Engagement

- Relevance

- Entertainment

Choosing Goals

- Specific
- Measurable
- Achievable
- Relevant
- Time based

Constraints on us as ALTs

- The Curriculum
  - Types of skills
  - Types of classes
- Class size

Extension and Scaffolding

- Stronger students – extension

- Weaker students - scaffolding

Scaffolding Practice - Directions

- Class has a list of phrases
  - e.g. "turn left at the ………."

- Student's task is to write directions

- How could you scaffold/extend this activity?

Useful Websites

- Islcollective
  - Hundreds of worksheets and activity ideas.

  - Can sort by topic, popularity downloads etc

  - Available as easy editable .doc files
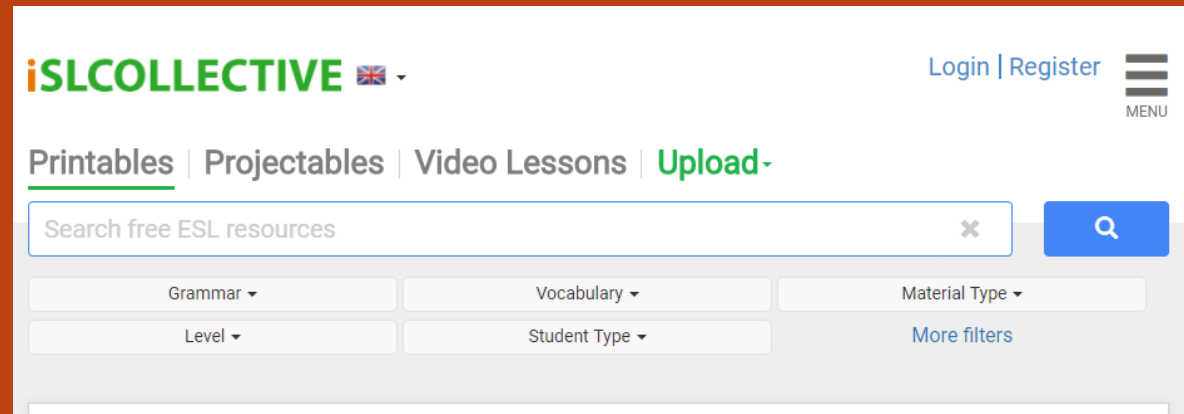
Useful Websites

- Englipedia
  - Created specifically by ALTs for ALTs

  - Aimed mostly at ES and JHS

  - Complete descriptions of activities

Activity Design Practice

- Engagement

- Goal
  - S.M.A.R.T.

- Extension and scaffolding

Activity Type Examples

- Role play (Skits)
- Writing
- Debate
- Problem solving (group and individual)
- Q/A