

Essay for Tesol Children

This essay will discuss how to ensure that the games during class is integrated in to learning, what cheating creatively is and why it should or should not be used in class, and how we should introduce new games to students.

Children learn by playing and this is the most effect way to teach children. However, the children should not be left to play by themselves. It is necessary to guide them throughout without being too involved. Being too involved may interfere with extending the children's ability. The game should be designed beforehand to achieve our lesson goals. For example, when playing a game of Bingo, the children may put vocabulary of certain topic on the board, then call them out using the target sentence we want them to practice during our lesson. When calling out a word such as "dance", the children should put it in a sentence using past tense and say, "I danced last night."

It is necessary to make the children feel challenged yet not over-challenged when playing games, especially during more competitive ones. When the winning side is too good for the other team to actually challenge, the game may begin to be less interesting for the losing team. When this happens, the teacher may cheat creatively to ensure that the teams are balanced and they all participate in the games. This method may be used for younger children too young to know that the teacher is doing it. The children who are old enough to judge the teacher may view it as favoritism and may feel offended just from the fact that we interfered and prevented them from winning. But when it is necessary, it should be done in a playful way and make sure it is not too obvious. Perhaps, giving them the feel that being the winner is not as important as having a good time may work.

When a game is introduced to children, they may not need to understand the game fully. The children should be first immersed in to the game and find interest before the activity is made clear. Many of the games can be introduced with visual and auditory stimulation in order to catch the children's attention. When playing a game of Car Race for example, the game may be turned in to a life-sized track where the children can be the piece on the board. Classroom may be decorated like a race track to immerse the children in to the game further more. We may play some sound track in the background or play music related to our game. Eliciting the related topic that may interest the children before playing the game can catch the children's attention.

In this essay we discussed how the game can be integrated into learning during class, how we can cheat creatively when playing games and when it should be used, and how a new game should be introduced to the children when they play it for the first time.

507 words