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| * Listening ☐ Speaking ☐ Reading ☐ Grammar ☐ Writing |
| **Title:** What do you think of Pokemon Go ? |

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| Instructor:  Kim Boyoung | Level:  High intermediate  (Adult) | Students:  10 students | Length:  40 Minutes |

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| Materials:   * Realia : the pictures of augmented realty of Pokemon Go. * White board and board markers * Visual aid * Vocabularies and idiom worksheet(10copies)   true or false questions and discussion topic (10copies)  Fill in the blanks worksheet(10copies)   * Computer for audio file |

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| Aims:   * Main aim : Ss will be able to improve their listening skills by listening to and understanding the topic in the article * Secondary aim : Ss will be able to talk and share different viewpoints of augmented game.. * Personal aim : I want them to think where does augmented reality and Korea’s game industry go next? |

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| Language Skills:   * Reading : Ss will read scripts of topic. * Listening : Ss will listen to the article about Pokemon Go. * Speaking : Ss will be able to talk and share different viewpoints of augmented reality game * Writing : Ss will take notes on details of text. |

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| Language Systems :   * Phonology : /r/, /l/ * Lexis : New vocabulary in the article. * Fuction : request * Grammar : present perfect participle and present perfect progressive participle. * Discourse : news article |

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| Assumptions:  Students already know   * How the class is set up and run.( there will be 3-4 students at each table) * How to speak with ease on most matters but still make occasional errors in grammar or vocabulary which rarely inhabits communication.. * How to vary language form to suit the situation * Concept of application game.   . |

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| Anticipated Errors and Solutions:   * If students need linguistic help to express their opinion during discussion * Give them linguistic support by providing definitions and some examples. * If some students keep quiet for fear of making errors during expression of opinion * Encourage them to speak and advise them to practice about expression. * If certain students dominates the discussion * Ask them to give other students a chance to speak |

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| References:   * English definitions   <http://www.naver.com>   * Visual aid   <http://www.arirang.com/News/News_View.asp?nSeq=193546>  picture of the augmented reality |

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| **Lead-In** | | | |
| Materials: None | | | |
| Time | Set Up | Student Activity | Teacher Talk |
| 3min | Whole class | Answering teacher’s questions | Good evening! How was your day?  What do you usually do during break time?  Do you enjoy playing application game with smartphone?  Which application game do you like?  Have you ever heard about Pokemon Go?  (Elicit feature of Pokemon Go and write them on the board)  OK, so today, we will listen to one news story about Pokemon Go. But first, we will learn some vocabularies and idioms the reporter use. |

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| **Pre-activity** | | | |
| Materials: : board, board markers, visual aid, worksheet #1 | | | |
| Time | Set Up | Student Activity | Teacher Talk |
| 5min  2min | Whole class  Individually  Whole class | Answering teacher’s questions  Students start writing down the letter.  Students check answers. | Procedure  1. Vocabulary and Idiom  Instruction  Work individually. Write the letter “ a,b,c” in the empty boxes in the sentences. You have 4 minutes.  (Distribute the worksheet)  Demonstrration  Look at the first question. Let’s read together . guess which word would be profer.yes, right . the anser is ugmented. So you can write down b.    CCQ  Who are you working with?  How much time do you have?  What do you write in the empty box?  Monitor  Monitoing discreetly. Ansser if they ask questions.  Giving time warning :  30 seconds left.  Be flexible with time .  Give 1 more minute if they need it.  “ time’s up”  Check answers :  “Let’s check the answers together.”  let students speak loudly the answers one by one loudly (#1 is already written one the board by teacher)  After checking answer, do complement. |

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| **Main Activity** | | | |
| Materials: computer for listening, worksheet #2 | | | |
| Time | Set Up | Student Activity | Teacher Talk |
| 3min  1min  4min  2min | Whole class  Whole class  Pairs  Whole class | Students will listen one news story and try to understand what the reporter says.  Students explain what did they understand .  Students will listen and write down answers on the T/F questionnaires.  Students will discuss about AR game according to what did they listend and answering down on the T/F questions. | 1.Listening for news story  Instruction  “ Listen it carefully without taking a note. After listening, we will look see the work sheet again to find it correct answer.”  ICQ  Do you need to take a note while listening?  What is the title of object will we listen?  (play the listening CD without pausing or stopping)  Elicit  What are they talking about?  2. prediction  “ as I mentioned, today’s topic is AR game.”  Instruction  “I will give you another worksheet before listening again. With your partners, guess whether the sentences are true or false. Then share your ideas for one or two questions briefly in the work sheet. I will give you 4 min to finish.”  ICQ  Are you working in pairs?  Do you share your ideas about all questions?  How much time do you have?  Do you guess if the sentences are true or false?  Answering checking  “ Okay, everyone, the time is up. I think you are doing well. Then let’s listen to the article and check the answers. See if your predictions right or wrong.”  (checking answers)  After checking answers, do complement. |

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| **Post-activity** | | | |
| Materials: Computer for listening. Worksheet #3 | | | |
| Time | Set Up | Student Activity | Teacher Talk |
| 3min  2min  5min  3min | Whole class  Whole class  Pairs  pairs | *Listening one more time of news story and fill the blank at the same time.*  *Students will check answers.*  *Students will discuss*  *Students prepare the speech*  *Students will speech* | *1. Fill in the blanks*  *Instruction*  *“ now, we are going to listen to the article one more time. You have to fill the blanks with the right words while listening. Work individually, please.”*  *(distribute the worksheet #3)*  *ICQ*  *Do you fill in the gaps while you listening or after listening?*  *Are you working in group?*  *Check answers*  *“ Now , check your work sheet by yourself.”*  *Demonstration*  *All the answers is related to comparison of grammar.. look at this . : present perfect participle and present perfect progressive.”*  *1. Free production*  *Instruction*  *“Now, we wille discussion in three group. Each group will discuss.” What is side effect of AR game?” each group needs a writer and reporter to present your opinions. I will give you 5minutes to discuss.”*  *ICQ*  *Qre you working in group?*  *What do you need to discuss?*  *Do you know a writer and a reporter to present?*  *“ let’s begin.”*  *Monitoring*  *Minitoring discreetly. Answer students of they ask questions.*  *Feedback*  “It is time to listen to each group’sreporter acbout their discussins. Please stand up and report your opinions. Speack loudly and clearly. Other students have to pay attention to the reporter.”  Give compement.  After finish, ask them to review class of today.  Class closing. |

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| **SOS Activity** | | | |
| Materials: worksheet #3 | | | |
| Time | Set Up | Student Activity | Teacher Talk |
| 3 min | Whole class | Students will listen to the article one more time. | 1. revewing  Instruction  “ Now, we are going to listen tho the article one more time.”  (teacher plays the CD.Allow to students to orepeat quietly) |

[ VISUAL AID ]



* Talk about application game
* Install a program
* GPS : Global Positioning System
* Catch monsters with a ball
* W—Fi : Wireess Fidelity / Wireless Inteernet data service
* overlaid with

[ worksheet #1 ]

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| **. Regirement /. Ugmented / . Expand/ . Further / . Boost / . Virtual / . Momentum / . Restriction / . Transition / .sweep** |

1. **Vocabulary**
2. \_\_\_\_\_\_\_\_\_\_ reality is a term that shows elements \_\_\_\_\_\_\_\_\_\_\_\_ to real-world environment by computer-generated graphics or sound.
3. When visually based \_\_\_\_\_\_\_\_\_systems become common, such a symbol set may be eliminated and not needed.
4. What is the minimum entrance \_\_\_\_\_\_\_\_\_\_ for this course?
5. The government has agreed to lift \_\_\_\_\_\_\_\_\_s on press freedom.
6. He will remain head of state during the period of \_\_\_\_\_\_\_\_ to democracy.
7. The vehicle gained \_\_\_\_\_\_\_\_\_\_ as the road dipped.
8. Metals \_\_\_\_\_\_\_\_\_\_ when they are heated.
9. We had walked \_\_\_\_\_\_\_\_\_\_ than I had realized.
10. To \_\_\_\_\_\_\_\_\_\_ exports/ profits.
11. To\_\_\_\_\_\_\_\_\_\_ the floor

**☆ answer :  ,, ,  ,  ,  ,  ,  ,  , **

1. **Pronouciation : /r/,/l/**

Ove**rl**ay

**R**e**l**ease

**[ Worksheet #2 ]**

1. **T / F qustionaires**
2. Pokemon Go is sweeping across the U.S, New Zealand, Australia and most of Europe. ( T / F )
3. Unlike virtual reality technology that requires headsets or especially made glasses to experience, augmented reality enables people to project virtual images on to dail-used devices like smartphones.( T / F )
4. The current Pokemon Go success is expected to greatly bring users closer to AR content and provide a much needed boost to the growing industry. ( T / F )

**☆ Answer : T, T, T**

1. **Ideas**

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**[ worksheet #3 ]**

**Pokemon Go: Where does augmented reality and Korea's game industry go next?**

Updated: 2016-07-20 18:36:03 KST

Location-based augmented reality game, Pokemon Go is sweeping across the U.S., New zealand, Australia and most of Europe.  
The smash hit game relies on the player's mobilephone GPS data and camera to show a view of the road ahead and overlays virtual Pokemon monsters to catch.  
  
  
"The point of the game is to go to some poke stops and get some free item. In order to do that you have to walk to the different landmarks around Sokcho. So it's very fun, fun experience."  
  
The game has not been released in Korea, because a key requirement, which is running Google Maps on the smartphone, is not allowed due to government restrictions. However, the city of Sokcho in the eastern coast of the country is free from such limitations, allowing waves of people to play the game.   
  
  
"The Pokemon Go craze shows that combining a globally successful content with augmented reality can lead to a huge and instant hit."  
  
Unlike virtual reality technology that requires headsets or especially made glasses to experience, augmented reality enables people to project virtual images on to daily-used devices like smartphones.  
AR has already been used in the defense and media sector, and the industry is expected to grow rapidly, topping 120 billion U.S. dollars by 2020.   
And Korean game firms have been investing significantly into the technology, but most AR games have not been successful in garnering peoples' interest,until now.   
  
  
"The overall game industry moved from the desktop to the smartphone, and now it is making the transition to AR and VR. Pokemon Go has created a momentum for AR, so we are planning to release our augmented reality space game by this year."  
  
With the gaming industry in Korea continuously collaborating with universities and the government to expand and further develop the application of AR into games,   
the current Pokemon Go success is expected to greatly bring users closer to AR content and provide a much needed boost to the growing industry.   
Kim Hyesung, Arirang News.