

## eREAP – BrainPOP Jr. Teaching Idea

Students can learn not only the characteristics and vocabularies about animals but also improve their learning strategies through the challenging game: [Sortify: Animals Jr.](#)



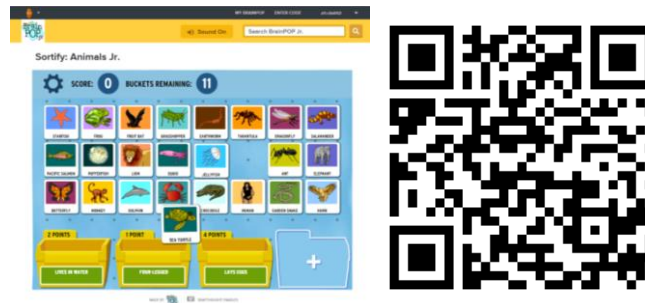
### 參考教案

<b>Objectives</b>	Students will: <ul style="list-style-type: none"> <li>● Learn the names of and descriptions about animals</li> <li>● Practise thinking strategies and skills</li> </ul>
<b>Preparation</b>	<ul style="list-style-type: none"> <li>● Computers or tablets, 1 for each group of 4 members</li> <li>● Paper, 1 for each student</li> </ul>
<b>Lesson 1 activity</b>	<ol style="list-style-type: none"> <li>1. <b>[5 mins Whole class]</b> Introduction <ul style="list-style-type: none"> <li>● Log in to BrainPOP and go to <a href="#">Sortify: Animals Jr.</a></li> <li>● Ask students what they can see on the page (tiles, baskets, different buttons, etc.)</li> </ul> </li> <li>2. <b>[10 mins Whole class]</b> Explore Sortify  Ask students to come up and try Sortify, and let them summarise what game they think it is. Ask questions to encourage students to explore more thoroughly, for example: <ul style="list-style-type: none"> <li>● <b>Will you drag the tiles first or label the baskets first? Which would you prefer?</b></li> <li>● <b>What will you do if you realise some tiles dragged cannot match with the label of a basket?</b> (e.g. Click 'Change Labels!', place another label on the basket; or click on a basket to view the tiles and remove irrelevant ones)</li> <li>● <b>What is special about the labels?</b> (e.g. different points, colours and rules, etc.)</li> <li>● <b>What will happen when you submit a basket?</b> (e.g. know the points, auto-marking, wrong tiles would be returned, etc.)</li> <li>● <b>What are the game end criteria? How do you know if you play it well?</b> (e.g. clear all tiles, get the highest points, clear the tiles with the least number of baskets, etc.)</li> </ul> </li> <li>3. <b>[5 mins Groups of 4]</b> Try out Sortify <ul style="list-style-type: none"> <li>● Put students into groups of 4, and assign each group a computer/tablet. Ask students to log in and go to the game's page. Give the instructions. Each group should label <b>ONE</b> basket and fill it with tiles in 5 minutes. Make sure each group select a <b>different</b> label.</li> <li>● When 5 minutes is over, ask the groups to click on the basket and click 'Submit bucket!', then click 'Continue' and 'I'm Done!' to end this round. Then, go to 'My BrainPOP', mouse over to the activity, click 'Submit' and select the correct class to submit.</li> </ul> </li> </ol>

	<ul style="list-style-type: none"> <li>● Show the statuses on screen (Click 'My Classes' &gt; select the class &gt; Click 'Spreadsheet' &gt; Click on 'Class summary' icon/individual student's name to view details), and invite students to share their experience. Pay attention to the 'Class Summary' whether there are labels students avoid using. These could be the concepts to teach further.</li> </ul> <p>4. [5 mins Whole class] Announce Mission</p> <ul style="list-style-type: none"> <li>● Tell students that they need to play the game <b>twice</b> during the holiday. They can set their own goals. Give each student a piece of paper. Let them write down their names and goals, and give it to the teacher.</li> <li>● Remind the students of the procedures again. (Go to 'My BrainPOP', click 'Submit' and select the correct class)</li> </ul>
<b>Lesson 2 activity</b>	<p>5. Give the paper back to students. Encourage those who have achieved their goals. Invite students to share their experiences and strategies. Ask and encourage the students to think.</p> <ul style="list-style-type: none"> <li>● How many categories can you put this tile in? Why did you put it in this basket but not others?</li> <li>● Did you change the way you play for the second time? How was it?</li> <li>● Any advice for playing this game well?</li> </ul>
<b>Tips 1</b>	<p>Teachers could encourage students to make several attempts, or even develop their own Sortify game, to familiarise themselves with thinking strategies and concepts under a topic. Set goals with your students together, such as:</p> <ul style="list-style-type: none"> <li>★ Get higher points than the previous attempt</li> <li>★ Use one less basket to clear all tiles</li> <li>★ Improve strategies, such as checking the tiles once again instead of submitting directly</li> </ul> <p>List of Sortify Games :</p> <ul style="list-style-type: none"> <li>➤ <a href="#">Sortify: Basic Adding Jr.</a></li> <li>➤ <a href="#">Sortify: Nouns Jr.</a></li> <li>➤ <a href="#">Sortify: Natural Resources Jr.</a></li> <li>➤ <a href="#">Sortify: Musical Instruments Jr.</a></li> <li>➤ <a href="#">Sortify: Continents and Oceans Jr.</a></li> <li>➤ <a href="#">Self-made Offline Sortify game</a></li> </ul>
<b>Tips 2</b>	<p>Teacher could further discuss with students to help them apply the strategies acquired in their daily learning. E.g. setting priority, classifying the contents for step-by-step revision, etc.</p>

## eREAP – BrainPOP Jr. 參考教案

除學習有關動物的詞彙及特性外，學生更可從 [Sortify: Animals Jr.](#) 遊戲中建立有效的學習策略。



參考教案	
目標	學生將會： <ul style="list-style-type: none"> <li>● 學習有關動物的詞彙及形容方法</li> <li>● 練習分類的思考策略和技巧</li> </ul>
課前準備	<ul style="list-style-type: none"> <li>● 電腦/平版電腦，每 4 人一組使用</li> <li>● 小紙張，每學生 1 張</li> </ul>
第一次課堂活動 (假期前)	<ol style="list-style-type: none"> <li><b>[5 mins 全班]</b> 切入課題               <ul style="list-style-type: none"> <li>● 教師登入 BrainPOP，進入 <a href="#">Sortify: Animals Jr.</a> 頁面。</li> <li>● 問學生在遊戲中看到什麼（圖卡、籃子、不同按鈕等）。</li> </ul> </li> <li><b>[10 mins 全班]</b> 探索 Sortify 遊戲               <p>教師邀請個別學生上前嘗試，然後讓學生分享他們探索所得的遊戲玩法。教師可在過程中提問，鼓勵學生多作嘗試，例如：</p> <ul style="list-style-type: none"> <li>● 你會先拖放圖卡，還是先為籃子命名？（例：兩種方法皆可以）你喜歡哪種做法？</li> <li>● 若然後來發現籃子標籤和內裡圖卡不相符，你會怎樣做？（例：點按「Change Labels!」，然後拖放另一個標籤到籃子上；或點按籃子查看裡面的圖卡，抽走不相符的圖卡）</li> <li>● 標籤有什麼特別？（例：分數有別、顏色和玩法有別……）</li> <li>● 遞交籃子會發生什麼事？（例：取得分數、立刻得知對錯、錯了的圖卡會被發還等）</li> <li>● 你認為怎樣才算完成遊戲？你認為怎樣玩最好？（例：盡力清空所有圖卡、盡力取得最高分數、用最少籃子清空所有圖卡……）</li> </ul> </li> <li><b>[5 mins 分成小組]</b> 嘗試遊戲               <ul style="list-style-type: none"> <li>● 教師著學生分成 4 人一組，每組一台電腦或平版電腦，著學生登入遊戲頁面。教師發出指令，每組須於 5 分鐘內盡力填滿一個籃子。開始前，先確保每組所選的主題皆不同。</li> <li>● 在 5 分鐘結束時，著每組點按籃子，然後點按「Submit Basket!」遞交籃子，並點按「Continue」及「I'm Done!」。然後，到「My BrainPOP」，在相關活動紀錄一行點按「Submit」，揀選適當班別，方能遞交籃子。</li> <li>● 教師展示遊戲情況（My Classes &gt; 選擇班別 &gt; Spreadsheet &gt; 點按「Class summary」圖示、或點按個別學生的分數截圖），並邀請相關學生分享。教師可留意「Class summary」展示的學生表現，如見學生避而不用或用不好的</li> </ul> </li> </ol>

	<p>標籤，可深入解釋。</p> <p>9. [5 mins 全班] 交代任務</p> <ul style="list-style-type: none"> <li>● 告知學生他們要在假期中完成這遊戲 <b>2 次</b>。他們可以<b>自訂目標分數</b>。派發一張小紙張給每位學生，讓他們寫上名字及目標分數，並交回給教師保管。</li> <li>● 教師再次提醒學生遞交步驟。(到「My BrainPOP」&gt;在相關活動紀錄一行點按「Submit」&gt;揀選適當班別)</li> </ul>
<p><b>第二次課堂活動 (假期後)</b></p>	<p>10. 將小紙張發還給學生，對成績達到自訂目標的學生予以鼓勵。邀請一些學生分享他們玩此遊戲的心得和策略。教師提問，鼓勵學生思考，例如：</p> <ul style="list-style-type: none"> <li>● 這張圖卡可歸入哪些種類？為何你會選擇放在這個籃子裡，而非其他呢？</li> <li>● 玩第一及第二次時，你改變了什麼策略？這帶來什麼樣的結果？</li> <li>● 你會有什麼建議給其他同學？</li> </ul>
<p><b>小貼士 1</b></p>	<p>教師可鼓勵學生藉反覆遊玩甚至是分組製作自己的 Sortify 遊戲，來熟習思考策略和相關課題的重要概念，並共同訂立學習目標，例如：</p> <ul style="list-style-type: none"> <li>★ 超越自己上一次的分數</li> <li>★ 比上一次少用一個籃子</li> <li>★ 改變策略以提高分數（例：仔細查看籃子內的圖卡才遞交）</li> </ul> <p>Sortify 遊戲列表：</p> <ul style="list-style-type: none"> <li>➤ <a href="#">Sortify: Basic Adding Jr.</a></li> <li>➤ <a href="#">Sortify: Nouns Jr.</a></li> <li>➤ <a href="#">Sortify: Natural Resources Jr.</a></li> <li>➤ <a href="#">Sortify: Musical Instruments Jr.</a></li> <li>➤ <a href="#">Sortify: Continents and Oceans Jr.</a></li> <li>➤ <a href="#">自製配合課題的 Offline Sortify 遊戲</a></li> </ul>
<p><b>小貼士 2</b></p>	<p>教師可進一步與學生討論，助學生應用在遊戲中領略到的學習策略，例如分配優先次序、把溫習內容分門別類等。</p>