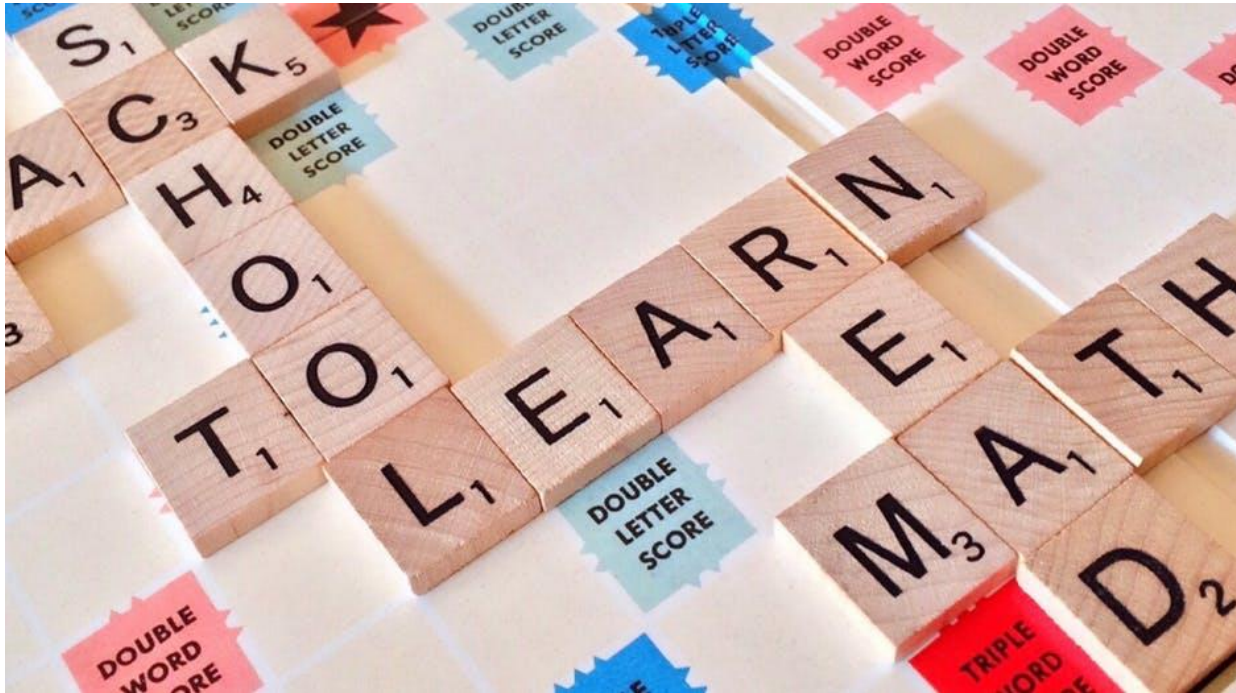




**CLIL** = **C**ONTENT & **L**ANGUAGE  
**I**NTEGRATED **L**EARNING or...



# Benefits

- ✓ Natural way to learn
- ✓ Real context
- ✓ Engagement & motivation
- ✓ Time-efficient
- ✓ 21<sup>st</sup> century skills



# 21<sup>st</sup> Century Skills

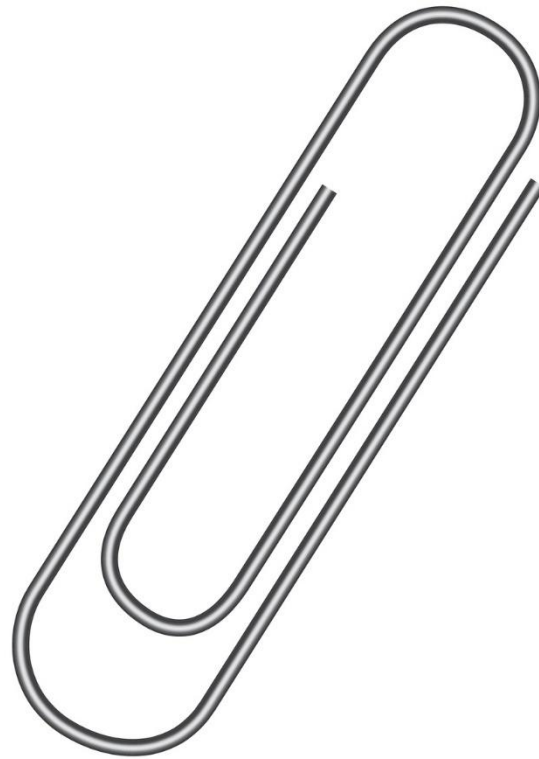


# Creativity





# How much creative are you?

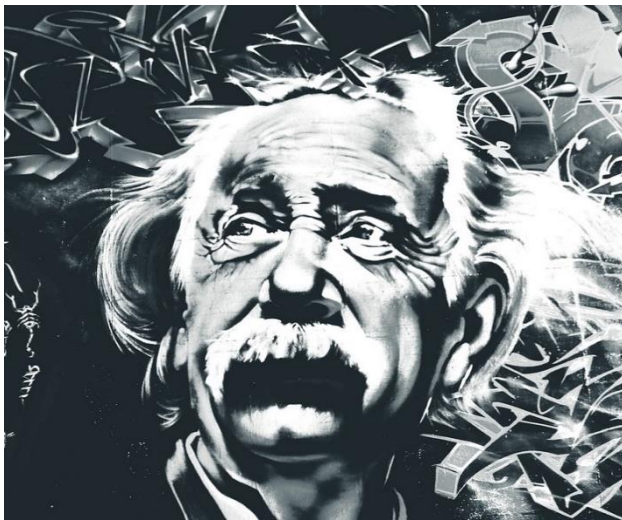


# Creativity

Arthur Koestler's *BISOCIATION*

“the ability to make connections between two previously unrelated ideas or contexts”

Big ‘C’ creativity



Little ‘c’ creativity



# Creativity in the classroom

- ✓ Creative learning environment
- ✓ Control over learning
- ✓ Balance of structure and freedom
- ✓ Be playful
- ✓ Work on display
- ✓ T-S: mutual respect, dialogue, flexibility
- ✓ S-S: collaboration, peer assessment





# Howard Gardner's Model of Multiple Intelligences

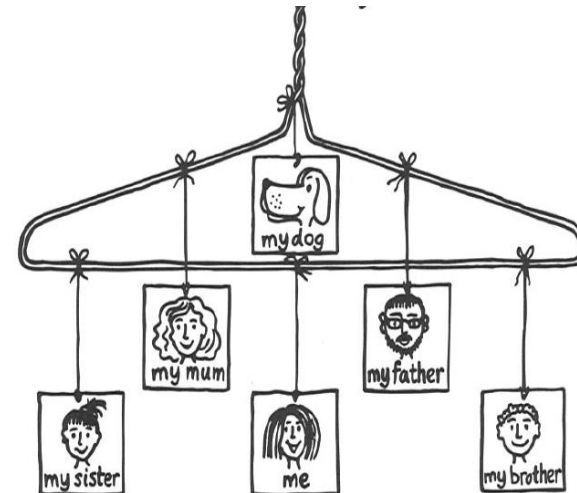
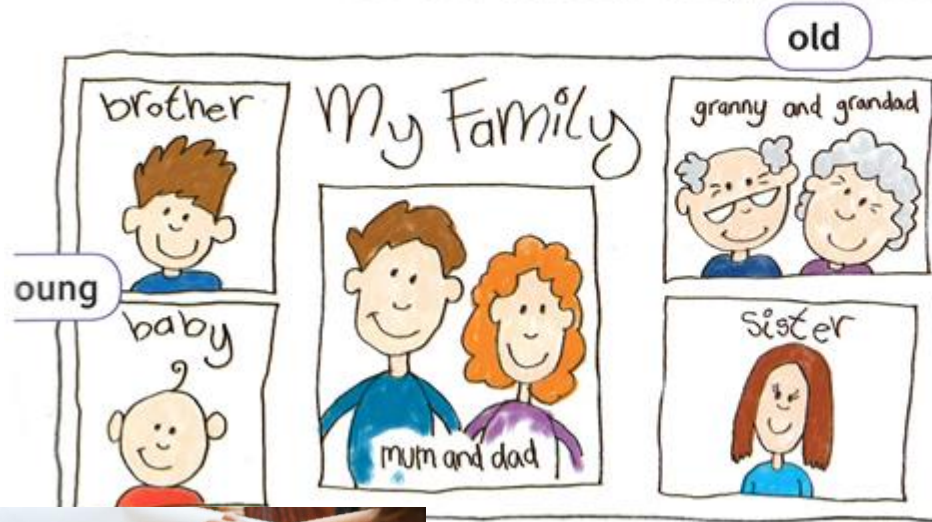
- ✓ Verbal-Linguistic Intelligence (Word Smart)
- ✓ Logical-Mathematical Intelligence (Maths Smart)
- ✓ Spatial Intelligence (Picture Smart)
- ✓ Musical Intelligence (Music Smart)
- ✓ Bodily-Kinesthetic Intelligence (Body Smart)
- ✓ Naturalistic-Environmentalist Intelligence (Nature Smart)
- ✓ Interpersonal Intelligence (People Smart)
- ✓ Intrapersonal Intelligence (Self-Smart)



<b>Linguistic</b>	<b>Logical-Mathematical</b>	<b>Spatial</b>	<b>Interpersonal</b>
Word games	Word puzzles	Shape puzzles	Pair work
Reading games	Reading puzzles	Mind maps	Group work
Writing games	Writing puzzles	Drawing	Brainstorming
Storytelling	Logical problem solving	Visualizations	Peer teaching
Show and tell	Computer games	Diagrams	Dialogues
Role-play	Number puzzles	Constructing models	Interviews
Using puppets	Classifying	Maps and coordinates	Surveys
Tongue twisters	Ranking	Drawing	
Crosswords/Anagrams	Sequencing/Ordering	Learning from videos	
<b>Musical</b>	<b>Bodily-Kinesthetic</b>	<b>Naturalist</b>	<b>Intrapersonal</b>
Songs	TPR	Patterns	Learning diaries
Action rhymes	Craftwork	Classifying	Reflection
Chants	Dancing	Sorting	Creative writing
	Physical activities	Nature projects	Project work
	Action rhymes, songs, games		Personal goal-setting

# ✓ Family tree

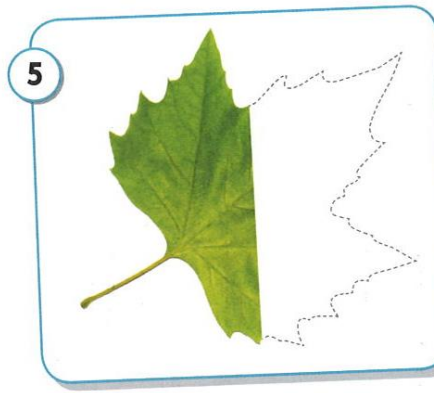
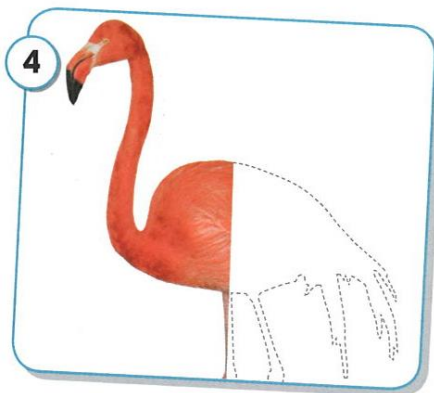
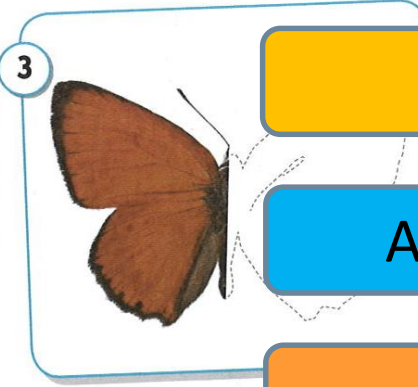
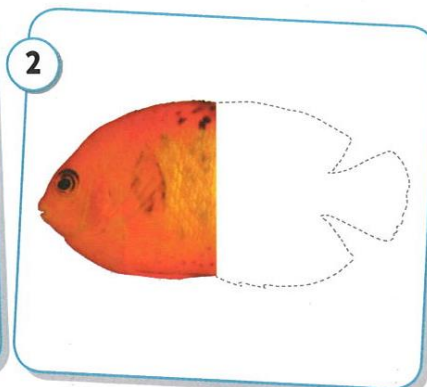
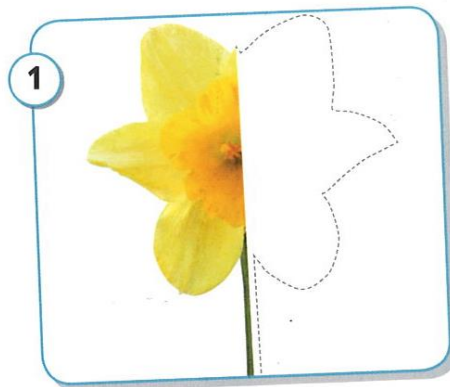
Make a poster about your family.  
Tell the class about your poster.



13



Complete the pictures. Then say.



ZOO

AQUARIUM

SAFARI

HERBARIUM

BOTANICAL GARDEN



Pearson

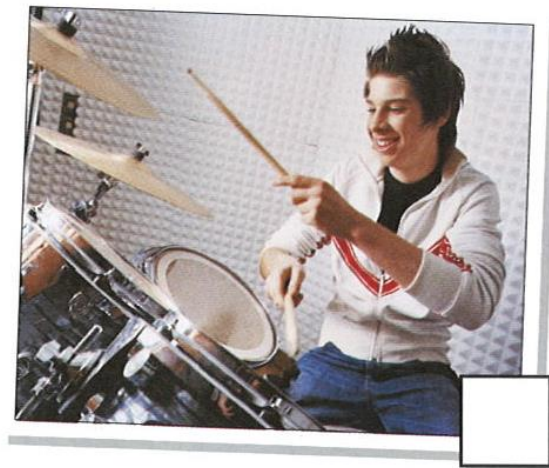
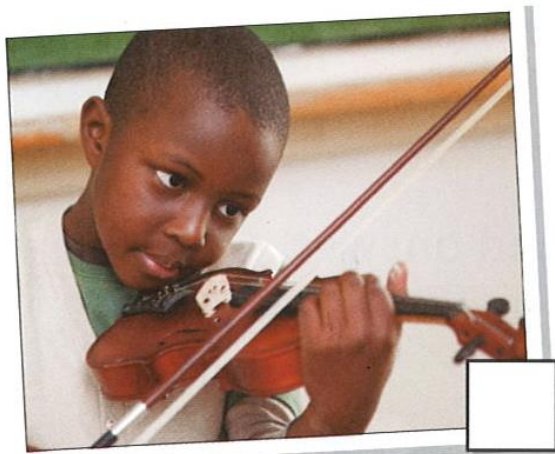
✓ Make a collection and display

# ✓ Class music chart



Listen and number.

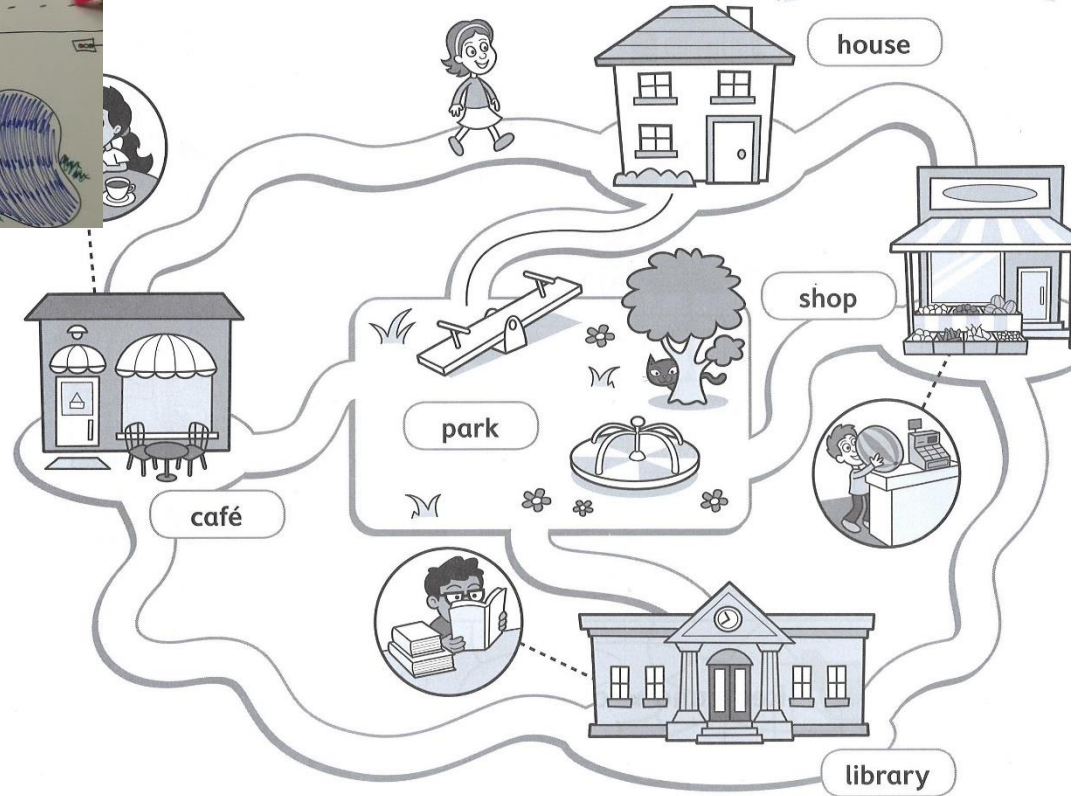
Song.....








Read. Then listen and draw.



## ✓ Map or cardboard city

# ✓ Equation race

- ✓ 2 groups standing in 2 lines
- ✓ T says an equation
- ✓ Pupils in front answer
- ✓ The first to answer sits down
- ✓ The second returns to the back of his/her line
- ✓ The first group with nobody standing in the line wins

15  What do you know?











16  Count and write. Then listen and check your answers.

+ (plus)

- (minus)

= (equals)

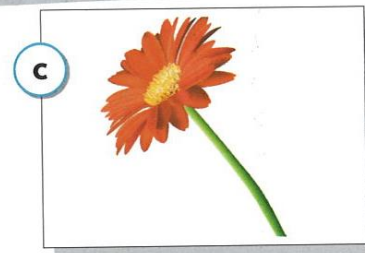
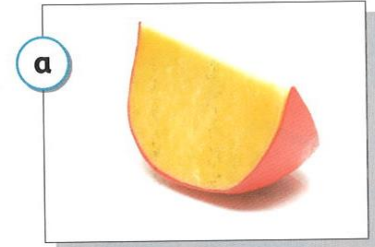
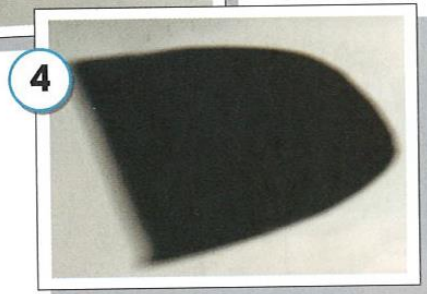
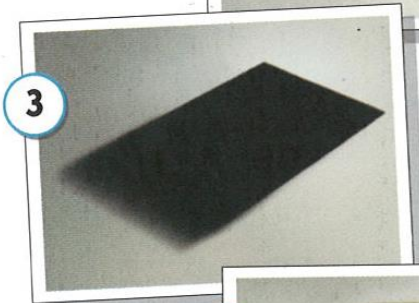
1		+		=	<input type="text"/>
2		-		=	<input type="text"/>
3		+		=	<input type="text"/>
4		-		=	<input type="text"/>

13



Match. Then say.

✓ Play with shadows



Pearson

# ✓ Play with shadows

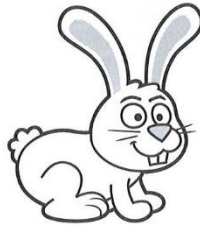
## Animals



dog



cat



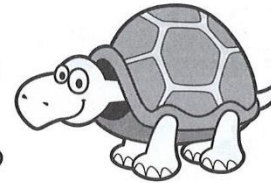
rabbit



parrot



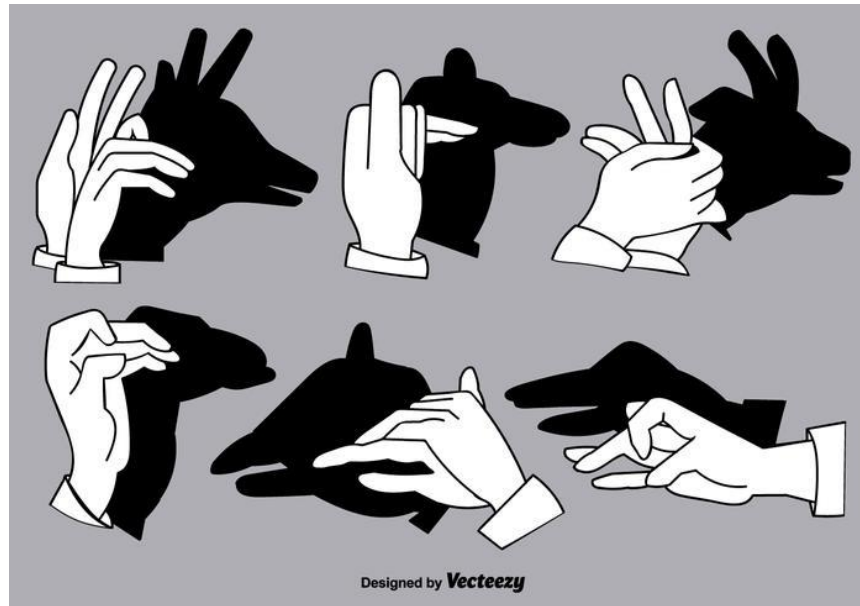
mouse



tortoise



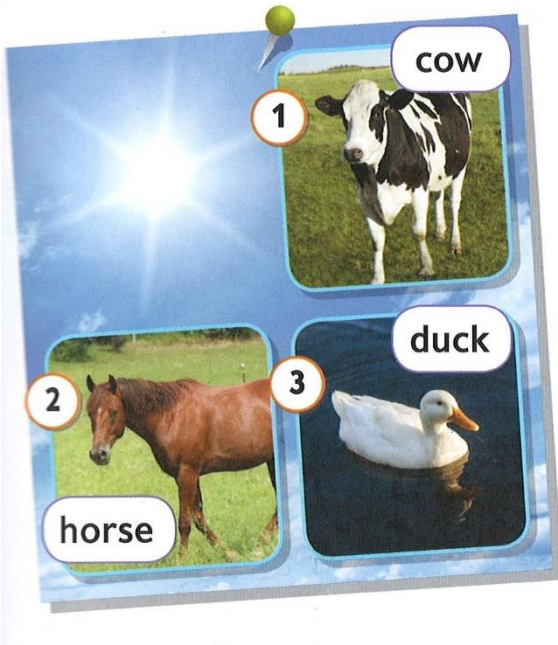
frog







Listen and point. Then say.



✓ Masks and drama





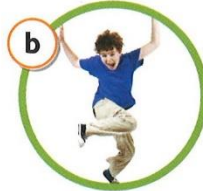
✓ Create  
an  
exercise  
routine

## PROJECT

13 Work in groups. Choose some actions for an exercise routine.



Clap your hands.



Jump.



Stamp your feet.



Wave your arms.



Move your head.



Dance.



Touch your toes.



Shake your body.



Pull.



Push.



Hop.



Jump rope.



14 Listen. Show the class your exercise routine.

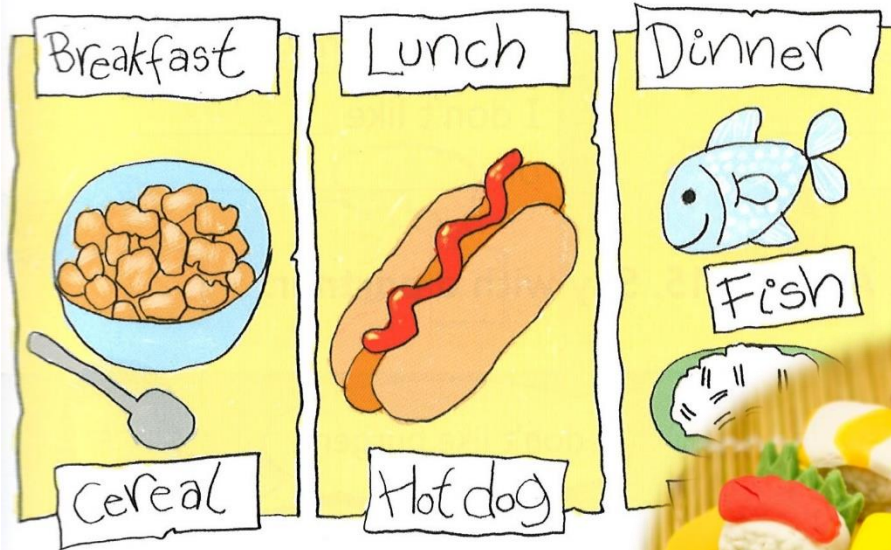


# ✓ Cooking in the classroom

## PROJECT



Draw or find pictures. Make a poster of your favourite meals.



Pearson

<https://cz.pinterest.com/pin/774126623421879793/?lp=true>




<http://superherosetcompagnie.blogspot.com/search/label/play%20doh>

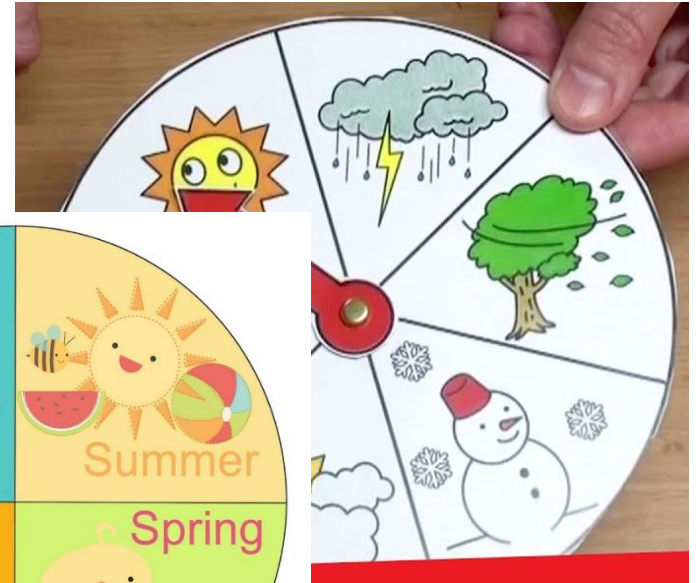


# ✓ Weather wheel



Make a weather chart. Write the days of the week.

Monday	Tuesday	Wednesday	Thursday	Friday
				
Sunny	Cloudy	Wind		



Pearson

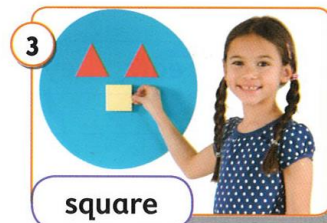
<https://www.youtube.com/watch?v=n5deIWQigrk>

[https://myelitedetail.us/clipart/season-clipart-spring-weather\\_358715.html](https://myelitedetail.us/clipart/season-clipart-spring-weather_358715.html)

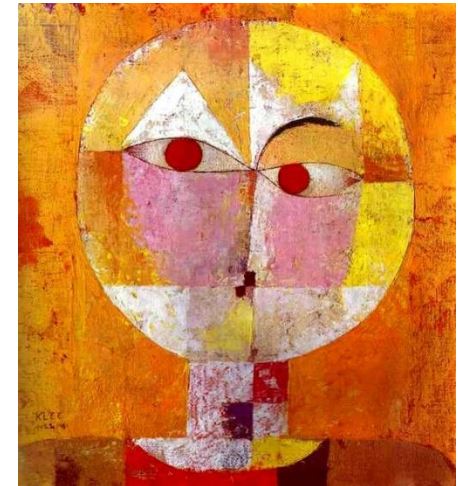
<https://www.ebay.co.uk/itm/DAYS-OF-THE-WEEK-WHEEL-TODAY-TOMORROW-YESTERDAY-SPECIAL-NEEDS-FIRST-LEARN-/132344467871>

# ✓ Playing with shapes

12   Listen and point. Then say.



## Paul Klee's Senecio





✓ Students becoming artists

Cubism  
Pointilism...

19  1:18 Look and read. Do you like the pictures? Why?

**A**  This picture is by Auguste Renoir, an artist from France (1841 to 1919). It is in warm colours.

**B**  This picture is by Vincent van Gogh, an artist from the Netherlands (1853 to 1890). It is in cool colours.





# ✓ Life cycle



Listen and read. Then match.



butterflies

- 1 First, there are small eggs.
- 2 Next, there are caterpillars. They've got a lot of legs.
- 3 Then there are cocoons.
- 4 Finally, there are butterflies. They've got wings with many colors. They're pretty.



cocoons



caterpillars



## PROJECT

Make a butterfly life cycle wheel. Talk to a friend.

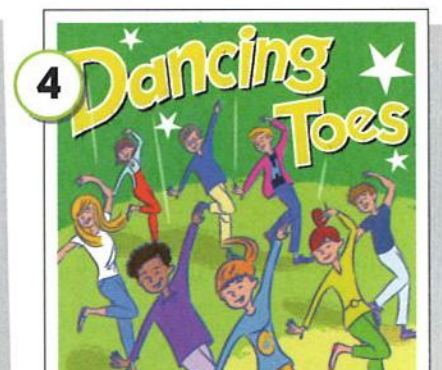
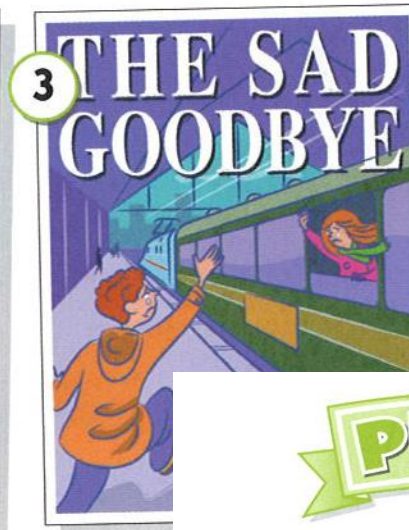
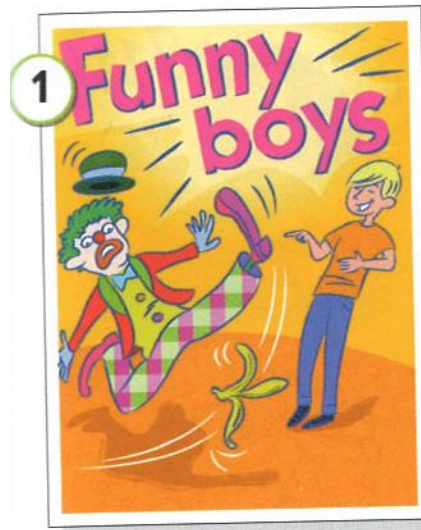
- 1 Think about the life cycle of a butterfly.
- 2 Prepare and draw each stage.
- 3 Make a butterfly life cycle wheel.
- 4 Talk about the butterfly life cycle.

- <https://www.livinglifeandlearning.com/life-cycle-activities-kids.html>
- <https://www.origami-resource-center.com/easy-origami-bug.html>

✓ How does it make you feel?

How does number 3 make you feel?

It makes me feel sad.



## PROJECT

**Make a feelings box.**

- 1 **Find** a shoe box and decorate it.
- 2 **Collect** things that make you feel happy, sad, scared...
- 3 **Write** about your feelings. Stick notes on the things.
- 4 **Share** your feelings box with your class.

# Take-away

- ✓ Multiple Intelligences
- ✓ Playful environment
- ✓ Be a role-model
- ✓ Offer choice
- ✓ Framework and constraints
- ✓ Collect material and ideas





# References

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