

TETE WORKSHOP

FOR HIGHER LEVEL SENIOR HIGH SCHOOLS

Ooshiro Tetsu Irene Ní Mhuireagáin



Ooshiro Tetsu

JTE in Miyako Senior High School for 6 years

Previously Urasoe Commercial High school



Irene Ní Mhuireagáin, Ireland

ALT SHS, Technical HS & Special Needs

B.Ed. Degree in Education (Trinity College Dublin)
Teaching through the medium of Irish
Immersion Summer Camp Director

Saga-ken ALT 1992-1993



"... classes, in principle, should be conducted in English in order to enhance the opportunities for students to be exposed to English, transforming classes into real communication scenes. Consideration should be given to use English in accordance with the students' level of comprehension."

New Guidelines for High School English Curriculum Article 4, Point 3.4 (p.7)



Let's Discuss

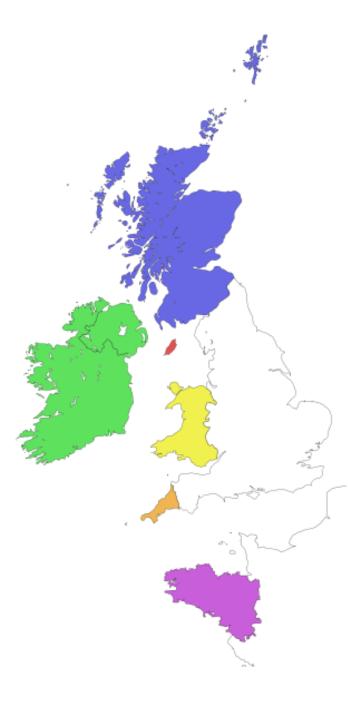
- how to teach English class using all or mostly English
- how to create opportunities for each student to use as much English as possible
- how to motivate students to speak in English only during class
- how to best use team-teaching with the ALT to achieve the above.



Today's Workshop

- TITI Ireland: Comparison & Methods
- TETE Japan: Challenges & Solutions
- DEMO: Effective Games & Activities
- Discussion Forum (Q&A)

Workshop Challenge: Let's do it all in English!



The Irish Language (Gaelic)



- a Celtic language (English is West Germanic)
- 2,500+ yrs old (among oldest in Europe)
- Prohibited by English rulers until 1871. Official EU language since 2007.
- LAW: Mandatory in public schools (age 5-16)
- University requirement: must pass Irish, English & Math (+ 3 other subjects, to include a foreign language).
- While 41% of the Irish population say they can speak it, only 18.7% speak it daily.



An Irish Perspective

- Teachers are rarely native speakers of Irish.
- Few teachers feel grammar confident.
- Students have low motivation to speak it (cultural> "not good enough").
- Similar to Japan: ashamed that after 12+ years of study, still can't speak Irish well.
- Why?



Language Immersion works

- Language immersion is <u>not</u> dependent on native speakers.
- Even native speakers don't understand each other 100% (probably just 80%)
- Opportunity for JTE & ALT to demo real life conversations between native and non-native.
 Mistakes are normal.
- We need to reassure students about this. It's all a guessing game.
- Just create the rules in the classroom for a new habit. And dive in.

The Staff Ethos (Mind-set) that works



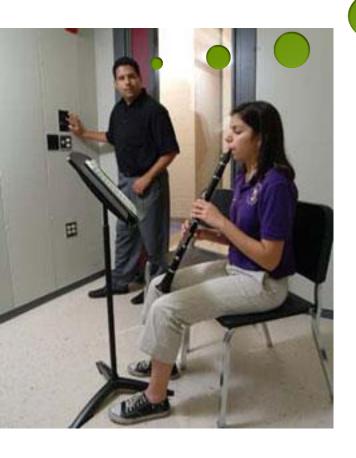
"For a student to make full use of the lesson it is imperative that they **speak Irish at all times**. Failure to do so not only affects their own progress but that of those around them."

LEADING BY EXAMPLE

- Students know the class should be conducted in Irish (no excuse).
- Students see their teachers speaking together in Irish always, outside the classroom.
- Teachers meetings are conducted in the target language (i.e. Teachers of Irish have their staff meetings in Irish).
- No child left behind > No exclusion.

"... classes, in principle, should be conducted in English in order to enhance the opportunities for students to be exposed to English, transforming classes into real communication scenes. Consideration should be given to use English in accordance with the students' level of comprehension."

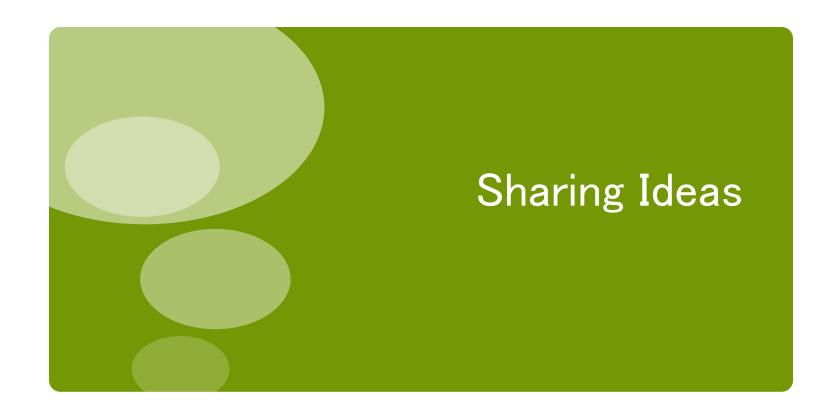
New Guidelines for High School English Curriculum Article 4, Point 3.4 (p.7)



I can't learn to play the clarinet by watching someone else play.

Let's Discuss

How do we create <u>opportunities</u> for **each student** to <u>practice using</u> as much English as possible during class?





Miyako SHS Model

TETE: ENGLISH EXPRESSION 1

Miyako SHS Model



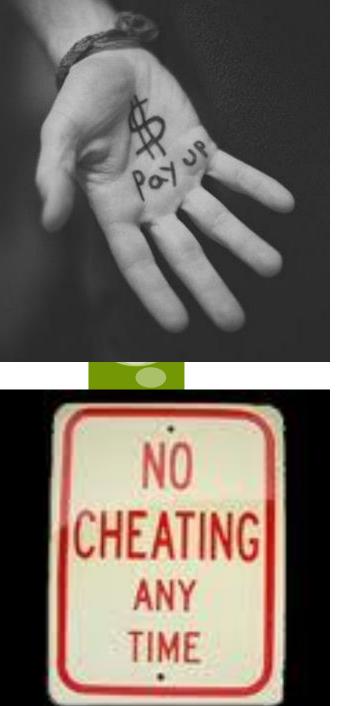
The "Show me the money!" Rule

- Pick Me!
- Picture Hexagon
- Comparison Game
- Tennis Debate



Towards an English-only classroom

RULES & REWARDS



Hey... you spoke Japanese... Show me the Money!

RULE: "No Japanese"

- "How do you say くやしい in English?"
- えぇと.../じゃあ... are OK.
- "くやしい · · · as we say in Japanese!"

REWARD: Play Money (grade "points")

"Hey… you spoke Japanese!" Pay ¥1,000





Pick Me!

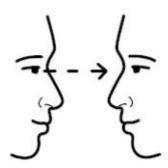
WARM-UP GAME

Warm up 1: Pick Me!



Q&A pair practice with emphasis on REAL COMMUNICATION/ impromptu speaking.

- "Too slow!" (think fast)
- "Eye contact!" (focus on the listener)
- "No reading!" (think for yourself)





Picture Hexagon

WARM-UP GAME

Warm up 2: Describe the Situation (Picture Hexagon)



LAYER 1

■ What can you see in the picture?

LAYER 2

- What were they doing just before?
- What will they do next?

LAYER 3

- What are they saying?
- What are they thinking?

Expanding Layers

What can you see?

What were they doing before?
What will they do next?

What is this man thinking?





Comparison Game MAIN ACTIVITY

Comparison Board Game



- Make a comparison = 1 point
- 10 seconds to answer "Countdown…"
- First team to finish = win 5 points
- Keep note of your score
- See list of adjectives for help.





Useful Expressions



- Flip the coin!
- Countdown... 10...9...8... ...1.
- Time up!
- That's true / not true.
- Your turn / My turn!
- You miss a turn!
- You win 3 points!

Impromptu Expressions



- Oops.. can I try again?
- What's that?
- Oops… I meant (to say)
- Oh no! / I don't believe it! / OMG!
- Sorry! / My fault! / My mistake!
- Hard luck! / Don't worry!
- Better luck next time!
- Well done! / Good job! / We did it!



Tennis Debates

IMPROVISATION ACTIVITY



Tennis Debate: "Singles"

PAIRWORK (with a time limit)

INCENTIVE 1: Loser debates the ALT

INCENTIVE 2: Loser pays¥1,000 to winner

"Give up? ... Show me the money!"

Time up > no winner = "It's a tie!"

Tennis Debate: "Doubles"



TEAMWORK

Divide class in half

Designate FOR / AGAINST sides

Same rules

ALT awards points for:

- Creative ideas
- Good grammar
- Loud & Clear

