

# EdCity Teacher Excellent Award 2023

## 蒙建佑英文科主任 Mr. Mong Kin Yau English Panel Chairman

玩趣互動、感官學習：在現實世界中喚醒  
英語的超能力

Connecting English Learning to Real World  
with Gamified & Multisensory Experiences



# Teaching Philosophy

- Implement a diverse range of innovative activities to enhance the learning experience.
- Make learning fun, interactive, and immersive, ensuring that students remain engaged and motivated throughout the process.
- Emphasis is placed on the practicality of English as a global language in today's context, highlighting its importance as a lingua franca for communication and collaboration.
- Authentic texts, such as news articles, short stories, and real-world materials, are incorporated into the curriculum to expose students to genuine language usage and cultural contexts.
- Promote active participation, critical thinking, and problem-solving skills, allowing students to apply their language knowledge in practical and meaningful ways.
- Technology and digital resources are utilized to enhance the learning experience, providing interactive platforms, online resources, and multimedia materials that support language acquisition and engagement.
- Focus on evaluating not only language proficiency but also the application of skills in real-world situations.
- Ensure that students have varied opportunities to develop their language skills, cultural understanding, and overall language competence.



# Incorporating Engrossing Elements

- **Cultural Elements**
- Incorporating cultural elements into teaching and learning activities
- Exposing learners to diverse perspectives and aspects of life
- Facilitating a deeper comprehension of the language and its cultural intricacies
- Establishing connections between language skills and real-world contexts and experiences
- Including literature, films, music, art, and discussions about customs, traditions, and social norms





## Incorporating Engrossing Elements

### Playful Elements

- Incorporating role-plays and competitions into teaching and learning activities
- Fostering creativity and exploration
- Encouraging active engagement and participation
- Involving vocabulary quizzes, sentence construction challenges, and language-based competitions
- Allowing students to assume different roles and practice language skills in simulated real-life situations
- Providing opportunities for showcasing language abilities and fostering a sense of achievement

# Incorporating Engrossing Elements

## Overall Benefits

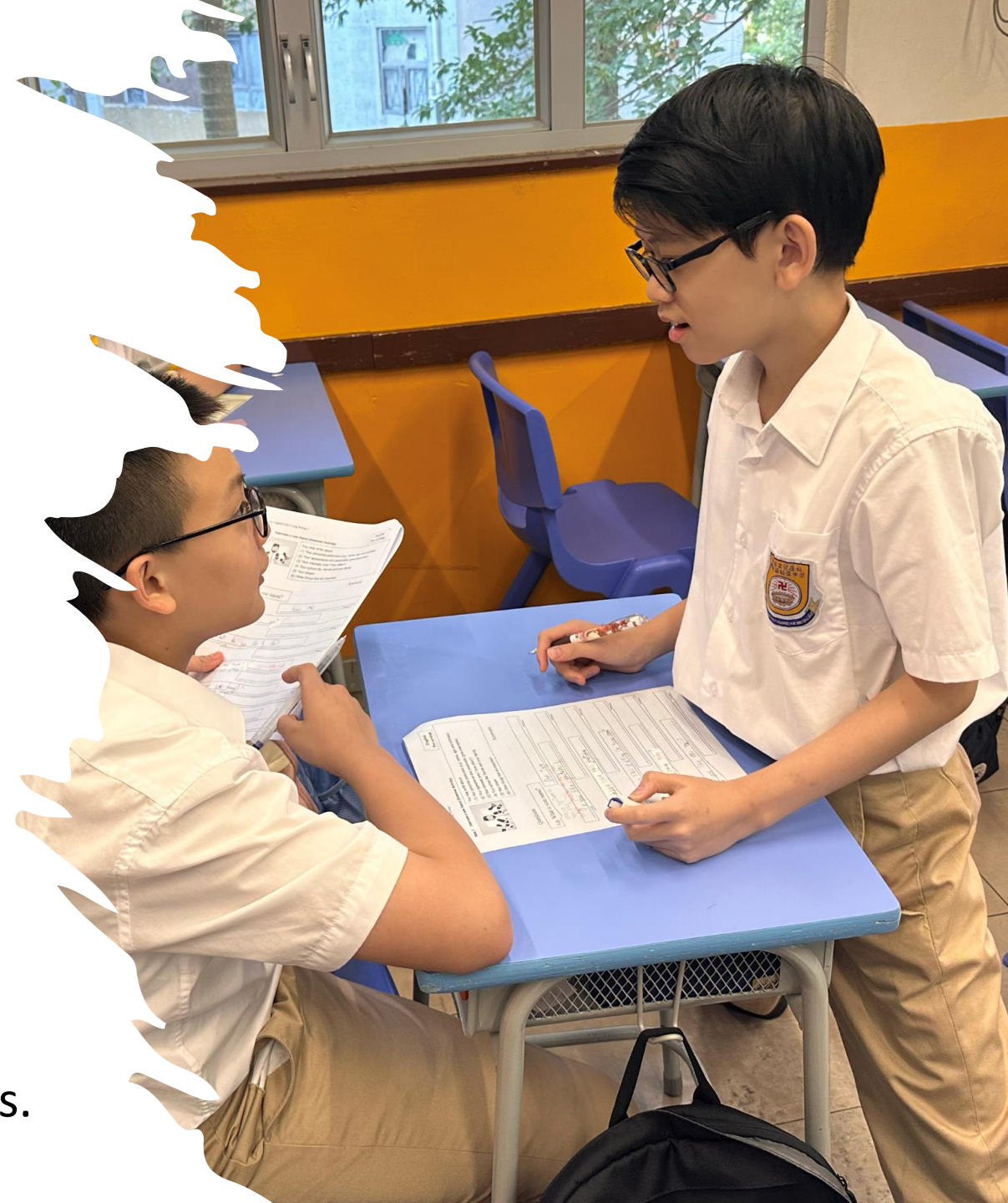
- Creating an English-rich environment
- Necessitating stronger language abilities
- Arousing interest and motivation among students
- Providing dynamic and engaging learning experiences
- Heightening student engagement
- Facilitating language acquisition
- Promoting positive attitudes towards language learning
- Enhancing student motivation, active participation, and collaboration



# Communicative Language Teaching

## Emphasize various communication-based teaching methods

- Focuses on helping students improve their English proficiency through practical application.
- Connects English learning to real-life situations, making it relevant and meaningful.
- Strives to make English more practical and applicable in students' everyday lives.
- Encourages active participation and interaction in English language activities.



# Communicative Language Teaching

## Emphasizes various communication-based teaching methods

- Provides opportunities for students to practice English in authentic contexts.
- Integrates real-life scenarios, such as role-playing or simulations, into English lessons.
- Promotes the use of English in practical settings, such as ordering food or engaging in conversations.
- Encourages students to apply their English skills outside of the classroom through projects or community involvement.
- Aims to equip students with the necessary language skills to navigate real-world situations confidently.



# Communicative Language Teaching

## Competitions

- Organizes a range of English competitions tailored to different grade levels.
- Specifically for newly enrolled first-year students (F.1), a self-introduction English writing competition is organized to assist them in making new friends and integrating into campus life.
- Winners of the competition have the opportunity to introduce themselves on stage to their peers.
- Other students in the audience actively listen and engage in the presentations.



# Communicative Language Teaching

## Competitions

- The competitions encompass the domains of English writing, listening, and speaking, providing comprehensive language practice.
- The activities contribute to the overall improvement of students' English skills.
- All students in the respective grade levels are encouraged to participate, fostering inclusivity and engagement among the student body.



# Creating English Language Contexts

Implementing activities and resources that enhance students' interest and motivation in English learning

- Weekly English activities, known as "English Wednesdays," are organized to provide regular opportunities for students to engage with the language.
- These activities take place in various settings, such as the English room and tuck shop, offering a diverse and immersive English learning experience.
- The environment is designed to be comfortable and relaxing, allowing students to feel at ease while learning.



# Creating English Language Contexts

- Students become more actively involved and invested in their learning due to the engaging nature of the activities.
- English elements are seamlessly integrated into students' campus life, making the language more relevant and accessible.
- The activities provide additional exposure to English, helping students become more familiar with an English-speaking environment.
- Through these initiatives, students have increased opportunities to practice English in real-life contexts and develop their language skills effectively.





## Weekly Newspaper & Board Game Time

- A variety of board games are provided for students to engage with during this dedicated time.
- The combination of "newspaper" and "board game fun" creates an interactive and enjoyable learning experience for students.
- Students have the opportunity to play board games with teachers, fostering interaction and language practice in different contexts.



## Weekly Newspaper & Board Game Time

- Incorporates a wide selection of board games suitable for students of different ages and English proficiency levels.
- The combination of "newspaper" and "board game fun" creates a unique and engaging learning experience for students.
- Learn and practice English through play, making the learning process enjoyable and interactive.
- During the activity, students can play board games with teachers, providing a supportive and immersive environment for English language practice.
- Through various games and interactions, students can apply their English skills in different contexts, such as strategic thinking, problem-solving, and communication.



# Weekly Newspaper & Board Game Time

## ***Weekly Newspaper & Board Game Time***

- The activity was well-received by students in the previous year, indicating its effectiveness in promoting language learning and student engagement.
- The school plans to continue promoting the Weekly Newspaper & Board Game Time activity in the current year, recognizing its positive impact on students' English language development.
- The long-term goal is to deeply integrate the board game culture into students' English learning journey, creating a lasting and enjoyable approach to language acquisition.
- By incorporating board games regularly, the school aims to foster a love for learning English and provide students with a solid foundation for language proficiency.

# English = Fun

## ***Weekly Newspaper & Board Game Time***

- Through the various games and interactions, students can apply and reinforce their English skills.
- The initiative was well-received by students in the previous year, indicating its effectiveness and popularity.
- Continue promoting the Newspaper & Board Game Time activity in the current year to maintain student engagement and enthusiasm.
- The ultimate goal is to deeply integrate the board game culture into students' English learning journey, creating a fun and immersive language learning experience.



## Cater to Diverse Needs

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- Many students are energetic and active.
- To cater to the diverse needs of students, it is necessary to design learning methods that accommodate their energy levels and learning styles.
- By incorporating diverse learning methods, students are more likely to stay engaged and motivated in their English learning.
- Activity arrangements include interactive and hands-on activities that allow students to actively participate and learn through experience.



# Cater to Diverse Needs

- Resources that facilitate different learning approaches
- These resources may include multimedia tools, educational games, and interactive technologies that enhance students' learning experiences.
- By providing a range of learning methods and resources, students have the opportunity to choose the approach that best suits their learning preferences and strengths.
- This approach fosters a dynamic and inclusive learning environment where students can thrive and absorb knowledge effectively.





Thank You