Lesson plan for English with SCRATCH

Class: Group of students (18) coming from different classes of the school

time: 5 lessons + dissemination and evaluation

Group features: They are 18 students all aged 13. They are very interested in technology and robotics. They also have quite a good level of English ( most of them are A2 and some B1).

1st Step/lesson

I decided to send them a video about the use of coding in particular about Scratch.

The following day I invited them to share opinions about coding: Why is it interesting?

What can we do with coding? Could it be used in school? How can we use it?

So, we did a brainstorming about this project, the questions were:

- What are you interested in?

- What is your idea about videogame?

-What do you want your classmate and friends learn thanks this work?

The results were:

Improve English language through jokes and riddles. They decided not to develop grammar.

To do it they decided to do something similar to a treasure hunt at school.

2nd step/lesson

I divided the students in 6 groups.

Each groups has to find some easy and common riddles in British everyday life.

One member for each group has to take picture of some rooms or places at school.

3rd step/lesson

The groups start to do programming. They realized how difficult was to create what they have in their mind.

4th step/lesson

Programming at school. Problem solving and coding

5th step/lesson

The works of all groups were put together in a common und unique work.

 The result was Bramante’s Ribbon

Now, the dissemination started at school. The 18 students were divided in couples and each couples had to show their work and teach their classmates to do the same.

During the dissemination phase

This was my lesson plan for one of my classes.

I chose a 3rd class of a middle school

Class features: 20 students aged 13/14. It is composed from Italian students and students coming from different parts of the word (3 students from Egypt, 1 from Albania, 1 from Rumania and 1 from Ecuador) the level of English was not very good ( most of them A1 level and only 3 o r 4reached level A2). Some students seemed annoyed during the lessons because they didn’t understand English and they didn’t want to learn another language.

1st step

I proposed them to do something different with the language and I talked them about the Erasmus+ project I did with other students and how English was useful for coding and playing games, too.

They looked like quite curious, so I decided to start with Scratch dissemination and improve their will to learn a new language.

2nd step

First of all I showed a video about Scratch that I found in youtube.

Then, I explained that riddles are very common in British culture and that the language of riddle is very common and the grammar, too.

They are invited to look for some riddles in Internet and translate them into Italian. They were interested and they enjoyed a lot in answering some riddles.

3rd step

Two students taking part of the Erasmus+project came to my class to show their project and let my students play with their “game”.

The class was divided into groups. Each groups has 2/3 students.

They started to solve the Bramante’s Ribbon.

All the groups worked hard to win the competition.

The first group that found the Ribbon was very excited. All the students realized that English was useful and that they can learn in a new and funny way.

After the lesson, they asked me to learn English with games and they asked me to teach them something more about Scratch and so I accepted their request.

One of their result was the Scratch project called:

PROGETTO SCUOLA you find in Drive folder

Not only they improve their attitude to English language but also to coding and creativity and what’s more important they started to feel more confident and curious.

The same experience did all the 3rd classes of our school. We had 7 classes for a total 165 students.

EVALUATION

To measure the results we asked the students to answers a questionnaire.

88% were interested and they enjoyed the experience

8% found the experience doesn’t help them

4% didn’t answer.

Other Scratch projects you find in drive folder are the one about French the one about Geography.

The first one was prepared in a class with the French teacher.

The second one was prepared in a class in a Clil project: English/geography

Dissemination also continued in all classes of the school with different topics:

in classes 1 (students age 11) we introduced coding taking part in the European Code week

 and in the second term we introduced Scratch with simple projects.

In classes 2 (students age 12) we introduced Scratch and invited students to create their own

 projects

We gave all the students a questionnaire about their experience in coding and the results were:

90% were interested and they enjoyed the experience

7% found the experience doesn’t help them

3% didn’t answer.