**Program of additional classes in the basics of programming**

**Pedagogical innovation project: English with programming elements.**

 Authors:

Katarzyna Krężel - English teacher, Anna Wróbel - IT teacher

**I. Introduction and justification.**

          Knowledge of English in present times is a must. Most young people are now aware that the ability to communicate in English as a world language is very important. In addition, the use of modern technologies and programming skills become an inseparable element of everyday life. Therefore, to meet the expectations of our students (in accordance with the trends prevailing in today's school, local environment and the labor market), an idea for English language innovation with programming elements was created. An additional unit will be mainly devoted to expanding the vocabulary in English and developing language skills using available applications and games, as well as creating your own help using, among others, Scratch language.

  The proposed innovation is aimed at introducing students' opportunities for greater knowledge and practical skills. This innovation will show students how to use English in programming languages.

 The reason for developing and introducing innovations is also the need to strengthen and improve work with a gifted student, and to adapt education to changes resulting from scientific and technical progress, to strengthen the importance of subjects such as English and IT.

**II. Program assumptions**

Innovation is especially addressed to students interested in learning English as well as combining information technology with science, making it easier for them

multifaceted development itself. It takes into account the assumptions of the new core curriculum for primary education, effective from 1 September 2017

(Program basis - version II.1 - Modern foreign language taught as the first -II education stage, classes IV-VIII) and enriches them with new elements. Teaching content covering all language skills - speaking, listening, writing and reading in accordance with the general and specific requirements of the new core curriculum - will be correlated with teaching how to use the SCRATCH encoding language.

Innovation extends the knowledge and skills of students to use information and communication technology in learning English (using various types of programs and applications to learn language and information, create blogs, use social media to share information, tasks or other ideas from English and computer science). Enhances vocabulary in the area of ​​"Science and technology".

The participants will have the opportunity to develop their interests through activation methods and work with the use of information and communication technology; they learn about various programs and applications supporting learning English as well as computer science.

During the implementation of additional hours, students will have the opportunity to implement interdisciplinary projects in the eTwinning program.

**III. Educational goals :**

General goals:

• expanding the knowledge and skills of the English language

• learning programming in Scratch

• using language skills for communication

• integrating learning English with the basics of programming

• acquiring the ability to independently acquire knowledge and use various sources of information

Specific objectives:

- development of listening, speaking, reading and writing skills in English allowing for free use of a foreign language in speech and writing;

- learning the vocabulary necessary to operate the Scratch program

- equipping students with a vocabulary that enables them to create interdisciplinary projects - mastering the language base in the area of ​​specialized vocabulary in the field of information technology;

- broadening students' knowledge about the surrounding world;

- improving self-learning skills;

- improving the ability to use various sources of information, including authentic ones;

- developing cooperation skills in pairs, in groups;

- developing problem-solving skills;

- interest in using various ICT tools to broaden their knowledge of English, preparing presentations, creating various materials and teaching aids,

- using the skills of programming in Scratch to independently create scientific help in the form of games that develop and consolidate knowledge from other school subjects.

- making your own interests possible.

**IV. CONTENT OF TEACHING AND FORMS OF REALIZATION**

The scope of the material being implemented will be extended to include content that has not been included in the core curriculum, and which is very important in the further education of English and IT. Classes will be adapted to the age of the participants, in the case of younger children the scope of the instructions used may be limited to basic operations related to motion, appearance and animation, in older groups the steering and variable instructions will be used to a greater extent. Classes will be conducted in a practical way, involving the self-creation of applications by students. The teacher will stimulate students to search for solutions independently and the final effect of the work will depend on the ideas appearing during the course. The effects of work on each class can be made available online using the tools offered by Scratch, which will allow you to familiarize yourself with the effects of work.

Classes in which students will be introduced into the coding language will be divided into stages:

- Explain what Scratch is

- Examples of projects in Scratch language

- Games and Animations

- Simulations and Interactive stories / presentations

- Programs with the use of Scratch language in learning English

- Exercises in using the Scratch language

Prepared topics of classes, applied forms of work and materials are aimed at:

• enriching the content provided by the selected textbook and curriculum approved by the Ministry of National Education;

• equipping students with a vocabulary and enabling them to participate freely in interdisciplinary projects (including creating a Scratch game for use in English or other lessons);

• learning about applications and programs for self-education

The goals set will be implemented using various methods and work techniques adapted to different learning styles:

- activating methods (requiring student involvement),

- work in the Scratch program

- audiovisual methods (video, DVD - cultural films, CD recordings),

- multimedia method (computer programs and the Internet, interactive whiteboard),

- practical exercises, didactic games and activities (exercise of language skills),

- work with the text read and listened to (reading English magazines, reading in English, listening to authentic dialogues, songs),

- work with dictionaries.

Innovation assumes the following forms of work during class:

-work with the whole class;

-group work;

- working in pairs;

-individual work;

-e-work.

**V. Expected achievements**

Pupils:

• expand their English skills,

• acquire basic programming skills in Scratch

• create a database of specialized vocabulary,

• get to know the possibilities offered by programming and new technologies, start to understand them and use them for their own needs,

• thanks to learning the basics of programming, they have the opportunity to educate creativity, logical thinking and creative problem solving

• gain knowledge in the way of creatine, because by integrating English with IT, it allows them to perceive language as a tool for communication and expanding knowledge from other fields.

**VI. EVALUATION OF OBJECTIVES - EVALUATION OF STUDENTS 'ACHIEVEMENTS**

In order to get feedback, teachers conducting classes:

- at the end of the school year, they will conduct a questionnaire regarding the level of students' satisfaction with the classes;

- students' involvement will be monitored .

- attendance at classes will be monitored.