彰化縣國民中小學英語課採全英語教學公開授課教案

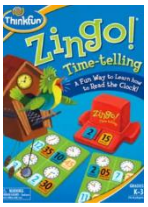
<table>
<tr><td>學校名稱
School</td><td>彰化縣豐崙國小</td><td>課程名稱
Course</td><td>My Day</td></tr>
<tr><td>單元名稱
Unit</td><td>What Time Is It?</td><td>學科領域
Domain/
Subject</td><td>語文領域-英語文</td></tr>
<tr><td>教材來源
Teaching
Material</td><td>何嘉仁 Super Fun 4</td><td>教案設計者
Designer</td><td>蔡孟彤</td></tr>
<tr><td>實施年級
Grade</td><td>國小四年級</td><td colspan="2">本單元共__2__節
The Total Number of Sessions in this Unit</td></tr>
<tr><td>教學設計理念
Rationale for
Instructional
Design</td><td colspan="3">本單元學習活動以學生為中心，藉由差異化分組，促進團隊合作學習，並利用桌遊和資訊科技輔助，提供學生練習用英語表達時間的機會，多元化的教學活動提升學習興趣。</td></tr>
<tr><td rowspan="2">學科學習重點
Learning Focus</td><td>學習表現
Learning
Performance</td><td colspan="2">1-Ⅱ-7 能聽懂課堂中所學的字詞。
1-Ⅱ-10 能聽懂簡易句型的句子。
2-Ⅱ-6 能以正確的發音及適切的語調說出簡易句型的句子。</td></tr>
<tr><td>學習內容
Learning
Contents</td><td colspan="2">Ac-Ⅱ-3 第二學習階段所學字詞。
B-Ⅱ-1 第二學習階段所學字詞及句型的生活溝通。</td></tr>
<tr><td>學生準備度
Students'
Readiness</td><td colspan="3">學科準備度 Readiness of Domain/Subject

學生於三年級數學課學習過時間的概念以及學會如何看時鐘。

英語準備度 Readiness of English
1.學生已學過數字1-30
2.學生已學習過It's…的句型。</td></tr>
<tr><td>單元學習目標
Learning
Objectives</td><td colspan="3">1.學生能將所學單字與句型應用於日常生活溝通。
2. 能積極參與小組學習活動，培養團隊合作精神。</td></tr>
<tr><td>教學方法
Teaching
Methods</td><td colspan="3">1.合作學習法
2.遊戲式學習法
3.問答法</td></tr>
<tr><td>教學策略
Teaching
Strategies</td><td colspan="3">1. 提問
2. 小組合作練習
3. 運用多媒體影音</td></tr>
</table>

教學資源及輔助器材
Teaching Resources and Aids

1. 何嘉仁Super Fun 4電子書
2. 數字閃卡
3. 時間賓果桌遊 (Zingo Time-Telling) X4



4. 平板 X4
6. 互動式時鐘:
   - https://toytheater.com/clock/
7. 時鐘配對遊戲簡報:
   - https://www.twinkl.com.tw/resource/t-n-943-clock-matching-powerpoint-game-version-16.
8. ESL遊戲學習網站:
   - https://www.baamboozle.com/game/60154
   - https://www.eslkidsgames.com/esl-board-games-interactive/whats-the-time#google_vignette

評量方法
Assessment Methods

學生口頭回答和英語習作來評估學習成效。

評量規準
Rubrics

第一節課: 利用時鐘配對遊戲簡報，學生口頭回答問題，評量規準如下:

內容標準	表現標準		
口語回答 What time is it? It's (time).	優良(Excellent) (A)	基礎 (Fair) (B)	要加油 (Need to work harder) (C)
	回答正確，不需要任何協助。	回答大致正確，但有部分需要協助。	無法回答，需要協助。

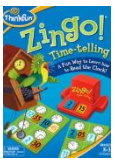
第二節課:利用英語習作練習檢視學生是否看懂時鐘並知道如何回答問題。

內容標準	表現標準		
書寫回答 What time is it? It's (time).	優良(Excellent) (A)	基礎 (Fair) (B)	要加油 (Need to work harder) (C)
	書寫正確，不需要任何協助。	書寫大致正確，但有部分需要協助。	無法書寫，需要協助。

在課堂使用英語的比率: 70 % (使用英語教授時間/一節課時間)

教學流程 Teaching Procedures

第一節		**【引起動機 Warm-Up】**	**時間**
	1.	The teacher greets the students.	10 min
	2.	The teacher shows numbers (1-30) by using HESS Super Fun 4 e-book P.8-9.	
	3.	The teacher introduces new numbers from 31-60 by using flashcards.	
	4	The students play **Number Speed Game**. -The students are divided into two teams. (9 people for each team) -The teacher distributes the numbers (31-60) randomly among students.	

	5.	-When the teacher starts the timer, the student with the number 31 must stand up and shout " thirty-one"). Continue until the student reaches the number 60. Each team takes turns playing. The fastest team wins.	
		【發展活動 Presentation & Practice】	
	1 2.	The teacher shows the time and introduces the new sentence pattern from HESS Fun 4 e-book P.56-57. The new sentence pattern: What time is it? It's ___. Also, the teacher gives additional information about time-telling. For example, how to say 1:05 in English. The students play **Quiz Contest**. - The students are divided into two teams. (9 people for each team) - Each team takes turns choosing a box, looking at the clock, and telling the time. (Baamboozle: https://www.baamboozle.com/game/60154) - The team with the most points wins.	20 min
		【統整與總結 Reinforcement and Wrap-Up】	時間
	1. 2. 3.	Each student comes up, looks at the picture (Twinkl clock matching powerpoint: https://www.twinkl.com.tw/resource/t-n-943-clock-matching-powerpoint-game-version-1), tells the time, and asks the question" What time is it?" to the next person. The teacher observes the students' speaking performance. Review the sentence patterns and praise the students for good work.	10 min
		第一節結束 End of the first session	
第二節		**【引起動機 Warm-Up】**	**時間**
	1. . 2. 3.	The teacher greets the students. The teacher reviews Unit 3 sentence patterns (A: What time is it? B: It's _____.) by using the interactive clock. (https://toytheater.com/clock/) The teacher reminds the students of the stress and pronunciation. For example, the number 15 (fifteen) and the number (fifty)	5 min
		【發展活動 Presentation & Practice】	
	1 2. 3. 4.	**Time-Telling Bingo Game** The teacher demonstrates how to play the time-telling board game with teammates.  The students are divided into four teams The students from each team take turns asking and answering questions. Whoever gets Bingo wins.	15 min

	1. 2. 3. 4.	**Online Interactive Time-Telling Board Game** The teacher demonstrates how to play an interactive time-telling board game with teammates, and reminds the students of take turns asking and answering questions. Q: What time is it? A: It's (time). ESL learning website: ● https://www.eslkidsgames.com/esl-board-games-interactive/whats-the-time#google_vignette Each team gets one i-pad, scans the QR code and plays. Whoever finishes the board wins.		10 min
			【統整與總結 Reinforcement and Wrap-Up】	
	1. 2.	The teacher reviews all number words and sentence patterns. The teacher assigns homework and go over all sections with the students. (Super Fun4 workbook: P.28-29)		5 min
			第二節結束 End of the second session	
參考資料 References		1. Interactive Clock: ● https://toytheater.com/clock/ 2. Twinkl Clock Matching Powerpoint: ● https://www.twinkl.com.tw/resource/t-n-943-clock-matching-powerpoint-game-version-16. 3. ESL Learning Website: ● https://www.baamboozle.com/game/60154 ● https://www.eslkidsgames.com/esl-board-games-interactive/whats-the-time#google_vignette		