

eREAP Seppo – Giving Directions

(For primary schools)

Learning Objectives

Students should be able to

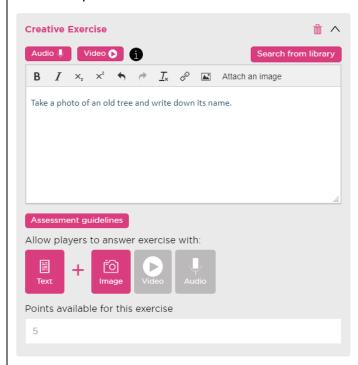
- recognise and describe places around the community
- ask and give directions using direction words e.g. Where is...?, go straight, walk across, turn left/ right, next to, etc.

Duration: 60 minutes / 2 lessons

Preparation	Teacher creates a customised Seppo activity with checkpoints around your school.
	Set up 3-4 checkpoints in the community around your school. e.g. Parks, Sports ground, Library, Swimming pool, Cinema, Bank, Bookshop, Church, Hospital, Supermarket, Shopping centre, Post office, Restaurant etc.
Activity 1	Checkpoint 1: School
20 mins	Start the activity from your school. 1. Where is the nearest park and how can you get to the park? (Audio recording) Make use of direction words: Go straight along; Walk across; Turn left/right into
	Creative Exercise Audio
	Add assessment guidelines Allow players to answer exercise with: Text +
	2. Name 3 public facilities around your school. (Short answer) E.g. Hospital, Post office, Library etc.
Activity 2	Checkpoint 2: Park
20 mins	1. What are the opening hours of the Park? (Multiple choice)



2. Take a photo of an old tree and write down its name. (Upload photo)

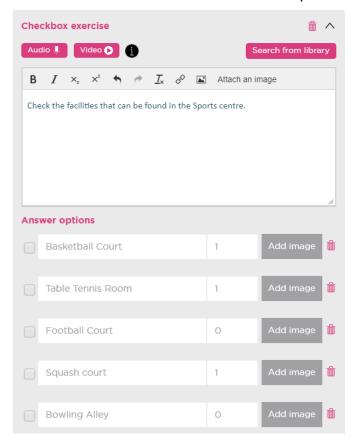


3. Draw a simple map of the park to indicate the position of the old tree and the locations of plants in the park. (Upload drawing)

Activity 3 20 mins

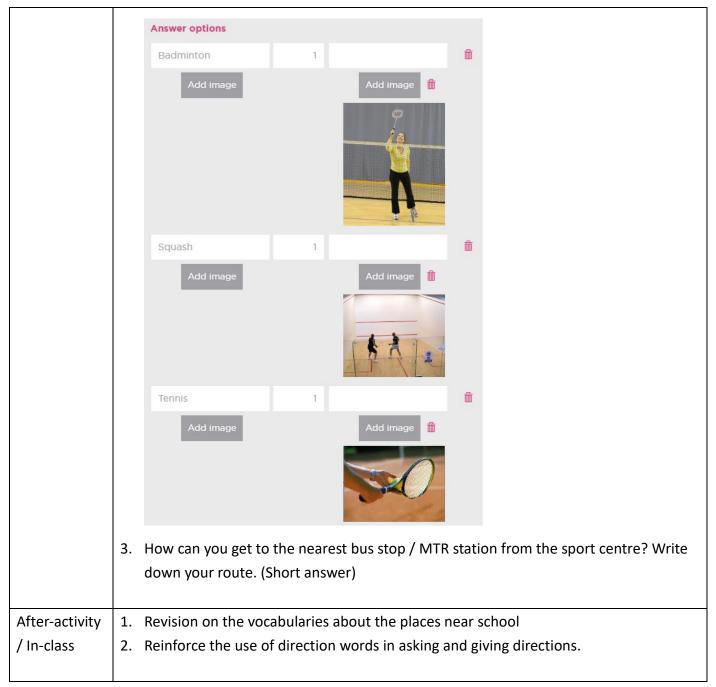
Checkpoint 3: Sports Centre

1. Check the facilities that can be found in the Sports centre. (Checklist)



2. Match the images with the corresponding sports. (Matching) Badminton; Squash; Tennis; Table tennis; Basketball etc.





Tips:

- 1. The suggested activity time does not include travel time between checkpoints. Extra time may be needed depends on the distance between checkpoints.
- 2. Teachers may use diverse question types in Seppo to set up tasks. The question types supported by Seppo are: Multiple choice, Checkbox, Missing word, Match pair and creative exercise such as Uploading image, audio and video.
- 3. Teachers can edit the activity to customize for their school situation.
- 4. Teachers may refer to detailed <u>user guide</u> for setting up a Seppo activity.



eREAP Seppo - 指示方向

(小學適用)

學習目標

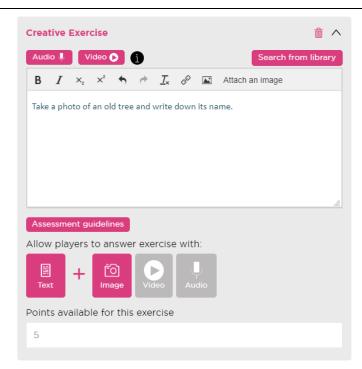
學生應能

- 辨別及描述社區內的一些地方
- 學習指示方向的句式,例如:…… 在哪個方向?,首先……然後……;向前走、向左/右轉等

時間:60 分鐘





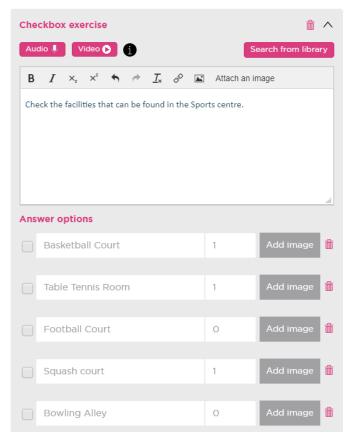


3. 繪畫一張簡單的地圖,並標示大樹的位置,及公園內植物的分佈。(上載圖像)

活動 3 20 分鐘

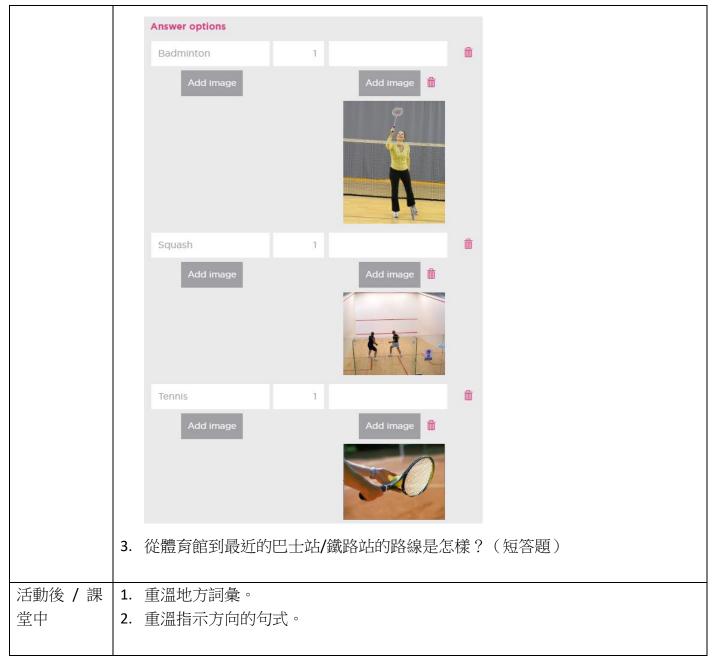
任務 3: 體育館

1. 剔選出以下可以在體育館找到的設施。(選單)



 配對適當的運動及其圖片(配對) 羽毛球、壁球、乒乓球、籃球等。





小貼士:

- 1. 由於建議活動時間未包括任務之間的路程所需的時間,整體活動視乎任務之間的距離可能需要額 外時間。
- 2. 教師可運用多種題型設定題目,如多項選擇題、選單題、填充題、配對題及創作題,如上載圖像、錄音或影片。
- 3. 教師可編輯活動教案以製作切合學校情況的活動。
- 4. 教師可參考詳細用戶指引,了解如何在 Seppo 設定活動。