

Erasmus+ Project "Preventing ESL"
Bilbao, 15-19 January 2018

Aim

The main aim of this project is to prevent early school leaving. To achieve this, the project focuses on increasing the motivation in mother tongue language classes in upper secondary school. This will be done by implementing specific methods focusing on motivating and supporting students. Finally, the project aims to enhance teacher-student relations, learning and self-confidence among our students.

Subject area	Focus	Methods
Structure	A clear purpose	Learning objectives - every lesson we explain why, we also write today's lesson plan on the board. Also make the long term purpose clear. A clear intro/outro in every lesson. Outro is a student summing up today's work.
Learning skills and social environment	Improve communication skills and self-confidence	Once a week play the "Story Cards" game.
Interpersonal skills	Variation and social atmosphere	Movement and contact: "Pat on shoulder", hugging, dancing etc.
Learning environment	Teacher-student relationship	Once a week, have informal conversation with one or two pre-selected students

Lesson activities

Examples of Intro/Outro

Intro:

- Write today's plan on the board.
- Explain learning objectives.
- Introduce the topic/unit
- Draw parallels to last lesson (Do you remember what we focused on last lesson?)
- Warm up exercises
- Comment upon exit tickets
- Expectations of the students on this lesson

Outro:

- Next-lesson teaser
- Sum up
- Exit ticket (see below)
- Why homework?

Exit tickets:

Examples of exit tickets (5 min):

- "What have you learnt today?"
- "What did you not understand?"
- "What was interesting/difficult?"
- "Write a sentence with the grammatical focus of the lesson."
- "Write a sentence using terminology/vocabulary from the lesson."
- "How can I help you understand this topic better?"

Example of a lesson structure

Intro - purpose of today's lesson

Session 1 - play "Story Cards"

Session 2 - Movement and contact

Session 3 - Free

Outro - exit ticket

The order can change.

How to play "Story Cards"

- 1) Divide the class into groups of 4 or 5.
- 2) The teacher will choose the theme for the game.

Themes are:

Memories

School life

Literature

Language

DIY (Do It Yourself)

It is recommendable to begin with Memories or School life. The categories Literature, Language and DIY are more advanced. The idea is that you can expand the game and make up new categories and questions as you find useful.

- 3) Give each group the story-cards, "!" and "?", HELP! cards and hour glass. Appoint a time-keeper.
- 4) One student will start by picking a card and begin the first story that comes into mind. The time-keeper turns the hour glass. The story cannot exceed 3 minutes. The storyteller can draw a HELP! card at any time. The listeners listen and do not comment.
- 5) When the story is over the listeners can put down the "!" card if the story has inspired the student to tell another story or just comment (eg: this reminds me of...). Each

listener can only use the "!" card once in the game. Put down the "?" when someone has finished their story but want to hear more.

6) If the student needs help from the group or the teacher she/he can use a HELP! card by holding it up.

DIY "Story Cards"

The DIY category works as follows: students in groups of 3 to 5; the teacher comes up with a relevant category and each student will make up a question; each group will write their group number on the cards and pass their questions on to the next group. Everybody will start playing Story Cards!

The 5 best questions can be used for a test.