Izobraževanja iz zgodnjega učenja jezika
Mija Selič s.p.
info@c00lsch00l.eu
www.c00lsch00l.eu

Part 3 – GROUP WORK and GAMIFICATION
Aim: The elements of a game in language learning activities.

9:00 – 9:30	INTRO	Your Storytelling Activities
9:30 – 10:20	CREATING GROUPS	Opening the project story Group members Work division Aims Gamification Instructions to play
10:20 – 10:30	Coffee BREAK	
10:30 – 11:30	LET'S PLAY	Gamified activities: Group 1 – Becoming familiar with the story's topics Group 2 – Introducing plural Group 3 – The first sound Group 4(?) – Find info in the text
11:30 – 12:00	Snack BREAK	
12:00 – 12:30	GAMIFIED ACTIVITIES	Feedback and discussion
12:30 – 14:00	CREATING GAMIFIED ACTIVITIES	Group tasks: • Create a doodle • Create activities • Establish the rules • Gamify the activities
14:00 – 14:10	Coffee break	
14:10 – 15:30	CREATING GAMIFIED ACTIVITIES	Presentation of the activities Feedback and discussion
15:30 – 16:00	LET'S WRAP IT UP	Sum up Q&A What's next? Questionary

Dates: 2nd December 2023