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To make your classroom alive and significant.

In a humanistic approach, effective learning takes place when children are fully involved in the class. The more emotionally involved the children feel, the more effectively they will learn. Games could be core of children's world and singing could also stimulate children's senses. So as children-centered learning, games and singing are one of the most important parts. We can ensure that games, singing, and learning are integrated into lessons when children can use meaningful and natural chunks of language by themselves.

From games and songs, children can be exposed to natural languages and useful patterns. Without pressure or intention, children can generate their own natural language. For example, in the game of 'One, two, three', children try to recall many words or expressions from their memories or songs which they have heard before naturally. At the first time it would be some letters or words, as time goes by it will be more complicated and sophisticated. That is why it is important for our lessons to contain a variety of activities.

When we do activities especially games we should consider roles of teachers;

One of the roles is cheating creatively. Cheating creatively means to give some more advantage for weaker teams intentionally for ensuring all children can have the possibility of being well in the games. When we play competitive games, some teams could be stronger or weaker than others. When they lost their game with big differences of scores, they might lose their confidence or interest in lessons. That's why teachers might interfere with the game but it could be a hindrance to children's involvement or ownership in the game. Therefore excessive cheating by teachers must be avoided. Instead of it, teachers might try to make equal teams before the game so that without cheating children can enjoy a close game. If teachers should involve in the game inevitably, teachers could use some cheating wisely and should be able to step in and out at the right moments for making games achieve a goal.

Another role is giving instructions. When we introduce new games, it would be a better way to make children curious or interested than to give them clear instructions. For example, To introduce vowels and consonants in the 'Letter Tiles Game (Game bank no.39 p.194)', use candies or chocolates which have different colors like M & M. Let children choose one of the candies or chocolates and answer vowels or consonants according to the colors (e.g. red -

vowel, blue - consonant). After all members chose their letters, teacher read that word loudly even though it doesn't sound real words. It will sound fun. When they see chocolate and know that they could have a chance for picking it up, they would feel excited of doing it. Also game will be more attractive after listening teacher's funny pronunciation of word.

The secret in education lies in respecting the student. Using games, songs and giving them upper hands can be good ways to show consideration of children. And it makes all things in your classroom alive and significant.

References

David Paul.(2003.n.d.) *Teaching English to Children in Asia*.

Word count : 532