**ITEC CYCLE 5**

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| *LEVEL* | 10th Graders | | ***SUBJECT*** | English |
| ***LEARNING STORIES*** | Tell a Story  Create a Game | | ***STRUCTURES TO BE COVERED*** | Simple Past Tense  Presentsimpleandcontinous  Comparativesandsuperlatives  Presentperfect tense |
| ***ALLOCATED TIME*** | 16 Hours | | ***AGE OF THE STUDENTS*** | 16-17 |
| ***THE TEACHER AND THE SCHOOL*** | | DUATEPE ANADOLU LİSESİ- DİNÇER SAYGILI | | |

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| OBJECTIVES | | The students will be able to  - learn how tocreate a game  - learn how to make comprehensible video story  - explore and work the creativ edigital tools  -learn how to collaborate throughout a project  -learn the meaning of being a team  -talk about past activities and present activities  -compare the objects around them  -improve their understanding of Present Perfect Tense  -learn how to use Present perfect properly and effectively. |
| **MATERIALS** | | Camera with a video recorder, Computer, DigitalCamera, Printer, Smartboard, Scanner, Web 2.0 tools, iTECWidgetStore, teamUp, ReFlex, mindmappingtools; Corkboard.me, Prezi, Mindmeister ,BlogCreation, Movie Maker, PrintedMaterials,Textbooks, storybooks |
| **5TH CYCLE LEARNING ACTIVITY PACKAGE** | Design Based Learning Activities | |
| **Prerequisite Skills:** Using simple web tools  **PREPARATION FOR LEARNING:** The teacher explains to the students the process of the Project. The teacher gives students the **Teamup** link and explains to them how to use it, how to upload the names and photos of the students and how to edit them. The teacher seperates the students into 4 groups as two groups with 3 peers and two groups with 4 peers in each. The teacher presents the web tools such as wikispaces, facebook etc. To help the students,  **ACTIVITIES:**  **DREAM;** Teacher presents a design brief. The teacher shows a few inspiring video stories and games  . Thes tudents decide targeted audiences.  The teacher asks the students to decide on the learning story and the structure they want to cover:  Group BMM:They are going to create a game about PRESENT PERFECT TENSE  Group COCUMUYO:They are going to tell a story about COMPARATIVES and SUPERLATIVES.  Group THE GREAT BRAINS:They are going to tell a story about SIMPLE PRESENT and PRESENT CONTINOUS TENSE  Group REAL KUMLUCA:They are going to create a game about PAST SIMPLE  **REFLECT;**  Each group will create a blog for their Project and use them as Project diaries on which they will share their experiences to be recorded throughout the process at the end of the each activity using visual and audial tools such as Teamup,Reflex, embedded youtube videos and etc  **EXPLORE:**  The teacher asks the teams to search for collecting similar examples and to collect them on their blogs. The teacher inspires them by showing online resources. The teacher guides their search,the qualification of their material and then gives feedback for them  **MAP:**  The teacher introduces the teams some of the digital mind-mapping tools such as Corkboard.me, Prezi, Mindmaster and Popplet.Students create mind maps for works.  The teache rguides and gives them advice of their works.  The teams record reflections.  The teacher gives feedback for their mindmaps.  **MAKE –** The students start prepare their games and stories And they use free web-based software for creating during which the teacher gives guidance.  **ASK AND COLLABORATION:**  They will share their final projects and they will have a question and answer session  **RE-MAKE:**  They will do their work again according to the question and answer session.  **SHOW:**  The teams prepare presentations and present their stories and games totheir classmates.  All the students projects will be avaliable on the Internet including the school website, special blog and facebook. Also, the projects will be presented to the other groups | | |

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| *ASSESSMENT SUMMARY AND EVALUATION* | The teacher always offers advice and guidance to the students, reviews the work of each team, their reflection recordings and blog entries, to ensure everyone explored, collected examples and contributed to the Project during the learning activities.  At the end of the Project regarding the assessment and the evaluation, all the students in each group will be given a peer assessment form and a groupwork assessment form. The points taken from these forms will be added to the designed criteria below  **Evaluation Criteria**;  **Contributionand Collaboration**: 20 points  **Creativity**: 20 points  **Use of technology**: 20 points  **Language andNarration**: 20 points  **PAF and GWAF**: 20 points  **Total**: 100 points |