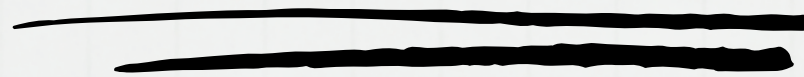




Tips and guides ✓ GROUP CLASS





Introduction

Group classes are a bit different from one-on-one classes in a sense that we need to maintain the attention of multiple students; efforts and energy will be divided and being sensitive to everyone's attention limit is a must. Here are some things I personally do in handling group classes.

Class flow

1 Rapport build

Rapport build pertains to building a connection between each student to be able to help them be comfortable with your class. Students who are comfortable in classes shows more participation and eagerness in activities and performances.

2

3

Building Rapport

- Introduction presentation

Creating animated introductions can catch initial attention of students.

We can use .gif formats in Power point presentations and overlay some texts to make the introduction more interactive and fun to look at!



Building Rapport

- Mini games

Playing short mini games can give initial attention and a warm-up for students, this can also help gauge the ability of every student in terms of their expressive ability and how well they can express themselves.



Class flow

1 Rapport build

Rapport build pertains to building a connection between each student to be able to help them be comfortable with your class. Students who are comfortable in classes shows more participation and eagerness in activities and performances.

2 Discussion

After the introduction, we can continue with the first part of the discussion. (This part usually starts with vocabularies or some questions that are related to the topic to be discussed)

3

Discussion

- Reminders

Ask short simple questions but can be expressed with short phrases. (WH questions without "why" questions)

Give each students a chance to answer different questions but with similar level of difficulty.

Give ample reward equally. If a student give incorrect answer, still give reinforcement for participation.

We are not only introducing vocabularies and teaching grammar patterns. We are also training autonomy and confidence, incorrect answers can still be rewarded; different level of rewards can be done depending on the accuracy and length of the answer that is required for certain questions.

Class flow

1 Rapport build

Rapport build pertains to building a connection between each student to be able to help them be comfortable with your class. Students who are comfortable in classes shows more participation and eagerness in activities and performances.

2 Discussion

After the introduction, we can continue with the first part of the discussion. (This part usually starts with vocabularies or some questions that are related to the topic to be discussed)

3 Ice breaker

Student's attention span varies but generally short. Ice breaker games can help sustain their attention and anticipation towards the games that are being played.

Ice breaker

- Interactive games

Interactive games are great ice breakers, these games can be used to be able to maintain or to bring back the attention of the students, moreover, they can also help train different aspects of the language such as vocabularies and phrases. (Remember: don't finish the game in one go, it will be time wasting and defeat the purpose of maintaining attention.)



Class flow

4

Discussion 2

This involve initial review of the first part of the discussion and continuation of the discussion.

Discussion 2

- Reminders

Make a short initial review of the vocabularies and grammar use that were introduced in the first part.

Adjust the difficulty accordingly based on the initial observations done at the first part of discussion.

Question can be varied in difficulty based on individual's level and abilities.

I usually give more challenge at this part of the discussion, I have already gauged the abilities of each student so difficulties can be varied depending the ability of the student being asked. Games can be shortly done after this part of the discussion if there's still enough time

Class flow

4

Discussion 2

This involve initial review of the first part of the discussion and continuation of the discussion.


5

Summary


This involves the summary of the lesson, to check whether some information were able to be retained in the class.

Summary


- Reminders



Short but complete review can be done as by this time, there won't be enough time to make the review long.



Make sure to target the following difficulties that were observed for the whole class.



Questions are based on individuals difficulties.

Class flow

4

Discussion 2

This involve initial review of the first part of the discussion and continuation of the discussion.

5

Summary

This involves the summary of the lesson, to check whether some information were able to be retained in the class.


6

Farewell


After summary, we can say our usual goodbyes.

Farewell

- Tips



I usually do not end the game that were played for today, I can save their scores and continue it for the next class. (This can give you more chances for next bookings.)



As much as possible, make the end of the class positive. (Recency effect: an effect where recent events are mostly remembered)



Reinforcement techniques ✨

Fixed-Ratio schedule: Giving rewards and reinforcement after a certain amount of responses. (This is effective to classes consists of children with shorter attention spans)

Variable-Ratio schedule: Giving rewards after an unknown time and responses made. (This is good for classes consists of children with more stable attention span and with higher level of expressiveness)

Animals



Cartoon shows



Food



Common topics
for free talks
and rapport
building.

Movies



Video games



Sports



Supplemental websites

- Websites that I personally use for games and materials.

Interactive games

- www.baamboozle.com
- <https://www.eslgamesplus.com/fun-games/>
- <https://www.education.com/>
- <https://www.roomrecess.com/>

Leisure games

- <https://www.y8.com/>
- <https://www.numuki.com/>
- <https://www.friv.com/new.html>
- <https://www.abcy.com/>
- <https://www.cokogames.com/>

Supplemental websites

- Websites that I personally use for games and materials.

Additional book resources

- <https://storyweaver.org.in/en/>

For kids who love Pokemon!

- <https://tw.portal-pokemon.com/play/pokedex/quiz>
- <https://gearoid.me/pokemon/>
- <https://japeal.com/pkm/>

https://bulbapedia.bulbagarden.net/wiki/List_of_Chinese_Pok%C3%A9mon_names (these are Chinese names of Pokemons)



Thanks!

Hope this helps!

