

E-BOOK 8

SAMPLE PAGES

N°8



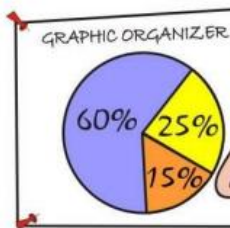
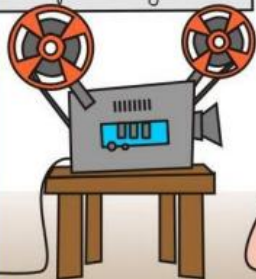
CREATIVITY & MOTIVATION AT SCHOOL... is it even possible?!"

Ideas for Non-Formal and Creative Learning Experiences:

Using Stories and Non Fiction Texts, Linguistic and Cooperative Games, Songs and Graffiti, Lateral Thinking and Brain Teasers, Proverbs and Famous Sayings, Movies, Advertising Images and Technology.

MURPHY'S LAWS

- Anything that can go wrong will go wrong.
- If several things can go wrong, they will.
- Most general statements are false, including this one.



VIDEO COLLE



"CREATIVITY & MOTIVATION at school...
is it even possible?"

**Creative Learning Experiences
for sparking Creativity at your school!**

"CREATIVITY AT SCHOOL... is it even possible?"

Heads, Coordinators and Teachers should:

- Have a very strong vision of what educating children is all about.
- Do what they believe is right for their students, despite the system.
- Understand the ways people learn has become an integral part of their daily practice.

What kind of Creativity are we talking about?

- ✓ There are more than 120 different definitions of creativity, but in the school context are we talking about:
 - Creativity in **arts**,
 - **Creative responses to everyday situations**,
 - **Coming up with NEW IDEAS:**
 - Different ways of looking at things...

Creativity when teaching a language...

We should be looking at:

- Different ways of seeing things.
- **Breaking the established patterns of thinking.**

Encouraging:

- **Freedom in self-expression.**
- **Change of attitudes.**



New ideas are always welcome!!

Non- Formal Learning

NON FORMAL LEARNING:

On going process to acquire skills and knowledge through Creative Learning Experiences:

Games- Optical Illusions -Stories and Non-fiction texts – Songs -

Graffiti - Murphy's Laws - Lateral Thinking & Puzzles - Brainteasers –

Riddles - Proverbs – Famous Sayings – Quotations –

Creative techniques: Brainstorming – Mind mapping – Image Streaming – Scamper – Mind Storming – Role Plays- Fake ID – Search and Reapply – Note booking -

Comics - Movies –Videos- Advertising -

Technology: Movie camera & Photo camera - Power Point Presentations, Computer & Projector - Student Blog – Student Wiki – Google Earth - Jeopardy- Internet Researchers – Becoming Authors.

NON FORMAL LEARNING:

through...

GAMES



Different Perceptions & Optical Illusions



STORIES & Non fiction texts

SONGS



GRAFFITI

MURPHY'S LAWS



LATERAL THINKING

PROVERBS & FAMOUS SAYINGS



PUZZLES- BRAIN TEASERS- MIND GAMES

LITERATURE QUOTES

COMICS & CARTOONS



ADVERTISING MOVIES & VIDEOS

TECHNOLOGY & INTERNET

Why play Games with your students?

There are lots of reasons to look at...but first let's define what we're talking about.

There is a common perception that all learning should be serious and solemn in nature.

If one is having fun and there is laughter, then it is not really learning.

This is a misconception: It is possible to learn a language as well as enjoy oneself at the same time. One of the best ways of doing this is through GAMES

LEARNING VOCABULARY THROUGH GAMES:

VOCABULARY GAMES allow the teacher review a large amount of WORDS very quickly.

- ✓ GAMES focus on grammar communicatively.
- ✓ GAMES provide language practice in the various skills:
 - Speaking.
 - Writing.
 - Listening.
 - Reading Reinforcing- Reviewing- Extending

Making occasional movements prevents students from feeling bored and restless and increases the participation level.

What Are Cooperative Games?

COOPERATIVE GAMES...

- ✓ **Emphasize participation**, challenge and helping each other rather than defeating someone: people play together and not against each other.
- ✓ **Focus on fun and interaction** rather than competition.

DIFFERENT PERCEPTIONS IN THE CLASSROOM:

ACTIVITY: "WHAT CAN YOU SEE?"

Describe the picture: "A man in a boat, catching a fish, near an island" - Turn the picture upside down: What can you see now? - "A big bird and a girl"

DISCUSSION: Work with a partner

- 1) Does everyone perceive the illustrations in the same way?
- 2) What can affect how we perceive others and their ideas?
- 3) How can different perceptions or prejudices lead to conflicts?



"The Chinese Bamboo Story":

Let's reflect in groups about:

- 1) Discouraging events.
- 2) Frustration.
- 3) Visible results.
- 4) Persistence.
- 5) Rewards



SONGS: An excellent tool in the English classroom:

MUSIC in the EFL classroom: Language and culture is a pair of identical twins that are always seen together.

Music & Songs in EFL classrooms:

English songs can be used for a wide variety of activities.

They can:

- Start discussions on a topic
- Become the centre of debate.
- Completing the blanks as students listen.
- Listening and choosing the correct words from two words than rhyme.
- Finding mistakes.



Working with GRAFFITI ...a Street Art!

- ✓ Are marks or writing made on a wall with paint or spray paint.
- ✓ Sometimes it is just a person's name or a rude word.
- ✓ Sometimes it is as a public political protest.

Discussing MURPHY'S LAWS: "If anything can go wrong...it will!"

MURPHY'S LAW
ANYTHING THAT CAN GO WRONG, WILL GO WRONG

GRAVITY IS NOT NEGOTIABLE.
Beauty is only skin deep, only good to the bone.
Never argue with a fool, people won't get your side.
Fences come and go, but enemies accumulate.
The other never knows what you're thinking.
Anything you try to fix will take longer and cost more than you expect.
The sound of a glass falling matters not when it comes to purchasing in the land of the dollar.
Never sleep with anyone crazier than yourself.
The response will never have been a word, with love from above.
A short cut is the longest distance between two points.
Anything done in life is either illegal, immoral or fattening.
The last of the end of the tunnel is the hellmouth of an incoming train.
Murphy's golden rule: whenever you see the word "the" twice, it's time to get a loan, you just don't know you don't need it.



Puzzles
Brain Teasers
Mind Games

- ✓ Generate ideas.
- ✓ Keep students' minds sharp.
- ✓ Let them know that there is not always a concrete answer to every problem.



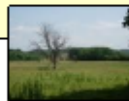
STUDENTS:

- ✓ Stretch their imagination.
- ✓ Strengthen their problem solving skills.

ACTIVITY: Solving Puzzles:

DEATH IN A FIELD

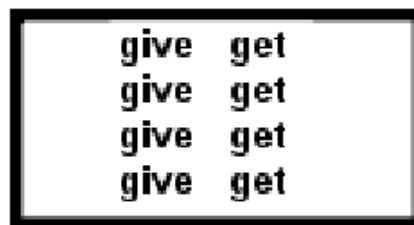
- A man is lying dead in a field. Next to him there is an unopened package. There is no other creature in the field.
- How did he die?



- SOLUTION 1: There was a package dropped from an over flying Chopper. The packet knocked the person in the field and he died.
- SOLUTION 2: The man had jumped from a plane but his parachute had failed to open. It is the unopened package.

ACTIVITY :

Word Picture Puzzles:



RIDDLES:

What goes up and down but doesn't move?

A STAIRCASE



What kind of bulbs don't need water?

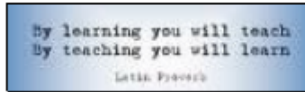
LIGHT BULBS



Proverbs & Famous Sayings

A PROVERB:

- ✓ is a simple saying popularly known and repeated,
- ✓ which **expresses a truth**,
- ✓ based on **common sense** or the practical **experience of humanity**.
- ✓ They are often metaphorical.



Creative Writing Using Comics & Cartoons:

Why use Comics & Cartoons in the classroom?

Using Internet:

Student Blog:



A **BLOG** is a **user-generated website** in which **journal entries** are made.

- ✓ Due to **adolescent affinity for technology**, blogs help students to see **the work they are doing in the course** as something **motivating** and **"cool"**!

Student Wiki:



A **"WIKI"** is a **WEBSITE**:

- That can be edited online by multiple users.
- Where collaboration is intended.

✓ **Students can create and use a WIKI:**

- to collaborate on a group project
- as a virtual meeting place in which to brainstorm and exchange ideas. .

Google Earth: Interactive technology:

✓ **GOOGLE EARTH** is a software application that realizes a virtual earth in software.

- ✓ Students can "fly" to any location on the planet.



Authentic Materials



Materials that we can use in the classroom and that **have not been changed in any way** for EFL students

Sanderose-1999

Authentic materials enable learners to **interact with the real language**

Learners feel that they are learning a target language as it is used **outside the classroom.**

Some Advantages of using Authentic Materials



Students are exposed to REAL LANGUAGE & CULTURAL INFORMATION

Authentic materials:

- ✳ have a **positive effect on learner motivation.**
- ✳ **keep students informed** about what is happening in the world.
- ✳ can encourage **reading for pleasure**
- ✳ can produce a **sense of achievement.**

What types of Authentic Materials can we use?

AUDIO-VISUAL

- ▶ TV Programs
- ▶ Commercials
- ▶ News broadcasts
- ▶ Documentaries
- ▶ Movies / Films
- ▶ Videos



AUDITORY

- ▶ Radio Programs
- ▶ Songs
- ▶ Phone messages
- ▶ Pod Casts

PRINTED



- ▶ TRADE BOOKS
- ▶ Newspaper articles
- ▶ Magazines
- ▶ Restaurant menus
- ▶ Recipes
- ▶ Advertisements
- ▶ Sales Catalogues
- ▶ Travel brochures
- ▶ Maps
- ▶ Labels
- ▶ Graphs & Charts
- ▶ Schedules
- ▶ Posters
- ▶ Comics
- ▶ Food labels



VISUAL

- ▶ Photographs
- ▶ Art works
- ▶ Signs with symbols
- ▶ Postcards

On line

- ▶ Websites
- ▶ Blogs
- ▶ Social networking sites
- ▶ Games

TECHNIQUES

- ▶ Talks/Discussions
- ▶ Roleplays and Cultural tests