AMERICAN UNIVERSITY OF ARMENIA

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Using Anime as a Supplementary Material in an EFL Classroom

A design project submitted in

partial fulfillment of the requirements for the degree

Master of Arts in Teaching English as a Foreign Language

By

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We hereby approve that this capstone

By

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Entitled

Using Anime as a Supplementary Material in an EFL Classroom

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Master of Arts in Teaching English as a Foreign Language

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Abstract

This course is designed to teach English through Anime-based materials supplementary to the main General English course book for 10-11 years old Low Intermediate level students. The concept of the course is driven by increasing popularity of Anime among kids and teenagers in Armenia. This course provides the students with topics and tasks related to Anime and helps them to enrich their target vocabulary, speaking skills as well as critical thinking and soft skills. The course is informed by the principles of the communicative and task-based language teaching approaches and their underpinning learning activities. The duration of the course is two months, three times a week, two-hour lessons each.

Keywords: Anime, supplementary materials, CLT, interculturality, task-based learning.

CHAPTER ONE: INTRODUCTION

The 21st century is full of innovations and teaching techniques, in order to make the learning more interesting and enjoyable for the students. Language is one of the ways of communication, and the English language is an international language through which people from different countries communicate with each other. English language learning is also popular in Armenia. In order to make the learning process fruitful, different engaging activities can be used during the lesson.

Over the last few years, there have been developed new ways of teaching English with different supplementary materials. Various YouTube and TikTok channels post videos of learning English through watching Anime cartoons. Since the Armenian students also watch Anime cartoons, this course teaches English through Anime-related activities, and focuses on developing students' speaking and listening skills. The main reason for developing this course is to raise student's motivation through implementing multimedia, enrich their target vocabulary, as well as improve their speaking and listening skills. Poster making and cosplaying also helps the students to develop their critical thinking skills.

I have developed this course for one of the groups from the private language learning center, where I have been working for almost 4 years. As a teacher, I am always eager to learn something new from my students about their hobbies and interests, which later I try to connect to our lessons and include them in group discussions. When I noticed that many of my students talk about Anime, and how exciting it would be to watch it and discuss it in English during the lessons, I decided to create this course. This course will give the students an opportunity to watch and discuss different Anime cartoons and at the same time develop their English language skills.

The next chapter of the paper discusses the literature underlying the importance of using animated cartoons in EFL, as well as the effectiveness of Anime, the importance of communicative approach, and effectiveness of task-based activities, as well as the intercultural aspects behind the course. Chapter 3 discusses how the needs analysis has been conducted and how it has driven the core aspects of the course, also it includes scope and sequence, learning plan, governing values, and goals and outcomes. Chapter 4 includes reflections and recommendations for future uses of the course. Finally, the lesson plans and all the materials that have been used throughout the course are included in the Appendices section.

CHAPTER TWO: LITERATURE REVIEW

2.1 The Use of Anime in EFL Classroom

Recently, Anime has become popular among Armenian teenagers. Anime (pronounced as ah-knee-may) is a style of Japanese animated cartoons of different genres (Yegulalp, 2018). In Japan, all animation is called Anime, but in foreign countries it is a common title to describe cartoons from Japan. Just like books and movies, anime cartoons are of different genres- horror, sci-fi, comedy, and adventure. One of the major reasons why anime is so popular now is because each anime cartoon includes several episodes, and children's favorite anime characters "grow" with them through time. Teenagers are interested in anime, because it shows and discusses topics such as moral values, friendship, and motivation. As the author states, one of the fastest ways to meet the 21st century kids' motivation and interests is through animated cartoons, which makes the learning process more fruitful (Kayaoglu, 2011). So using cartoons in the classroom can encourage students during the lessons, and also make it more interactive and enjoyable.

High-powered multimedia, which means combining several media types, such as pictures, audio, and video, contributes to accurate second language learning for students including listening, reflecting, and participating. As stated by a number of authors, high-powered multimedia assists verbal instruction with the help of pictures for more preferable visualization and understanding (Alemdag and Cagiltay, 2018; Chen and Liu, 2008). Including several multimedia types during the lesson not only looks more appealing, but also helps the students to acquire the material through multiple exposures. In this case the students not only listen to the information, but also see it, which makes the learning effective. Besides, multimedia raises students' interaction during the lessons. Using Anime cartoons in an EFL classroom also has an impact on visual memory. In comparison with traditional teaching, with the help of animated cartoons students expand their visual and audial memory (Kayaoglu, 2011). Using videos in the EFL classroom supports the students with semantic and pragmatic context and lexical phrases that are important for them while learning L2 (Tschirner, 2001). According to Silverman and Hines, implementing videos as a supplement to the main course in the classroom enriches students' vocabulary of different ages, starting from kindergarten (Silverman & Hines, 2009). The use of this type of multimedia actually can decrease the gap between second language learners and native speakers. Gilakjani and Konomi suggest using animations, pictures, and videos for advancing students' second language outcomes (Gilakjani, 2012; Konomi, 2014). It is also worth mentioning that watching animated cartoons is beneficial for developing students' critical thinking skills through concentrating on the ideas of the cartoon, supporting and criticizing the heroes and their behavior, and also discussing some details that explain the whole meaning of the cartoon.

In order to keep the students motivated during the lesson, different supplementary materials can be used to make the lesson more engaging. Supplementary materials not only make the learning process fruitful and interesting, but also encourages the students to actively participate during the lesson. Including different supplementary materials, such as cartoons, visuals, and activities will make the lesson more engaging for them, and most importantly motivating. Barker also points out that engaging the students in the lesson is probably the best way to keep them motivated during the lesson (Barker, 2009). In line with this thought a number of authors indicate that watching cartoons in an EFL classroom has an effective impact on students' language competence (Arikan & Taraf, 2010; Munir, 2016; VelezGea, 2013). Using animated cartoons in the English language not only can enrich students' vocabulary, but also

develop their analytical and observation skills. Similarly, Hoogeveen supports the view that using anime cartoons in EFL enlarges students' target vocabulary and speaking skills. In addition, watching anime cartoons can help students to react and respond to the given material, discuss it with their group mates, ask each other questions and give answers, and not only receive information, but also discover it. What is more, with the use of multimedia students learn the new material more productively (Hoogeveen, 1995). Catching the students' attention is a key to effective learning. Boswood states that using animation in an EFL classroom proves that the learning process becomes enjoyable, and students are more attentive. The author put forward a term when joy and learning process are combined and go together, which he called "edutainment" (Boswood, 1997). Accordingly, if the lesson is enjoyable, the students will not feel anxiety and perform better. However, Devi (2005) points out some disadvantages of using anime during the lessons. The author states that it can distract students from watching cartoons frequently, and also it might be not convenient for the students who have vision problems (Devi, 2005). Even though using anime in an EFL classroom has some drawbacks, the advantages are enough to still use them in teaching and language learning.

2.2 The Use of Communicative Approach in EFL

Communication is one of the ways of acquiring a new language. It is important to give students more time to speak in L2 and communicate with each other (Alibekova, 2020). As stated by Alibekova, while communicating with each other, students will master L2 in the structure of its functions. The students should be able to communicate in real-life situations (e.g. going to a museum, shop, movies) (Alibekova, 2020). The author continues that people speak for the sake of control on their behavior, thoughts and feelings through speech activity (Alibekova, 2020). Students can also act out or create conversations with their peers based on their interests. The students will practice their speaking skills and talk about the things they are interested in.

Richards defines communicative approach as a collection of principles regarding language learning objectives, how students learn the language, the way classroom activities help the learners for the best learning, the role of the teacher and the students in the classroom, and as the function of learning in EFL (Richards, 2006). Richards and Rodgers demonstrate 3 main learning foundations: communication principles, task principles, and meaningfulness principles (Richards & Rodgers, 2001). Communication principle is based on the activities that include real communication between the students. Task principle is based on the activities where the language is basically used for carrying out the meaningful tasks. The meaningfulness principle takes into consideration the importance of meaningful learning, which means that the language that is meaningful for the student assists the learning process (Richards & Rodgers, 2001). The main focus of CLT is authentic language, which students can use outside the classroom, in real life situations.

On the other hand, Berns brings up 8 main learning principles of communicative approach which are:

- Language teaching is based on the concept of language as a way of communication.
- Diversity is recognized as a part of language development and is used around second language learners.
- 3. Competence of the students is examined in relative rather than absolute correctness.
- 4. Language variety is identified as an applicable pattern for learning and teaching.

- 5. Culture is accepted as a way of forming students' communicative competence.
- 6. No exact methodology or a fixed set of approaches is recommended.
- 7. Using the language provides the students with textual and interpersonal functions.
- 8. It is important for the learners to be interested in doing something with the language, as they use it for a variety of purposes (Berns, 1990, p. 104)

In modern English language classrooms, students have an opportunity to interact with their teacher and classmates in English, which allows them to use the target vocabulary they have learnt. According to Richards, many activities are designed primarily for interaction, because learners are expected to learn the language through the interaction process (Richards, 2006). The author states that during that practice, the teacher does not have full control over students' speech, but in this case making mistakes is an entirely natural developmental process. Communicative activities focus on the functional aspect of communication and expect students to analyze information gaps and clarify the problems (Richards, 2006). When students have problems, or they need to explain something, they should be able to use the target vocabulary to share the information with others. Hence, the students communicate in the target language, using the vocabulary they know based on the topics that correspond to their level. As stated by Klapper, the teachers should take into consideration students' needs and interests, and based on that students can have topics for discussions and learn the target vocabulary (Klapper, 2006). Hence, the students practice these real-life situations in the classroom, and develop their speaking skills.

Richard and Rodgers highlight three important materials widely used in the CLT: realia, text-based materials, and task-based materials (Richard & Rodgers, 2001). Applying jigsaw

tasks, opinion sharing tasks, decision making and problem solving tasks will give the students a chance to exchange their opinions using the target vocabulary. Consequently, with the help of the teacher in the CLT classroom, the students will be able to advance their personal language skills. As stated by Hu, the students in the CLT classroom represent negotiators and communicators; they learn the language by communicating with their peers and bank on their teacher as a role model (Hu, 2002). While the students communicate with each other, exchange their opinions and ideas, they also learn how to become effective listeners.

According to Breen and Candlin (1980:99 cited in Richards and Rodgers, 2001, p.167) a teacher has three roles in the CLT classroom: the first role of the teacher is to create the process of communication between all the students and later between the students and the given tasks. Secondly, the teacher should act as an independent member of the group, which means that the teacher is both the coordinator of the resources and also the guide in the classroom. The third role of the teacher is being a researcher and a student who can make a great contribution in terms of relevant knowledge and abilities (Breen & Candlin, 1980). Thus, to make the communicative approach efficient in the classroom teachers and students should act their roles as effectively as possible.

A number of scholars accept the communicative approach as a one of effective ways of acquiring a new language, however other scholars talk about potential drawbacks of using that approach in the EFL. One of the disadvantages is teachers' misunderstanding of CLT. Undoubtedly, the teachers know about this approach and implement them in their classrooms, but sometimes it confuses the teachers how exactly they can connect it to real-life situations. As stated by Aja, the teachers are sure about the methods and techniques they use in the classroom when they have appropriate qualifications (Aja, 2010). It is recommended for the teachers to attend teacher training workshops in order to develop their professional performance in the classroom and effectively implement the activities that can enhance students' language learning. The second disadvantage is that students with low proficiency level are not usually eager to participate in the CLT activities. Students might have language anxiety because they think that what they say is wrong. It is important to explain to the students that making mistakes is a natural thing in the language learning process. The next disadvantage of using the CLT in the classroom is large class size. A number of scholars suggest education policy makers setting up the number of students in the classroom especially in language classrooms for better learning. In the large class using the CLT might be challenging for the teacher, because there will not be teacher-student interaction, and the implementation of communicative activities such as group/ pair work will not be effective.

Even though this paper has discussed some drawbacks of CLT, the advantages of using CLT in the EFL are dominant, and many scholars have proven that by implementing communicative activities, the students' learning process becomes more fun and successful. Anime cartoons include a lot of conversations and topics for discussions which with the use of CLT activities can strengthen students' speaking skills. Activities such as role plays, opinion sharing, information gathering and jigsaw tasks based on the context of the Anime cartoons implemented in this course work on developing the students' speaking skills.

2.3 Task-based Language Learning

Anime cartoons include a lot of real-life situation conversations, which can have a positive impact on students' language acquisition. Students can practice these real-life conversations through different kinds of task-based activities. Task-based language learning has

become an important topic in second language acquisition. The goal of task-based language learning is to develop communicative tasks and increase students' real language use (Jeon & Hahn, 2000). Task-based approach first appeared in 1982 by Prabhu, who published a research report (Wei, 2004). Task-based activities include "realistic" language, which means that the focus is mainly on meaning. During the activities, the teacher is both a guide and an instructor, and the students' are receivers. Larsen-Freeman notes that when the students make an attempt to finish the task, they get a chance to communicate with their classmates. It is believed that this kind of interaction between the students' facilitates language acquisition, because the learners try to understand each other and share their opinions (Larsen-Freeman, 2000).

Some scholars however, bring up the following drawbacks of this approach: in order to implement this method, the teacher should be very creative, during the activity the students might switch to their native language, also some students focus on finding the appropriate word and forget whether this word will fill in the discussion, and finally that sometimes students focus on fluency with the sacrifice of accuracy.

On the other hand, Rod Ellis argues for the advantages of task-based learning such as being motivating for the students, as it has been mentioned above task-based activities include naturalistic language based on the context, it is student-centered, but the teachers guide the process. It improves communicative fluency, but also works on accuracy (Ellis, 2009).

As it has been mentioned before, the teacher should be very creative for preparing taskbased activities. As stated by Richards and Rodgers, the teacher plays three roles in task-based activities: 1. Selector of tasks, 2. Preparing students for the tasks, 3. Consciousness raising (Richards & Rodgers, 2001). As a selector of tasks, the teacher should find, adapt and design the task appropriate to students' age and level. Then, the teacher should prepare the students for the task (e.g. introducing the topic) and provide the students with information about what they are going to do. Next, the teacher needs to make sure that the students know what they need to do, and the students are focused on the task (Richard & Rodgers, 2001). The students should be aware of the task with pre-activities to make sure that every student understands what is expected from them.

In contrast with traditional learning, task-based language learning gives students more freedom to interact with each other, because the students are the main key actors, while the teacher is most of the time an instructor. The task-based activities are a good practice for the students to talk about real-life situations using the target vocabulary, which of course will develop students' speaking skills and reduce stress level while speaking the foreign language.

Though it might take a lot of time and effort for the teachers to create or adapt the activities, many researches have shown the effectiveness of task-based learning. Engaging activities raise students' motivation, and the learning process becomes both enjoyable and informative for the students. Most importantly, the students get a chance to develop their speaking skills through conversations with their peers based on the accurate topics from real life situations. In the 21st century, where good communication skill is one the main keys to success, task-based activities are of great help for the students to practice it in the classroom, and also use it in realia. In this course the students constantly have tasks such as comparing their favorite Anime heroes, debating for/against their peers, supporting/criticizing specific Anime characters. These activities help the students to become more fluent in speaking English as well as practice the target vocabulary that they have learnt while watching Anime cartoons.

2.4 Intercultural Competence in EFL

Intercultural competence is an important component in EFL learning. Anime represents Japanese culture, traditions and people. While watching Anime cartoons, the students learn about Japanese lifestyle, food, history, as well as body language and gestures, which are different from the Armenian culture and traditions. It is important to teach interculturality in EFL classrooms, and let the students know about the differences in cultures and their representatives.

English is an international language used in different parts of the world, known as lingua franca. For a better understanding of a language it is also important to know something about the culture of that language. According to Kramsch (1993), culture "is always in the background, right from day one, ready to unsettle the good language learners when they expect it least, making evident the limitations of their hard-won communicative competence, challenging their ability to make sense of the world around them". People from different countries and cultural backgrounds communicate with each other mainly in English. So, to be able to communicate with people from different countries, one should know not only English well, but also be interculturally competent. According to Deardoff, being interculturally competent and expanding intercultural communicative competence (ICC) is one of the aims of English language education (Deardoff, 2009). According to the author, students should know their culture and traditions, as well as be aware of other cultures and respect them.

It is important to teach learners intercultural competence, as well as use it properly for building new bridges between people from different cultures. In spite of the importance of ICC, Gonen and Saglam state that sometimes teachers do not introduce ICC in the classroom, they work on language proficiency only (Gonen & Saglam, 2012). In other cases, teachers also do not

have time to talk about ICC because of the overloaded curriculum. As ICC is essential in the 21st century, English language courses should teach students how to become intercultural speakers, and be able to deal with cross-cultural situations (Deardoff, 2009). Sometimes, the lack of intercultural competence leads to misunderstandings, fun situations and even conflicts. According to Deardoff, there are a lot of stories and anecdotes related to this topic, and in order to skip such kinds of situations, intercultural competence should be explained to students (Deardoff, 2009). This will help them understand traditions of different cultures, compare them with their own culture, find similarities and differences. If there are students with different cultural backgrounds in the classroom, they can present their country, share interesting facts about it and answer their peers' questions. The author claims that if the classroom is homogeneous, the students start learning their own culture deeply. As soon as the students can present and talk about their culture, they start learning the facts about another culture (Deardoff, 2009). Later, the students can prepare projects about specific countries and present them in the classroom.

Intercultural competence also develops students' critical thinking skills and that they need to respect everybody's opinion. Kramsch points out that getting rid of stereotypes is not when we understand that people are different, but understanding that all human beings are unique and that we all can easily be in somebody else's situation under different circumstances (Kramsch, 1993). Sometimes people do not share the same opinion as we do, and that is why students need to be taught that if some of their friends do not agree with them, that does not mean that they are wrong, it means that they have different opinions about something and need to accept and respect that opinion. With the use of intercultural activities, the students will learn new things from each other, communicate in English and broaden their views. Through this

course the students also learn about Japanese culture, and it gives them an opportunity to investigate Japanese culture from different angles and draw comparisons between Japanese and Armenian cultures.

CHAPTER THREE: PROPOSED PLAN AND DELIVERABLES

3.1 Course Description

The course is designed for low intermediate level English language students/young learners attending language courses at the Global Bridge Educational Centre in Yerevan, Armenia. This course is designed for a group of students who are interested in Anime cartoons and are eager to learn English through anime-based activities. The course is designed to supplement the English in Mind 2 course book (Puchta H. & Stranks J., *English in mind 2:* Student's book 2010), which was the core textbook used to teach the target students at the mentioned language center. The supplementary materials are designed to help the students develop their English language skills by integrating anime cartoons in the learning process. The main goals of the course are to develop students' speaking and listening skills, as well as enhance their vocabulary through watching Anime cartoons in the English language. The course also includes topics of social interaction, and discussions about moral values such as friendship, the importance of being a loyal friend, and motivation. Two Anime cartoons, namely, "My Hero Academia", and "Naruto" lay the ground for the developed supplementary materials, selected in response to the interests of teenagers.

The duration of the course is 2 months, 3 times a week, with 2-hour lessons each.

3.2 Governing Values

Since Anime is popular now among children and teenagers in Armenia and there are Anime clubs, online courses that teach English through Anime, this course is designed for the learners who are interested in Anime and would like to learn English through this topic. In order to raise the students' motivation and engagement during the lessons, a number of activities are included in the course that correspond to their interests and also teach them some target vocabulary. The students have a chance to practice their speaking skills through debates and group/pair discussions, use their creativity for poster making and cosplaying, and talk about their favorite Anime heroes.

3.3 Note on the Course Rationale

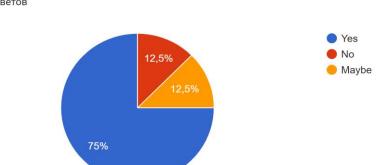
Anime is an integral part of Japanese culture, which represents the country's traditions, and cultural aspects. In order to understand the concept, meaning, and the main message of Anime, it may be best to watch it in the Japanese language using the subtitles. However, this course was built on Anime selections in English with the English subtitles since one of the main goals of this course is to develop students' listening skills in EFL. While watching Anime in Japanese would colorfully show the emotions of the heroes, their feelings, for this particular course watching it in native language was not considered functional as this would limit the students' exposure to merely reading the subtitles.

3.4 Needs and Environmental Analysis

Before designing the given project, a needs analysis was conducted in order to understand how to work on this course. The course was held in the Global Bridge Educational Centre. The General English group where this course was taught consisted of 8 participants (5 boys and 3 girls). The age of the students is ten-eleven, and their language proficiency level is Low Intermediate. For data collection a survey questionnaire was sent to the students, in order to understand whether the course would be applicable there or not. The survey showed that almost all the students are interested in Anime, some of the students watch it on a daily basis, and two students like it so much that they have sketchbooks where they draw their favorite Anime heroes. The student who chose the option "Not interested at all" left the group later.

Figure 1

The Participants Willingness to have Anime-based activities



Would you like to watch anime cartoons for your English classes? 8 ответов

As results show, the students are interested in Anime, and they want to learn English through Anime cartoons. Based on the survey questions, student's comments, and observations it was decided to use Anime as a supplementary material with the main focus on developing students' listening, speaking, and soft skills.

After the survey the students also discussed the questions in the classroom by sharing opinions with each other, and they all liked the idea of learning English through Anime. The students said that this kind of language learning curriculum is new to them, and they expect the course to be interesting because it corresponds to their interests. The students even suggested their favorite Anime cartoons which can be used in the course. It is also worth mentioning that the students cheered up when they heard about poster making.

3.5 Learning Plan

The learning plan of the project includes the scope and sequence of the course, the duration of which is two months. Though this course mainly focuses on developing students' speaking and listening skills, each lesson includes all the four skills. Also, the course includes activities where the students are expected to use their soft and critical thinking skills.

Goals and Outcomes

Goals	Outcomes	Assessment			
		Participation	Role Plays	Discussions	Presentation
GOAL 1: Strengthen students' vocabulary and writing skills	1.1 Write essays/emails based on the provided topic and using the target vocabulary	V		V	V
	1.2 Use vocabulary strategies to identify target words in the given texts/topics	V		~	V
GOAL 2: Develop students' listening and speaking skills	2.1 Contribute orally to discussions on relevant topics	~	V	~	~
	2.2 Support/criticize specific cartoon heroes using the applicable vocabulary	V		v	~
	2.3 Identify the main ideas from the video materials and discuss with peers	V		v	V
GOAL 3: Develop students' critical	3.1 Enhancing presentation making skills	~		v	V

thinking and soft skills					
	3.2 Argue for and against their peers' opinions	~		~	~
	3.3 Use collaborative strategies to work in groups	v	V	V	v

Scope and Sequence

The sequence of the topics is based on the students' main course book English in Mind 2, and under the Supplementary Materials

section are presented the activities written by me.

Unit	Grammar	Vocabulary	Pronunciation	Speaking/Functions	Listening	Reading	Writing	Supplementary materials
1-Great idea!	Past Cont. Past Cont. vs. Past Simple When and While	Phrases with get	Was and were	Describing past activities Discussion about different genres of music	Science fiction story, additional reading	What did they invent? Be an inventor! The history of listening to music	A story about an invention	Discussing Japanese culture and animated cartoons, Anime "Naruto", Quizlet set with new vocabulary
2-He ran faster	Comparative and Superlative adj	Antonyms, synonyms	Than, as	Making comparisons Apologizing!	Olympic medalists	Australia is almost the	Report about a sports event	Comparing pictures using (not) asas,

	(not) asas Comparative adverbs	Sport		Talking about sport, Talking about favorite sport, idols, and motivation		champions A marathon		discussing "My Hero Academia", telling which characters they liked most
3-Our world	Will, won't Might, may not if/unless 1st conditional	The environment	won't	Discussion about environmental problems, predicting future events A person I want to become in the future	Water as a natural resource	Bicycle revolution? Additional article	Website article about your town, writing a letter to "Dear Future Me"	Acting out a part from anime "My Hero Academia", discussing the importance of being a loyal friend, discussing what will happen if people continue harming nature (poster)
4-Holiday or Vacation?	Question tags Present Perfect (just/ already/ yet)	Different types of English accents, 21 Century, New Technology types	Intonation in question tags	Talking about daily routines, habits, likes/dislikes	A conversation about things recently done TED Talk "The future of an immersive Metaverse"	Is free wireless internet a good idea for Vancouver?	Email about a holiday, essay "How the new technologies have changed people's way of communicati on?"	Making posters about the place they want to spend their holidays, a debate for/against free internet everywhere, discussion and follow-up questions based on the anime cartoons, cosplaying favorite heroes
5-Growing up	Present Simple passive let/ be allowed to	Describing a person's age, a debate for/against comic books	allowed	Describing a ceremony, discussion about permission	Story from Papua New Guinea	Additional reading	Magazine article about a special day	Discussing specific anime characters, playing a "solve the crime" game, discussing special days of their lives.
6-Have	Present Perfect	Verb and	Have, has, and	Discussion about	Song: Don't	The power of	Email about	Discussing how they deal

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fun!	(for vs. since)	noun pairs	for	unfinished situations	worry, be happy	humor	how you have fun	with stress, and what makes them happy, writing a list of unfinished things, watching "Naruto" for 10-15 min, making up the ending scene by themselves, acting it out.
7-Disaster!	Past Simple passive A, an, the or 0 article	Disasters	"Silent" letters	Discussions based on previous events. Talking about your dream. Discussing natural disasters	A famous hurricane	A flying disaster	Newspaper story about a forest fire	Making a poster with their dreams and what they need to fulfill them, Debating, supporting/criticizing the specific hero from cartoons.
8-Ways of living	Too much/ many, not enough Will vs. be going to	Houses/ homes	Sound and spelling: -ou	Talking about your country and home. "What is enough for you to feel happy?"	Descriptions of homes	A holiday in a cave	Email about a plan for holiday	Discussing""What does your dream house look like?", Watching the ending part of Anime"Naruto", making up the beginning of the story in groups and acting them out, discussing "Where would you like to live more- in a busy city or somewhere by nature?"
9-Your mind	Determiners (everyone/ no one/ someone) must/mustn't vs. don't have to	thinking	must	Discussion about how you learn best Self-development, what is their motivation to study	Multiple intelligences	Your brain is like a muscle	Competition entry	Discussing the important qualities every well- educated person should know, discussing: "What would be the title of the comic book written by you?",

								poster/presentation: "The most important qualities of my favorite anime hero"
10-Music makers	Present Perfect Continuous	Music and Musical instruments	Sentence stress: rhythm	Talking about unfinished things or things they have done recently	Learning new types of music	Music that changes lives	Essay about songs that can change lives	Writing and drawing their own comic story

CHAPTER FOUR: REFLECTIONS & RECOMMENDATIONS

This section includes reflections from the course while it was being implemented in the classroom. It also includes recommendations for the teachers who will use the Anime based activities in their classrooms.

While teaching my students a General English Language course, I used to ask myself what I can do to raise my students' motivation and make the lessons more interesting, enjoyable and at the same time informative for them. At Global Bridge there are a lot of students who are interested in Anime, from different age groups and proficiency levels. I started investigating the effectiveness of Anime, and was quite surprised to see that many teachers in the literature who used Anime in their classrooms are stating that indeed learning became more fruitful and enjoyable. The students' were engaged during the lessons. As my students are also huge fans of Anime, I understood that designing this course for their group might actually work out. After several discussions with my students and a needs analysis survey (see Appendix A), I realized that all the members of that group are interested in anime, they watch anime at home and discuss them during the break time.

The students were so happy when they found out that during our English lessons they would watch Anime and do Anime-based activities. Using Anime as a supplementary material indeed was helpful during the course. The students were actively participating, they shared their impressions and opinions regarding their favorite anime characters, had discussions and debates, which developed their speaking and listening skills. The supplementary materials also included essay writing, poster making, cosplaying, and the final project was writing and drawing students' own story. The course was taught 3 times a week, 2 hour-lesson each.

During the piloting process, I was making notes to record students' progress and development mainly on the listening and speaking areas. Also, I was taking notes regarding which activities the students liked the most. During the observations I noticed that the discussions, debates, and other activities had a positive impact on their speaking skills. They were more attentive during the lessons, and could not wait to reach the part of the lesson where their interests and English skills got together, and they did activities based on Anime topics.

In addition to observations, information conversations were held with the students. These conversations showed that for some students at first it was difficult to understand the cartoons in English, because they used to watch Anime in Russian, but the subtitles helped them to understand the main idea of the episode, also they learnt new words and phrases from the cartoons. Often, they cited their favorite anime characters in speech, for example "As Naruto says, believe it!". After each unit, the students' were writing progress tests from the main coursebook.

Due to the fact that the course was designed for the students who I have taught for 3 years, I was better informed about their strengths and weaknesses. It was decided to ask the students' write a reflection about their impressions of the course and draw something related to the Anime. The results of the reflections are:

Three students out of eight wrote in their reflections that most of all they liked watching Anime and acting them out, five of them liked cosplaying because they could use their imagination and creativity. Six students liked debates, because it was interactive. All the students liked discussions about motivation, friendship and moral values. It is worth mentioning that three students liked writing essays, however five other students said that the writing task was a bit boring and speaking was more fun. All the students liked poster making, and drawing their

favorite Anime heroes. Also, they mentioned that during the course they learnt many new words from the cartoon, and that they would like to continue watching Anime during their lessons, because the discussion topics are interesting for them, and they feel happy when they hear English speech and understand it.

4.2 Recommendations

Based on the results of the piloting, there are a few recommendations that may be helpful for the teachers who would like to use the lesson plans as part of the course they teach either with the English in Mind 2, or any other coursebook.

All in all, based on my own observations and the students' oral feedback, the course was successful. The goals that I set for myself while designing this course helped me to raise the students' motivation by connecting the lessons with their interests. The students have developed their listening and speaking skills, used their creativity and critical thinking skills while making projects, acting-outs, presentations. They learnt how to participate in debates, and respect each other's opinions. Students shared with each other what kind of moral values the exact anime cartoon taught them, what they liked and disliked.

Some recommendations that I would like to add are:

- Teachers should learn what are their students' interests outside of the classroom, and try to implement them in the classroom, because showing that you are also interested in the topics your students like and implementing them during the lesson indeed motivates them for better learning and makes the whole learning process more fruitful.
- 2. Using different types of multimedia (visuals, audios, videos) in the classroom will help the students to learn the new material more effectively.

- 3. Before discussing/watching Anime cartoons in the classroom thoroughly analyze and inspect them, because very often they might include violence or core scenes.
- 4. Teachers should include more projects or activities where the students can give freedom to their imagination and creativity, and let them think outside the box.

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Appendices

Appendix A

Survey Questions

- 1. How much are you interested in anime?
- 2. How often do you watch anime?
- 3. In what language do you watch anime?
- 4. Would you like to watch anime cartoons for your English classes?
- 5. Would you like to read comic books for your English classes?
- 6. Apart from anime cartoons, what other topics would you like to include in your English classes?
- 7. What would you like to do more during your English classes?

Appendix B

Lesson Plans

Coursebook- "English in Mind 2", Unit 2

Unit 2.1

Topic/Theme: He ran faster

of Students: 8

Target language proficiency level: Low Intermediate

Prior learning related to this lesson: Past Simple, comparative and superlative adjectives

Learning objectives:

By the end of the class, students will be able to:

- 1. LO1 \rightarrow Practice sport related vocabulary
- 2. LO2 \rightarrow Discuss Olympic and Paralympic games
- 3. LO3 \rightarrow Revise comparative and superlative adjectives
- 4. LO4 \rightarrow Watch and discuss in pairs "My hero academia" Anime
- 5. LO5 \rightarrow Practice antonyms

Materials: Books, computer

References: Puchta H. & Stranks J., English in mind 2: Student's book 2010

Anticipated problems: Absences, no internet connection

Procedures:

1) Warm-up LO#1 (10 minutes)

Mode: Whole class activity

Steps:

- 1. Greet the students
- 2. Ask the students the following questions
 - a. Do you like sports?
 - b. What is your favorite sport?
 - c. How often do you do sports?
 - d. Do you think it is important to do sports?
- 3. Solicit responses

Assessment technique: Students sharing responses

2) Olympic medalists LO#1, LO#2 (15 minutes)

Mode: Whole class activity

Steps:

- 1. Tell the students to open student's book page 18 (see Appendix 1)
- Ask the students to look at exercise 1B and try to tell what might be the difference between Olympic and Parolympic games
- 3. Ask for a volunteer to share
- 4. Tell the students that now they are going to listen to the audio and complete the information under the pictures
- After the listening, tell the students to discuss the difference between Olympic and Parolympic games and share the answers with the peers

Assessment technique: Students sharing responses

3) Comparative and Superlative adjectives LO#3 (20 minutes)

Mode: Students working individually

Steps:

- Write on the board sentences with comparative and superlative forms of adjectives
- 2. Tell the students that now they are going to make sentences using these structures
- 3. Ask for a volunteer to say a sentence
- 4. After a quick revision, tell the students that now they are going to look at 2 Anime heroes and compare them
- 5. Show the picture to the students (see Appendix 2)
- 6. Model an example
- 7. Ask the students to say at least 3 differences between the heroes
- 8. Give the students 2-3 minutes to prepare
- 9. Ask for a volunteer to start

Assessment technique: Students sharing responses

4) Antonyms LO#5 (15 minutes)

Mode: Whole class activity

- 1. Tell the students that now they are going to talk about antonyms and synonyms
- 2. Explain, that antonyms are the words with opposite meaning, and synonyms are the words that have similar meaning
- 3. Model an example
- 4. Ask the students to share examples of antonyms with each other

5) Antonyms activity LO#5 (20 minutes)

Mode: Whole class activity

Steps:

- After practicing antonyms, ask the students to open students' book page 19 exercise 3A (see Appendix 3)
- 2. Tell the students that they need to read the words and write their antonyms
- 3. Model an example
- 4. Explain, that after writing the correct antonyms, they need to write 4 sentences using the adjectives from the exercise
- 5. Give the students 7-8 minutes to finish the task
- 6. When everyone is ready, ask the students one by one to read their sentences

Assessment technique: T-S feedback, students sharing responses

6) Anime "My hero academia" LO#4 (30 minutes)

Mode: Whole class activity

- Tell the students that now they are going to watch Anime "My hero academia" (see Appendix 4)
- 2. Ask the students whether they know anything about that cartoon
- 3. Explain that after watching it they are going to have a group discussion based on that episode.
- 4. Ask the students the following questions:
- 1. Does Izuku Midoriya have superpowers?

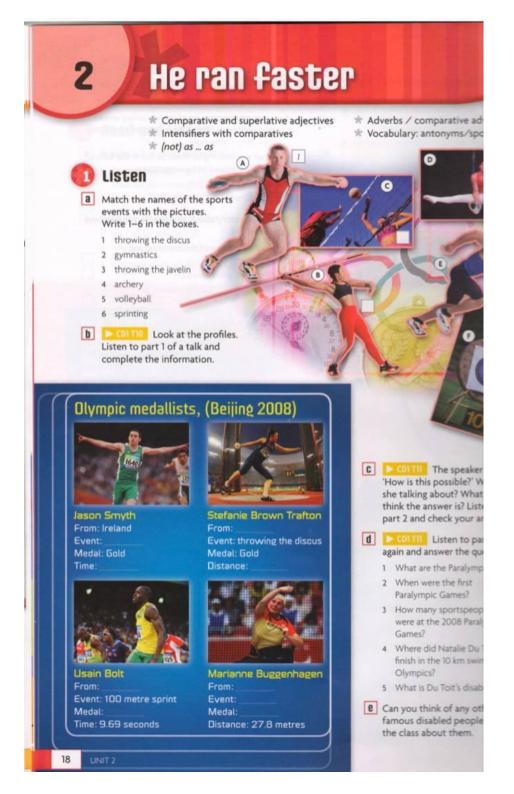
- 2. What do you think Izuku felt when All Might superhero saved him?
- 3. What kind of superpower would you like to have?
- 4. What is your favorite line in the episode?

7) Wrap-up (5 min)

Mode: Whole class activity

- 1. Thank the students for their active participation
- 2. Assign the homework
- 3. Goodbye

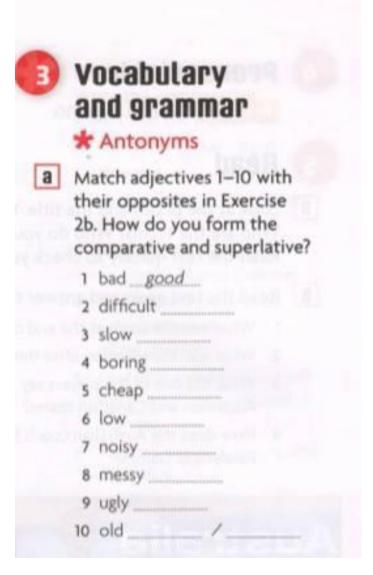
Appendix 2.1.1 Student's Book page 18



Appendix 2.1.2 Anime heroes pictures for comparisons



Appendix 2.1.3 Student's Book page 19 ex. 3



Appendix 2.1.4 My hero academia season 1 episode 1 link: <u>https://youtu.be/Sw4Em1wc8es</u>

Unit 2.2

Topic/Theme: He ran faster

Duration of the Lesson: 2 hours

of Students: 8

Target language proficiency level: Low Intermediate

Prior learning related to this lesson: Sports related vocabulary

Learning objectives:

By the end of the class, students will be able to:

- 1. LO1 \rightarrow Practice sports rules related vocabulary
- 2. LO2 \rightarrow Practice comparative adverbs
- 3. LO3 \rightarrow Act out a part from Anime "My hero academia"
- 4. LO4 \rightarrow Discuss different types of superpower
- 5. $LO5 \rightarrow$ Discuss basketball teams and their captains

Materials: Books, computer

References: Puchta H. & Stranks J., English in mind 2: Student's book 2010

Anticipated problems: Absences, no internet connection

Procedures:

1) Warm-up LO#5 (15 minutes)

Mode: Whole class activity

Steps:

1. Greet the students

- 2. Check the homework
- 3. Tell the students that today they are going to discuss their favorite basketball teams and the captains of that teams
- 4. Model an example "My favorite football team is Lakers.."
- 5. Give the students 2 minutes to prepare
- 6. Ask for a volunteer to start

2) Basketball Champions LO#1, LO#5 (20 minutes)

Mode: Whole class activity

Steps:

- 1. Tell the students to open student's book page 20 (see Appendix 1)
- 2. Ask the students to say what do they see on the picture
- 3. Ask for a volunteer to share
- 4. Tell the students that now they need to scan the text quickly and discuss the text with each other
- 5. Give the students 5 minutes to prepare
- 6. When everyone is finished, start the discussion.

Assessment techniques: Students sharing responses

3) Quizlet Game LO#1 (10 minutes)

Mode: Whole class activity

Steps:

 Tell the students that now they are going to play the Quizlet based on the sports related vocabulary

- 2. Open the quizlet (see Appendix 2)
- 3. Share your screen with the students

4) Comparative Adverbs LO#2 (20 minutes)

Mode: Whole class activity

Steps:

- 1. Tell the students that now they are going to learn comparative adverbs
- 2. Explain, that they already know comparative adjectives, and today they are also going to learn about comparative adverbs
- Explain, that we use adjectives when we talk about nouns, and when we need to talk about verbs we use adverbs
- 4. Model an example
- 5. Ask the students to share their examples

Assessment technique: T-S feedback, students sharing responses

5) Comparative adverbs LO#2 (20 minutes)

Mode: Students working in pairs

- 1. Tell the students that now they are going to work in pairs
- 2. Cut pictures in 2 parts, mix them
- 3. Ask the students to pick one piece
- 4. When everybody has got one piece of different pictures, they should find their "partner" who's piece is also from the picture

- When everyone is finished with setting up, ask the students to open student's book page 21 (see Appendix 3)
- Explain that now, working in pairs, they need to do exercise 7C and find the correct words
- Tell the students, that after finishing the task, they need to exchange their books with another pair, and check the exercise

Assessment techniques: T-S feedback, students sharing responses

6) Anime "My hero academia" LO#3 (30 minutes)

Mode: Whole class activity

Steps:

- Tell the students that now they are going to watch Anime "My hero academia" (see Appendix 4)
- 2. Explain, that this time they will watch the ending scene, and based on that make up a beginning of the story and act it out
- 3. Tell the students that they are going to watch only the last 5-6 minutes of the cartoon, and after that they need to decide together what happens in the beginning and act that scene out.

Assessment techniques: Students sharing responses

7) "Superpowers" LO#3, LO#4 (15 minutes)

Mode: Whole class activity

- After watching and acting out the episode, tell the students that now they are going to discuss superpowers, and people should do in order to stay strong and healthy
- 2. Explain that each students should talk about the superpower they think is the most important for the hero and why
- Tell the students that if they want they can also draw that "superpower" the way the imagine it
- 4. Give the students time to prepare
- 5. When everyone is finished ask for a volunteer to start

8) Wrap-up (5 min)

Mode: Whole class activity

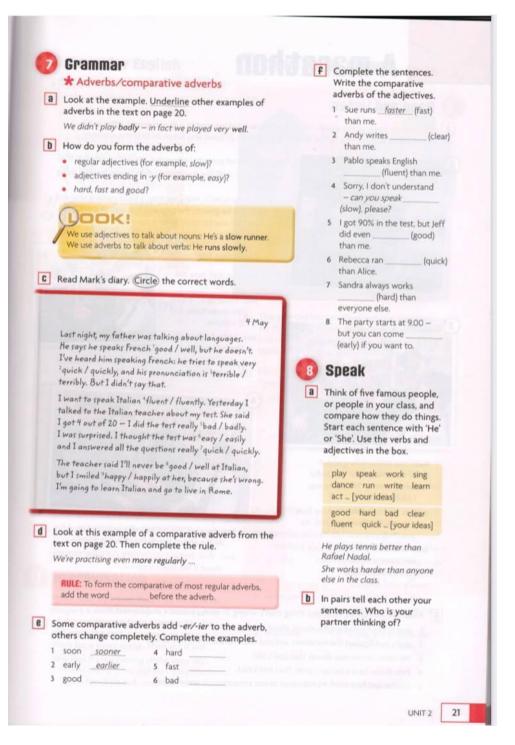
- 4. Thank the students for their active participation
- 5. Assign the homework
- 6. Goodbye



Appendix 2.2.1 Student's book page 20

Appendix 2.2.2 Quizlet set link: https://quizlet.com/_bfcipn?x=1jqt&i=3apgmo

Appendix 2.2.3 Student's book page 21



Appendix 2.2.4 My hero academia, episode 2 link: https://youtu.be/e6Cw1Ux8wVg

Unit 2.3

Topic/Theme: He ran faster

Duration of the lesson: 2 hours

of Students: 8

Target language proficiency level: Intermediate Low

Prior learning related to this lesson: marathon related vocabulary

Learning objectives:

By the end of the class, students will be able to:

- 1. LO1 \rightarrow Practice new expressions
- 2. LO2 \rightarrow Watch Anime "Naruto", and act it out
- 3. $LO3 \rightarrow$ Discuss the concept of peace and what we can do to change something around us

to the better

- 4. $LO4 \rightarrow$ Discuss the importance of being a supportive person
- 5. $LO5 \rightarrow$ Create a dialogue based on the target vocabulary

Materials: Books, computer

References: (Puchta H. & Stranks J., English in mind 2: Student's book 2010)

Anticipated problems: Absences, no internet connection

Procedures:

1. Warm up LO#4 (15 minutes)

Mode: Whole class activity

- 1. Greet the students
- 2. Check the homework
- 3. Ask the students who do they think a supportive person is
- 4. Solicit responses

2) A marathon LO#1, LO4 (15 minutes)

Mode: Whole class activity

Steps:

- 1. Ask the students to open the student's book page 22 (see Appendix 1)
- 2. Ask the students to look at the pictures and share with each other what they can see, the emotions of heroes; are they happy or sad?
- 3. Tell the students that now they are going to listen to the story and then discuss it with each other
- 4. After listening to the audio, ask for a volunteer to start retelling what is the story about

Assessment technique: Students sharing responses

3) "A supportive person is.." LO#4 (20 minutes)

Mode: Students working individually

- Now when students already understand the concept of a supportive person, ask the students to continue the phrase "A supportive person is..."
- 2. Model an example
- 3. After, ask the students whether they consider themselves supportive or not
- 4. Ask for a volunteer to share

- 5. When everyone is finished ask the students that now they are going to talk about the person who is the biggest supporter in their lives
- 6. Give the students 5-6 minutes to prepare
- 7. Ask for a volunteer to start

Assessment technique: T-S feedback, students sharing responses

4) Practicing new phrases LO#1, LO#5 (25 minutes)

Mode: Students work in pairs

Steps:

- Tell the students that now they need to find the following phrases from the story they have listened to (see Appendix 2)
- 2. When everyone is ready, tell the students that they can decide their partners this time to work together
- 3. When the students are ready, explain that they need to create a dialogue using the new phrases
- 4. Give the students 5-7 minutes to prepare
- 5. Ask for a volunteer to start.

Assessment technique: Students sharing responses

5) Anime "Naruto" LO#2 (25 minutes)

Mode: Whole class activity

- 1. Tell the students that now they are going to watch a part from Naruto, where they talk about peace and stop the war, and how Naruto wins Negato (see Appendix 3)
- 2. Explain that they need to watch the video, and after they will act it out.

- 3. When the students finish watching the video, tell them their roles
- 4. Give the students 3-4 minutes to prepare
- 5. Ask the students to start acting out

6) Discussions about Peace LO#3 (25 minutes)

Mode: Whole class activity

Steps:

- After the students act out, tell them that now they are going to discuss the concept of Peace; do they think that now we are living in a peaceful time? What can people do to create a better environment around them and not focus on negative things? What do they do to stay positive and not focus on the negative things happening now?
- 2. The teacher shares their own example as a modeling
- 3. Give the students 5-10 minutes to prepare
- 4. Ask for a volunteer to start sharing their opinion

Assessment technique: Students sharing responses

7) Wrap-up (5 min)

Mode: Whole class activity

- 1. Thank the students for their active participation
- 2. Assign the homework
- 3. Goodbye

Appendix 2.3.1 Student's Book page 22



Appendix 2.3.2 New Phrases

- 1. ...that sort of thing
- 2. Guess what?
- 3. We're talking about
- 4. ...an awful lot of...
- 5. That's not the point
- 6. At the end of the day,...

Appendix 2.3.3 Anime Naruto link: https://youtu.be/IzkOjHibD3w

Unit 2.4

Topic/Theme: He ran faster

Duration of the Lesson: 2 hours

of Students: 8

Target language proficiency level: Intermediate Low

Prior learning related to this lesson: comparative adjectives and adverbs

Learning objectives:

By the end of the class, students will be able to:

- 1. LO1 \rightarrow Describe a picture using the target vocabulary
- 2. LO2 \rightarrow Write a report
- 3. LO3 \rightarrow Draw and talk about their favorite Anime character
- 4. $LO4 \rightarrow$ Revise comparative adjectives and adverbs

Materials: Books, computer

References: (Puchta H. & Stranks J., English in mind 2: Student's book 2010)

Anticipated problems: Absences, no internet connection

Procedures:

1) Warm up LO#1 (15 minutes)

Mode: Whole class activity

- 1. Greet the students
- 2. Check the homework

- 3. Tell the students that now they are going to see a picture and and write what they see in the picture
- 4. Share the screen with the picture (see Appendix 1)
- 5. Play classical music
- 6. Give the students 5-6 minutes to prepare
- 7. Ask for a volunteer to start

2) Writing a report LO#2 (30 minutes)

Mode: Students work individually

Steps:

- 1. Ask the students to open the student's book page 24
- 2. Tell the students that today they are going to learn how to write a report
- Explain that report is when you write about something that you have seen or observed
- 4. Tell the students to look at the example of report writing in their books
- 5. Ask the students to read the report
- 6. When everyone is finished highlight that in the report they should first include the general information about the topic, what interesting happened, and finally their opinion
- 7. Tell the students to think about any topic that they would like to write a report about
- 8. When everyone is ready, give the students 10 minutes to finish the task

Assessment technique: T-S feedback

3) Revision of comparative adjectives and adverbs LO#4 (20 minutes)

Mode: Whole class activity

Steps:

- 1. Tell the students that now they are going to revise comparative adjectives and adverbs
- 2. Model an example with both adjectives and adverbs
- Tell the students to think about their 2 least and most favorite Anime characters and compare them
- 4. Tell the students that they need to make at least 3 comparisons between these two characters
- 5. Give the students 6 minutes to prepare
- 6. Ask for a volunteer to start

Assessment technique: Students sharing responses

4) My favorite Anime hero! LO#3 (35 minutes)

Mode: Whole class activity

- Tell the students that now they are going to draw and present their favorite Anime hero on a Poster
- 2. Explain that if some students cannot draw well, their peers should help them do that
- 3. Tell the students that they can divide the work between each other, some of the students can draw the heroes while others can design the poster and write information about them
- 4. Tell the students that for this project they will get a group grade, which means that they should not work individually, but together as a group

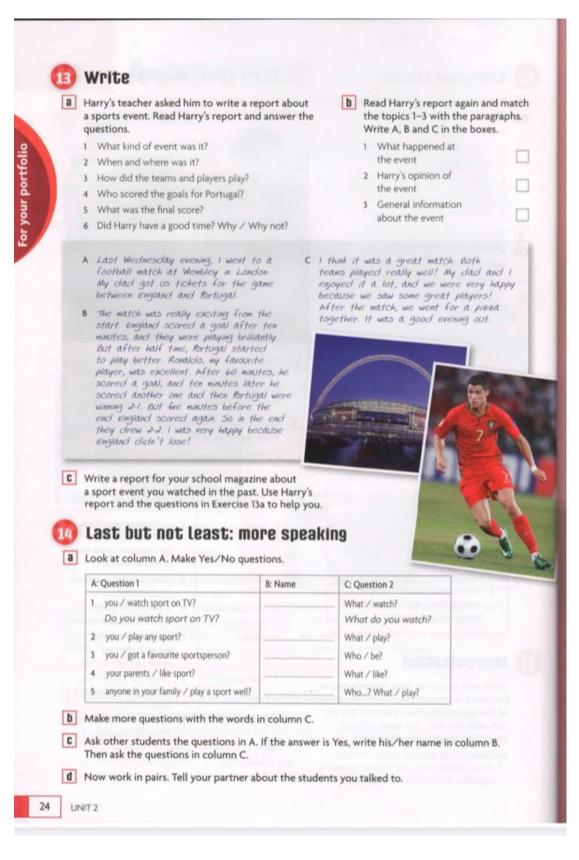
- 5. Provide the students with all the necessary materials (poster, papers, pencils, markers)
- 6. Tell the students to start

Assessment techniques: T-S feedback



Appendix 2.4.1 A picture to describe

Appendix 2.4.2 Student's Book page 24



Unit 3.1

Topic/Theme: Our WorldDuration of the Lesson: 2 hours# of Students: 8Target language proficiency level: Intermediate LowPrior learning related to this lesson: vocabulary related to environmentLearning objectives:

By the end of the class, students will be able to:

- 1. LO1 \rightarrow Practice environment-related vocabulary
- 2. LO2 \rightarrow Practice the grammar structure of will will not/ might might not
- 3. LO3 \rightarrow Practice speaking skills through acting out
- 4. $LO4 \rightarrow$ Discussions about environment pollution
- 5. LO5 \rightarrow Argue for/against their peers' opinions using the target vocabulary

Materials: Books, computer

References: (Puchta H. & Stranks J., English in mind 2: Student's book 2010)

Procedures:

1) Warm up LO#4 (15 minutes)

Mode: Whole class activity

Steps:

1. Greet the students

- 2. Check the homework
- 3. Ask the students do they think they breathe fresh air in the city or not
- 4. Ask for a volunteer to start

2) Bicycle Revolution LO#1 LO#2 (25 minutes)

Mode: Whole class activity

Steps:

- 1. Tell the students to open the student's book page 26 (see Appendix 1)
- 2. Explain that now they are going to discuss environmental pollution and how bicycles can help to reduce pollution and improve the situation
- 3. Tell the students to scan the text quickly and get ready for discussing it
- 4. When everyone is finished, ask for a volunteer to start

Assessment technique: Students sharing responses

3) Debate LO#1, LO#5 (20 minutes)

Mode: Students work in groups

Steps:

- Tell the students that now they are going to have a debate about using bicycles instead of cars using the target vocabulary
- 2. Explain that the students will be divided into two groups; one group will be for using bicycles instead of cars, the other group will be against that idea
- 3. Divide students into two groups
- 4. When everyone is ready, start the debate

Assessment technique: Students sharing responses

3) Anime "My hero academia" LO#3 (25 minutes)

Mode: Whole class activity

Steps:

- Tell the students that now they are going to watch Anime "My hero academia" (see Appendix 2)
- 2. Explain, that they are going to watch the ending of the cartoon, and based on that they have should make up the ending and act it out
- 3. Play the video
- 4. After watching the beginning part, give the students 10 minutes to prepare
- 5. When everyone is ready, the students can start acting out.

Assessment technique: Students sharing responses

4) Environmental Problems LO#1 (15 minutes)

Mode: Whole class activity

Steps:

- Tell the students that now they are going to put the correct words in the missing places.
- 2. Ask the students to open the student's book on page 27 (see Appendix 3)
- 3. Tell the students that they need to do exercise 2C which is about environmental problems
- 4. Ask the students to start

Assessment technique: Students sharing responses

5) Future Predictions LO#1, LO#2 (20 minutes)

Mode: Whole class activity

Steps:

- Tell the students that now they are going to have a discussion about what will happen in the future if we do not take care of the environment and nature
- 2. Model an example using will/will not, might/might not
- 3. Give the students 5-7 minutes to prepare
- 4. When time is up, ask for a volunteer to start

Assessment technique: Students sharing responses

6) Wrap-up (5 min)

Mode: Whole class activity

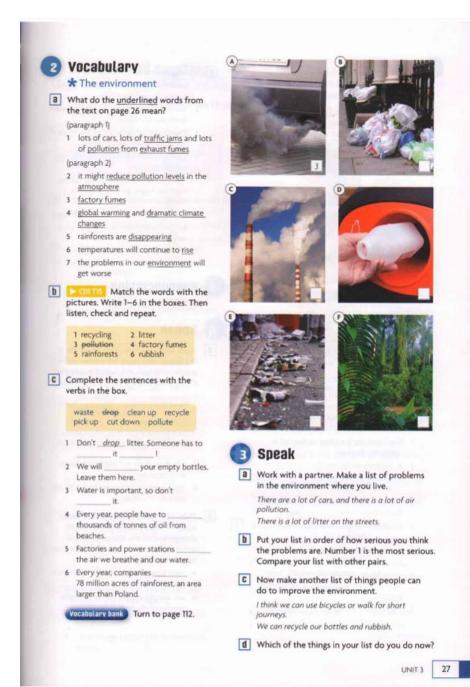
- 1. Thank the students for their active participation
- 2. Assign the homework
- 3. Goodbye



Appendix 3.1.1 Student's Book page 26

Appendix 3.1.2 Anime "My hero academia" episode 3 link: https://youtu.be/ELJ5ZChwA5U

Appendix 3.1.3 Student's Book page 27



Unit 3.2

Topic/Theme: Our World

Duration of the Lesson: 2 hours

of Students: 8

Target language proficiency level: Intermediate Low

Prior learning related to this lesson: vocabulary related to future plans

Learning objectives:

By the end of the class, students will be able to:

- 1. LO1 \rightarrow Practice using Future Simple tense
- 2. LO2 \rightarrow Discuss future plans
- 3. LO3 \rightarrow Practice the First Conditional grammar structure
- 4. $LO4 \rightarrow$ Discussion based on the predictions
- 5. $LO5 \rightarrow$ Discussion based on the Anime "Naruto"

Materials: Books, computer

References: (Puchta H. & Stranks J., English in mind 2: Student's book 2010)

Anticipated problems: Absences, no internet connection

Procedures:

1) Warm-up LO#1, LO#2 (15 minutes)

Mode: Students work individually

Steps:

1. Greet the students

- 2. Check the homework
- 3. Ask the students what are their plans for the weekend
- 4. Model an example "I will play with my dog this weekend"
- 5. Give the students 1 minute to prepare
- 6. Ask for a volunteer to start

2) Future Simple LO#2 (15 minutes)

Mode: Whole class activity

Steps:

- 1. Ask the students to open the student's book page 28 exercise 4B (see Appendix 1)
- Explain that now they need to read the sentences and write the correct answer, either will or won't
- 3. Give the students 5 minutes to finish the task
- 4. When everyone is finished ask for a volunteer to start

Assessment technique: T-S feedback

2) "I think you will..." LO#1, LO#2 (20 minutes)

Mode: Students work in pairs

- 1. Tell the students that now they are going to play a game "I think you will..."
- 2. Explain that for this game they need to work in pairs
- 3. Explain that each student should make up 5 sentences about what they think their partner will do (after the lesson, tomorrow, on the weekend and etc), and the partners need to answer whether they will do that or not

- 4. Model an example: I think you will go to sleep at 10 pm. Yes, because I will have a long day tomorrow
- 5. Ask the students to choose their pairs
- 6. Give the students 6-7 to prepare
- 7. When everyone is ready, ask for a volunteer to start

4) First Conditional LO#3, LO#4 (15 minutes)

Mode: Whole class activity

Steps:

- 1. Tell the students that now they are going to learn First Conditional
- 2. Explain that we use First Conditional when we talk about realistic possibility that might happen in the future
- 3. Model an example and write it on the board
- 4. Ask the students to think about examples and share them with the class

Assessment technique: Students sharing responses

5) Board Game LO#2, LO#3 (25 minutes)

Mode: Whole class activity

- Tell the students that now they are going to play a board game using the First Conditional (see Appendix 2)
- 2. Explain that for this game each students needs to roll the dice and according to the number they need to read the first part of the sentence
- 3. Model an example

- 4. After reading, the students need to think about the continuation of the sentence. For example S1 reads "If I go to the cinema", the other students need to share their versions.
- 5. Write numbers from 1-8 on the small pieces of paper
- 6. Ask the students to pick one piece of paper
- 7. Explain that the students will roll the dice according the sequence of numbers the chose
- 8. Start playing the game

6) First Conditional exercise LO#3 (10 minutes)

Mode: Whole class activity

Steps:

- 1. Tell the students to open the student's book page exercise 7B (see Appendix 3)
- 2. Explain that in this exercise they need to put the correct forms of the verb
- 3. Model an example
- 4. When everyone is finished, ask for a volunteer to start

Assessment technique: Students sharing responses

7) Anime "Naruto" LO#5 (25 minutes)

Mode: Whole class activity

- Tell the students that now they are going to watch a part from Anime "Naruto" (see Appendix 4)
- 2. Explain that after watching the students need talk about the following questions:
 - a. Did Naruto improve his skills?
 - b. Why do you think Naruto predicted all the tricks that were prepared for them?

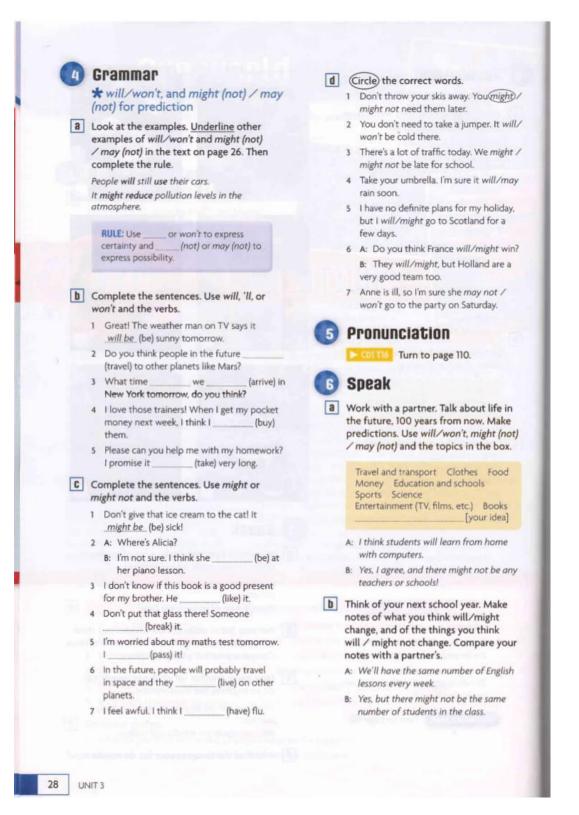
- c. Do you think Kakashi Sensei liked Naruto's skills?
- d. Watch the video
- e. After watching the video, start the discussion

8) Wrap-up (5 min)

Mode: Whole class activity

- 1. Thank the students for their active participation
- 2. Assign the homework
- 3. Goodbye

Appendix 3.2.1 Student's Book page 28



Appendix 3.2.2 Board Game link: https://www.eslkidsgames.com/esl-board-games-

interactive/first-conditional

Appendix 3.2.3 Student's Book page 29

Grammar and speaking 8 Make sentences about the * First conditional pictures. Use If + will/won't, might (not) or may (not). a Complete this sentence from the text on page 26. Then If the girl doesn't run, she might complete the rule. not catch the bus. or She won't catch the bus if she doesn't run. If people want to travel across the city, 1 2 **RULE:** Condition clause Result clause If + simple + / won't. b Complete the sentences. Use the correct form of the verbs. 1 If I fail (fail) the exam, I 'll take (take) it again. 2 If there _____ (be) more cars on the road in the future, (be) more pollution. there 3 If you (see) Jane, you (give) her my message? 4 If pollution (increase), more plants and animals (die). (not tell) you my secret if you 5 1 (not come) to Mark's party with me. (be) really angry if they 6 My parents _ _(see) my bedroom! C Complete the questions. Use the correct form of the verbs. * unless in first conditional sentences 1 What will you do (do) if f Look at the example from the text on page 26. the weather _____is ___ (be) nice this Then (circle) the correct answer in the rule. weekend? Unless we do something about it now, there will be Where __ (go) if 2 you traffic jams and temperatures will rise further. (go) out this weekend? you you (buy) (The sentence above means: If we don't do 3 What something about it now, there will be traffic jams if you ___ (go) shopping this and temperatures will rise.) weekend? 4 If you ____ (not go) out RULE: Unless we do something = If we do / this evening, what _____ you don't do something (do)? 5 If your teacher (not give) you any homework today, what 9 Match the two parts of the sentences. you ____(do)? 1 Unless we leave now, unless my dad 6 If you ___ (phone) a friend gives me some. tonight, what you 2 We won't understand b he'll fail his (talk about)? exams. d Work with a partner. Ask and answer 3 I won't have any money c unless you tell the questions in Exercise 6c. someone. 4 Unless he studies harder. d we'll be late. A: What will you do if the weather's nice this weekend? 5 Nobody will know e unless our B: I'm not sure. I might play football with our secret teacher explains. Marco. UNIT 3 29

Appendix 3.2.4 Anime "Naruto" video link: https://youtu.be/yfBLWYz0f-8

Unit 3.3

Topic/Theme: Our World

Duration of the Lesson: 2 hours

of Students: 8

Target language proficiency level: Intermediate Low

Prior learning related to this lesson: vocabulary related to environmental pollution, future plans

Learning objectives:

By the end of the class, students will be able to:

- 1. LO1 \rightarrow Discuss environmental problems
- 2. LO2 \rightarrow Discuss water supplies
- 3. LO3 \rightarrow Write a list of things for the improvement of our city
- 4. LO4 \rightarrow Practice environment-related vocabulary
- 5. $LO5 \rightarrow$ Support/criticize specific Anime heroes

Materials: Books, computer

References: (Puchta H. & Stranks J., English in mind 2: Student's book 2010)

Anticipated problems: Absences, no internet connection

Procedures:

1) Warm-up (15 minutes)

Mode: Whole class activity

Steps:

1. Greet the students

- 2. Check the homework
- 3. Tell the students that now they are going to write about:
 - a. 6 things they can see around them
 - b. 5 things they can touch
 - c. 4 things they can hear
 - d. 3 things they can smell
 - e. 2 things they can eat
 - f. 1 thing they can drink
 - 4. Play the music
 - 5. Share the screen with the task
 - 6. Tell the students to start

2) Water supplies LO#2, LO#4 (15 minutes)

Mode: Whole class activity

Steps:

- 1. Tell the students that now they are going to have a discussion about water, water supplies, whether they are aware of the countries which do not have clean water
- 2. Give the students 1-2 minutes to prepare
- 3. Ask for a volunteer to start

Assessment technique: Students sharing responses

3) 7 facts about water LO#2, LO#4 (15 minutes)

Mode: Whole class activity

- 1. Tell the students that now they are going to learn 7 interesting facts about water
- 2. Tell the students to open the student's book page 30 exercise 8A (see Appendix 1)
- 3. Explain that they need to listen to the facts and match them with the correct pictures
- 4. After listening and matching, ask the students what was the most interesting fact for them and why

4) The daily usage of water LO#1, LO#2 (25 minutes)

Mode: Students work individually

Steps:

- Tell the students that now they are going to share what do they use water in daily life
- 2. Explain that they can make a list and write for which purposes they use water
- 3. When everyone is ready, tell the students to share their responses with the class and compare the results with their peers

Assessment technique: Students sharing responses

5) TED Talk "Are we running out of clean water?" LO#1, LO#2, LO#4 (25 minutes)

Mode: Whole class activity

- 1. Tell the students that now they are going to watch a TED Talk about clean water supplies in the World (see Appendix 2)
- 2. Tell the students that while watching the video they need to take notes because after they are going to share their own ideas about the ways of saving clean water
- 3. Play the video

- 4. After watching, tell the students to write 2-3 solutions that they think might be helpful
- 5. When everyone is ready, ask for a volunteer to start

6) "Changing our city to the better" LO#1, LO#3, LO#4 (25 minutes)

Mode: Students work individually

Steps:

- 1. Tell the students that now they are going to think about the solutions how to change our city to the better and make it environmentally friendly
- 2. Explain that they need to explain how their idea can have a positive impact on our city
- 3. Explain that they need to write a list with 3-4 solutions and then explain them to their peers
- 4. Give the students 8 minutes to prepare
- 5. When everyone is ready, ask for a volunteer to start

Assessment technique: Students sharing responses

7) "Debate" LO#5 (25 minutes)

Mode: Students work in pairs

- 1. Tell the students that now they are going to have a debate about specific Anime cartoons
- 2. Divide the students into pairs
- 3. Write the names of Anime heroes on the piece of paper
- 4. Tell the students to pick one piece of paper

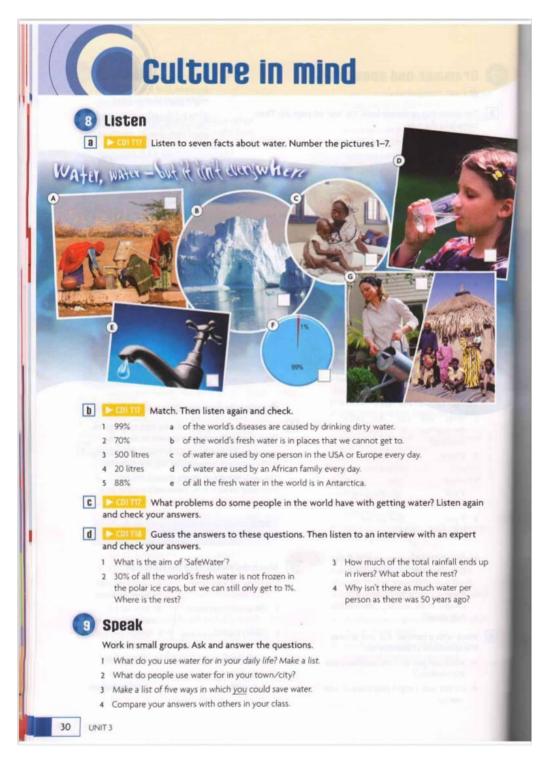
- 5. Explain that one student should criticize the Anime hero, while the other one should support that hero
- 6. Give the students 1 minute to prepare
- 7. Start the debate

8) Wrap-up (5 min)

Mode: Whole class activity

- 1. Thank the students for their active participation
- 2. Assign the homework
- 3. Goodbye

Appendix 3.3.1 Student's Book page 30



Appendix 3.3.2- TED Talk link: <u>https://youtu.be/OCzYdNSJF-k</u>

Unit 4.1

Topic/Theme: Holiday or Vacation?

Duration of the Lesson: 2 hours

of Students: 8

Target language proficiency level: Intermediate Low

Prior learning related to this lesson: vocabulary related to holiday and vacation

Learning objectives:

By the end of the class, students will be able to:

- 1. LO1 \rightarrow Practice holiday-related vocabulary (cruise, museum, sightseeing, souvenir, etc.)
- 2. LO2 \rightarrow Practice the grammar structure of question tags
- 3. LO3 \rightarrow Practice speaking skills by cosplaying their favorite anime character
- LO4→ Discuss different accents, analyze the difference between British and American accents
- 5. LO5 \rightarrow Argue for/against their peers' opinions using the target vocabulary

Materials: Books, computer

References: (Puchta H. & Stranks J., English in mind 2: Student's book 2010)

Anticipated problems: Absences, no internet connection

Procedures:

1) Warm-up (Discussion) LO#1 (10 min)

Mode: Whole class activity

- 1. Greet the students
- 2. Ask the students the following topic-based questions
 - a. How do you usually spend your holidays?
 - b. Where would you like to go for vacation?
 - c. Where do you like to stay when you are on vacation?
 - d. How often do you travel?
- 3. Solicit responses.

2) Traveling to the USA LO#1 (15 minutes)

Mode: Whole class activity

Steps:

- 1. Tell the students that now they are going to discuss traveling to the USA
- 2. Ask the students which state in the USA they would like to visit
- After a brief discussion, ask the students to open student's book on page 32 (see Appendix 1)
- 4. Explain that now they are going to have a quiz about North America
- 5. Tell the students that they have 5 minutes to finish the quiz
- 6. After the students have finished, tell them that now they need to listen to the audio and check their answers
- Discuss the mistakes, if any ask the students whether there is something they did not know about, which fact about North America is the most interesting/informative for them

Assessment technique: Students sharing response

2) Question Tags LO#2 (10 minutes)

Mode: Working in pairs

Steps:

- 1. Write on the board examples with question tags
- Explain that with positive statements, we use negative question tags, and with negative statements, positive question tags (You are a football player, aren't you? You don't have a dog, do you?"
- 3. Give the students prepared dialogues with question tags and tell them to act it out
- 4. Give the students pictures of anime characters from different anime cartoons (see Appendix 2)
- 5. Explain that now, in pairs, they are going to create dialogues using question tags and act out the roles of these anime characters
- 6. Tell the students that the best pair work will win a prize!
- 7. Give the students 5-10 minutes to prepare
- 8. Solicit responses

Assessment technique: T-S feedback, students sharing responses

4) British vs. American English LO#4 (15 minutes)

Mode: Whole class activity

- Give your students 1 minute to think about the word "accent" and try to explain the meaning
- 2. When everyone is ready, ask some students to explain
- 3. Give the students 2-3 minutes to discuss different accents, bring examples

- 4. Ask the students about the differences between British and American accents, encourage them to bring examples
- 5. Give the list of words to both groups (see Appendix 3)
- 6. Divide the students into two groups; one group will be presenting British English and the other American English
- 7. Ask both groups to prepare a short story using those words

5) Free Wi-fi LO#3 (15 minutes)

Mode: Individually

Steps:

- Ask the students to think about the following questions: is it necessary to have Wi-Fi connection everywhere? How can this decision harm people and nature?
- 2. Give the students 2 minutes to prepare answers
- 3. Ask for volunteers to start sharing their responses
- 4. Tell the students to open Student's book on page 34 and quickly scan the text about free wireless internet (see Appendix 4)
- 5. Give the students 5-6 minutes to scan the text
- 6. Tell the students to prepare a list of advantages and disadvantages of having wifi everywhere

Assessment technique: Students sharing responses

6) Debate, LO#5 (15 minutes)

Mode: Working in groups

- 1. Tell the students that now they are going to have a debate
- 2. Explain to the students that they will be divided into two groups; one group is going to present the advantages of having free wireless wifi in Yerevan, while the other group will talk against that idea, bringing valid reasons (For example, because it can be dangerous for health because of radioactive waves)
- 3. Divide the students into two groups
- 4. Give them 5-10 minutes to prepare
- 5. Start the debate

7) Cosplay, LO#3 (20 minutes)

For this assignment, students need to bring with them all the necessary materials to the

classroom

Mode: Individually

- 1. Tell the students that they need to prepare at home and bring all the necessary materials to school
- 2. Assign the students in advance to get ready for the cosplay
- Explain that they should prepare not only the clothes but also a speech (For example, "My superpower is..., I like..., My enemies are/my friends are, etc.)
- 4. During the lesson, give the students small pieces of paper with numbers on them
- 5. Tell the students to pick one piece of paper
- Students start showing their cosplays one by one according to the numbers they have chosen

 The student with the best cosplay and well-prepared speech can decide which anime to watch next time

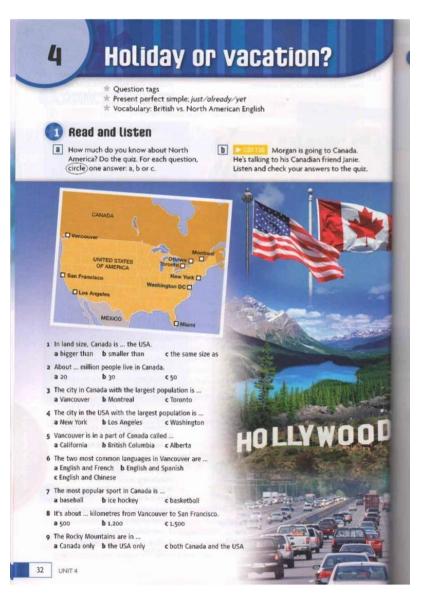
Assessment technique: Students sharing responses

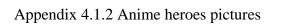
7) Wrap-up (5 min)

Mode: Whole class activity

- 7. Thank the students for their active participation
- 8. Assign the homework
- 9. Goodbye

Appendix 4.1.1 Student's Book page 32







Appendix 4.1.3 British vs. American vocabulary

Pants-trousers

Lift-elevator

Flat-apartment

Cookies-biscuits

Candy-sweets

Football-soccer

Subway-underground

Lorry-truck

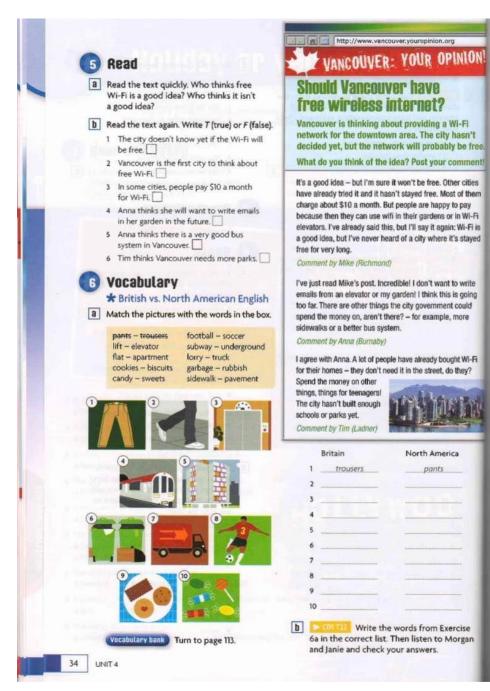
Garbage-rubbish

Sidewalk-pavement

Closet-wardrobe

Schedule-timetable

Appendix 4.1.4 Student's Book page 34



Unit 4.2

Topic/Theme: Holiday or Vacation?

Duration of the Lesson: 2 hours

of Students: 8

Target language proficiency level: Intermediate Low

Prior learning related to this lesson:

Learning objectives:

By the end of the class, students will be able to:

- 1. LO1 \rightarrow Practice the Present Perfect Tense
- 2. LO2 \rightarrow Talk about their daily routines, things they have recently done
- 3. $LO3 \rightarrow$ Develop listening skills and enrich vocabulary by watching a TED Talk

4. LO4 \rightarrow Discuss technological progress

5. LO5 \rightarrow Practice listening and speaking skills through anime

Materials: Books, computer

Anticipated problems: Absences, no internet connection

Procedures:

1) Warm-up "Revision" LO#1 (10 minutes)

Mode: Whole class activity

Steps:

1. Greet the students

- 2. Check the homework
- 3. Ask the students questions using Present Perfect (Where have you traveled? Where is the best place you have ever been? What is the craziest thing you have done?)
- 4. Give the students 20 seconds to think
- 5. Ask for a volunteer

2) Listening and Speaking Activity LO#2 (15 minutes)

Mode: Whole class activity

Steps:

- 1. Ask the students to open student's book on page 35 (see Appendix 1)
- Explain that now they are going to listen to a conversation about Dan's holiday and tick the things he has already done
- 3. After finishing the exercise, ask the students to share with the class the things they have done recently and what do they usually do during the day
- 4. Give the students 1 minute to prepare
- 5. Ask for a volunteer to start

Assessment technique: Students sharing responses

3) Watching a "TED Talk" LO#3 (15 minutes)

Mode: Whole class activity

Steps:

1. Tell the students that now they are going to watch a TED Talk about technological progress and "The future of an immersive Metaverse" (see Appendix 2)

- 2. Ask the students to brainstorm and share their thoughts about the topic; what will be discussed in the video?
- 3. Play the video and ask the students to listen and watch the video

4) Discussion "Technological Progress" LO#4 (15 minutes)

Mode: Whole class activity

Steps:

- After watching the TED Talk, tell the students that now they are going to have a discussion based on the video
- 2. Ask the students what can be the advantages and disadvantages of technological progress; what is the greatest technological invention in their opinion
- 3. Give the students 5 minutes to prepare
- 4. Ask for a volunteer to start the discussion

Assessment technique: Students sharing response

5) Anime "Naruto" (25 minutes)

Mode: Whole class activity

- 1. Tell the students that now they are going to discuss motivation
- 2. Ask the students to share what motivates them when they want to give up
- 3. After the discussion, tell the students that now they are going to watch a video where Naruto shows on his example how not to give up (see Appendix 3)
- 4. Play the video and ask the students to watch attentively, because later they will retell each other what makes Naruto motivated

5. After watching the video, ask the students to share what they have just learned about

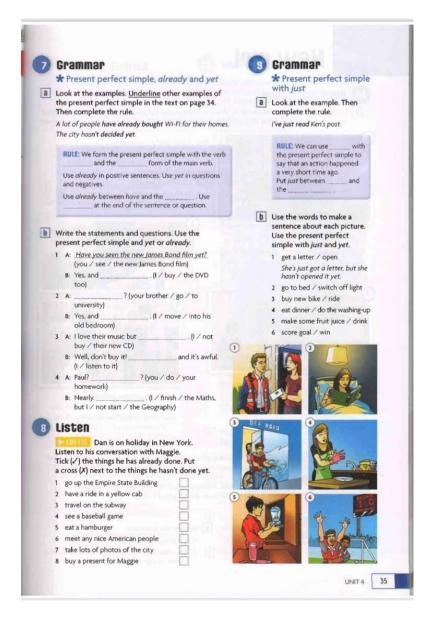
Assessment technique: Students sharing responses

7) Wrap-up (5 min)

Mode: Whole class activity

- 10. Thank the students for their active participation
- 11. Assign the homework
- 12. Goodbye

Appendix 4.2.1 Student's Book page 35



Appendix 4.2.2 TED Talk link: The future of an immersive Metaverse | Artur Sychov | TEDxUNYP

Appendix 4.2.3 Naruto's motivational speech link: Naruto Speech - (Naruto)

Unit 4.3

Topic/Theme: Holiday or Vacation?

Duration of the Lesson: 2 hours

of Students: 8

Target language proficiency level: Intermediate Low

Prior learning related to this lesson:

Learning objectives:

By the end of the class, students will be able to:

- 1. LO1 \rightarrow Practice holiday-related vocabulary
- 2. LO2 \rightarrow Practice writing skills through email writing
- 3. LO3 \rightarrow Practice collaborative work and poster making
- 4. $LO4 \rightarrow$ Analyze and discuss the main ideas of the episode from the cartoon
- 5. $LO5 \rightarrow$ Use the target language based on the context

Materials: Books, computer

Anticipated problems: Absences, no internet connection

Procedures:

1) Warm-up: "Describing a picture" LO#5 (15 minutes)

Mode: Whole class activity

- 1. Greet the students
- 2. Check the homework

- 3. Tell the students that now they are going to listen to a melody and look at the picture (see Appendix 1)
- 4. Explain that after they should talk about that picture and describe it
- 5. Play the melody and show the picture
- 6. Call the students by their names and ask them to share their thoughts

2) "Poster Presentation" LO#1, LO#3 (20 minutes)

Mode: Whole class activity

Steps:

- 1. Ask the students what their dream holiday place is
- 2. Ask for a volunteer to start sharing about their dream holiday place
- 3. When everyone is finished, give the students pieces of paper
- 4. Tell them to make a poster and write about that place (why do they like that place so much, what they would like to see, etc.)
- 5. Give the students 15 minutes to make a poster
- 6. When everyone is finished, call the students by their names and ask them to present

Assessment technique: Students sharing responses

3) "Reading and speaking activity" LO#1, LO#5 (10 minutes)

Mode: Whole class activity

- 1. Tell the students to open student's book on page 38 (see Appendix 2)
- 2. Explain that they need to read the email from Chris, who writes about his vacation
- 3. Tell the students to read the text and underline the unknown words

4) "Anime Spirited Away" LO#4 (25 minutes)

Mode: Whole class activity

Steps:

- Tell the students that now they are going to watch a small part from anime cartoon, "Spirited away," (see Appendix 3)
- 2. Explain that after watching the episode, the students should answer the follow-up questions:
- a. Why do you think they were hiding from the creatures?
- b. What do you think happened after?
- 3. Watch the video
- 4. After watching, ask the students to read and answer the questions

Assessment technique: T-S feedback, students sharing response

5) "Email writing" LO#2 (20 minutes)

Mode: Pair work

- Tell the students that now they are going to write a similar email to their favorite Anime Hero
- 2. Tell the students that the emails will be peer checked, which means that they will check each other's emails (with the help of the teacher if needed)
- 3. After checking the emails, the students should give feedback (including both the pluses and minuses)
- 4. Give the students 10 minutes to write the letter

5. If needed, help the students with giving feedbacks

Assessment technique: Students sharing responses in pairs

6) Wrap-up (5 min)

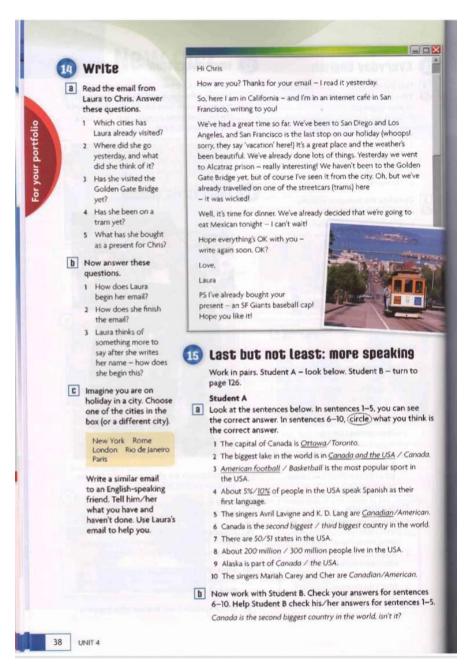
Mode: Whole class activity

- 1. Thank the students for their active participation
- 2. Assign the homework
- 3. Goodbye

Appendix 4.3.1 Picture to describe link: <u>https://pin.it/2Z9ARuX</u>



Appendix 4.3.2 Student's Book page 38



Appendix 4.3.3 Anime "Spirited Away" link: https://youtu.be/70NhEBzLKU8

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