122th.TC

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<Games and Songs>

In the past, people thought that the purpose of games and songs is to just entertain children; they didn’t regard these activities as parts of a lesson. However, I believe that playing a game and singing a song are one of best ways to teach students because they learn target languages more naturally. In order to make learners do activities well, teachers have to introduce games well, and run them wisely, using the “creative cheating” skill.

Games and songs in the classroom are definitely included in the lesson because not only students learn target languages, but they internalize them, using their senses and feeling exciting. It is easy for learners to get bored, if their instructors only explain lots of things. Doing an activity and singing a song are one of effective ways to make students learn and use applied expressions by themselves naturally and playfully. Also, using physical senses contributes to acquire languages efficiently; singing a song requires children to use senses such as sight and sound. If their instructor adds movements to songs, students will learn and memorize the lyrics, containing lexis quickly. For example, when I teach my students “Head-Shoulder”, which is regarding the name of the body parts: a head, a shoulder, knees, and toes, I make my students point the part of their own bodies during the song. The students remember the new words easily because they take actions by themselves; I test them through the game” Point it”, in which I say one body part and my students point the part that said.

Cheating creatively is to make all students to do activities well because some children are good at playing games; others are not. Giving more hints to weak teams and more difficult questions to strong teams are the ways to balance among teams. I would use this skill while I am doing activities. If a strong team consisting of smart students gets a lot of points in comparison with a weak team, the team members in the strong team tend to conceit. On the other hand, when the weak team continuously loses, the team members are easily disappointed themselves. For example, I had been teaching two middle school students, who were the first grade, the English grammar for four months. One student, Da Eun, was so smart that when I explained grammatical conceptions, she could understand faster than the other, Seo Yoon, who was frequently struggling from fully figuring them out. When it came to activities, which were usually regarding applied grammar questions such as making a full sentence, including the present tense, Da Eun and Seo Yoon were competitive to win those games. However, Da Eun won many times; Seo Yoon easily got depressed. I decided to give more difficult questions to the smart student, and way more strictly assessed her answers. This teaching skill  not only gives balanced chances to win, but also continuously makes students do their best  to win the activities.   
 The way a teacher introduces new games to students is to give clear instructions to students and to draw students’ interests in order to make them play games more actively. Students feel confident if they know how to do these activities so that they consider games to be interesting and try to take part in activities hard. For example, I teach kindergarten students. If I explain an activity, “Find the Difference”(David, 190) to my students, I would say the clear and short instructions: “Now, you have to spot the differences between two pictures. If you find any different things, you have to raise your hands, and say them. You will get one point per one question.”, and show the two similar, but different pictures to them. In order to win this activity, they will voluntarily find out the different things in between the two photos. Doing this game is helpful for them to remember the vocabularies that they have learned as well as to be independent and enthusiastic people.

To sum up, I totally ensure that activities and songs are included in lessons. This is possible due to instructors’ efforts such as giving clear explanations and using creative cheating skills.

Word Count: 700