PROFICIENCY-ORIENTED GAMES: HOW TO MAKE GAMES USEFUL AND WHY
2018 CLEAR Summer Workshop Program Agenda

Friday, June 29, 2018

Workshop Leader: Anne Violin-Wigent (violinwi@msu.edu)
Location: B-106 Wells Hall

Friday, June 28

9:00 – 9:15 Presentation of workshop goals and objectives
9:15 – 9:45 Ice-breaker: game 1
9:45 – 10:30 Analysis of game 1/Debriefing:
  - What were the speaking objectives of the game?
  - What is its pedagogical value?
  - Are the 5Cs and modes of communications included?
  Review of basic principles of language acquisition
10:30 – 10:45 BREAK
10:45 – 12:00 Demonstration of game 2 and analysis: speaking objectives, pedagogical value, integration of the 5Cs and the modes of communications
12:00 – 12:45 LUNCH
12:45 – 2:00 Demonstration of game 3 and analysis: speaking objectives, pedagogical value, integration of the 5Cs and the modes of communications
2:00 – 2:15 BREAK
2:15 – 2:45 Discussion of other options for classroom games
2:45 – 3:15 Instructor-guided development of games for your class, relating them to course content and objectives and including proficiency guidelines
3:15 – 3:30 Final thoughts, review of objectives, and discussion with instructor

The session includes two 15-minute breaks
(snacks provided), plus lunch (on your own).

Participant evaluation
Participants will be asked to give written comments on the content of the workshop, the presentation of the materials, and the usefulness of the hands-on activities.