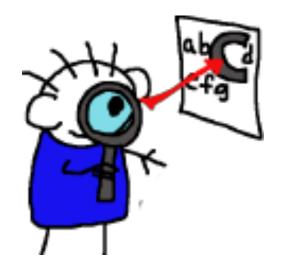
Zoom activities that close the distance on distance learning.



Rob Olson Hokkaido University of Science June 6th, 2021



Main points

The activities of this presentation are intended for conversation classes.

I believe most of our effort should be focused on teaching English and not on learning and introducing new digitalized teaching platforms.

It has been my experience that students generally do not have the resources we teachers have and do not always want to acquire them.

I believe simple programs can produce spectacular classes. I primary use PowerPoint, Photoshop Elements, LINE and Zoom.

I believe there should be more focus on teaching and learning and less on evaluating.

List of activities

Go Fish/Old Maid

Match Game

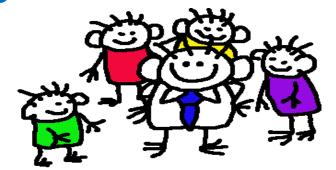


Clue (murder mystery game)

\$20,000 Pyramid

Crossword puzzles

Hang Man



These activities can be teacher-centered...

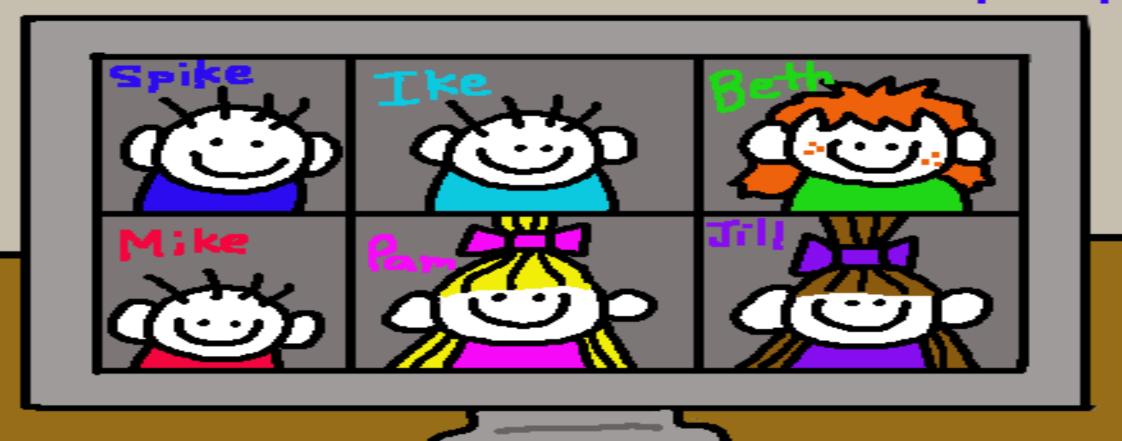








Divide the cards according to the number of people.













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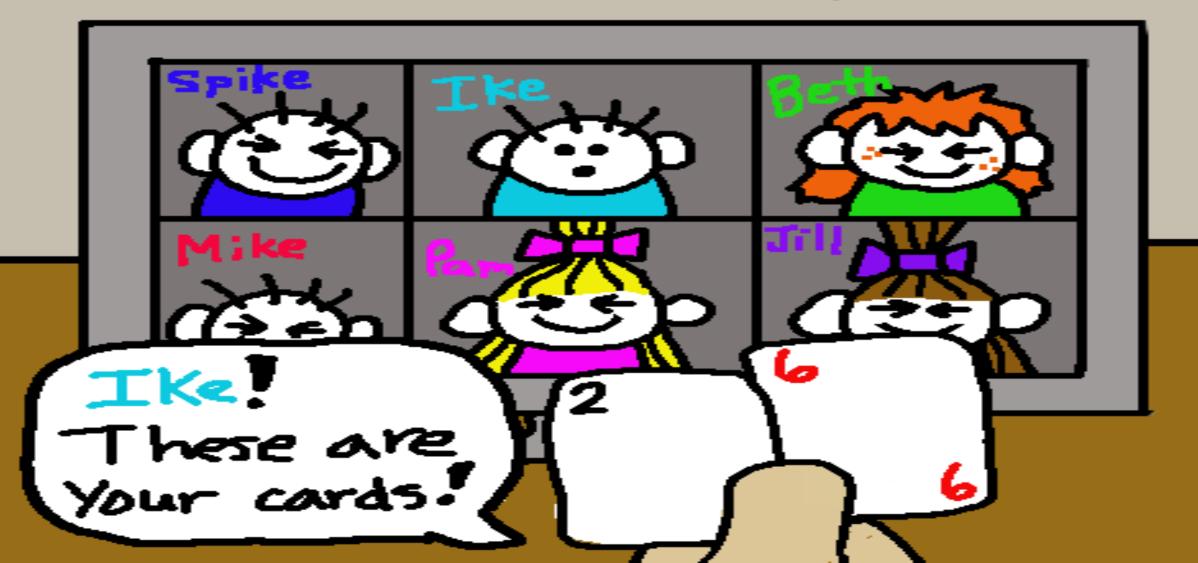


Ask all of the students to close their eyes...





Show each player their cards while the others have their eyes closed.





Teacher Centered



OK Spike.
Please ask
Spmeone







Step 40 Meacher Monitored



Have at it



Match Game







Choose 1 person to verbally answer the question.





Ask that person a question.



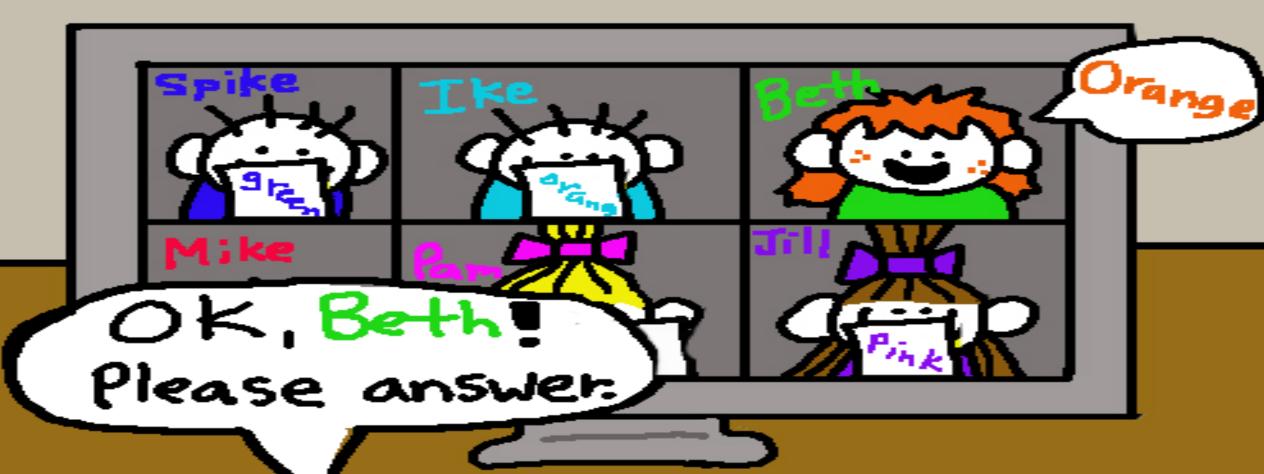


Tell the other students to write what they think the person will say.





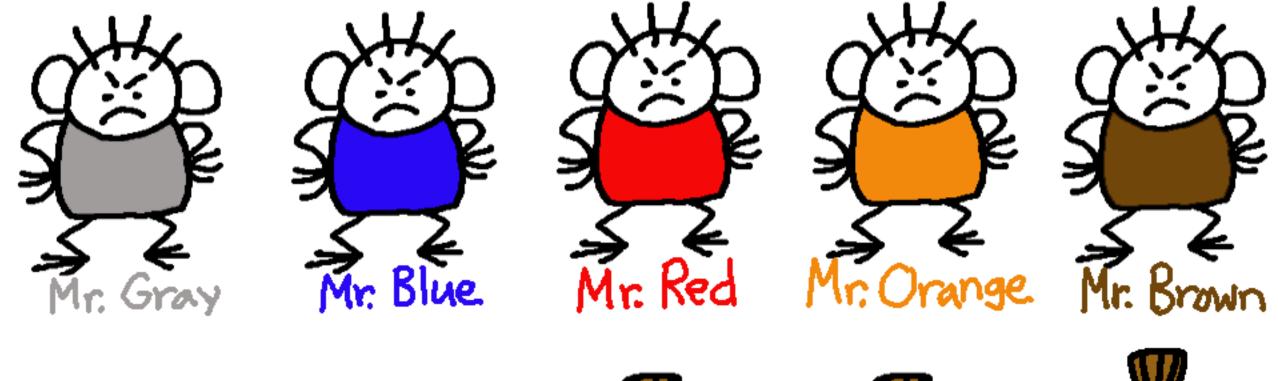
their answers.











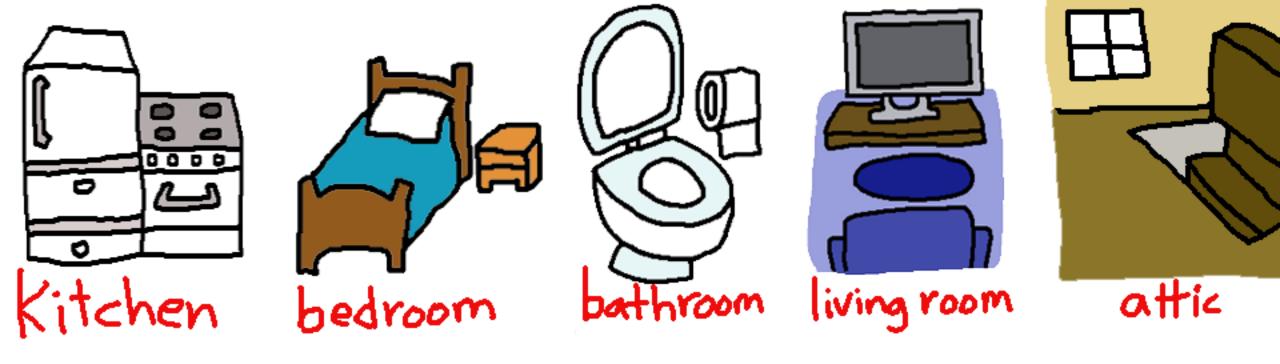














CLUE directions (preparation)

1.) Divide cards per the number of students. Make sure that each student has at least one card. Teacher should keep one suspect, weapon and place aside and NOT show these to any student.

2.) Teach the following phrases:

Maybe it was ____ with the ___ in the ____.

It's wasn't _____.

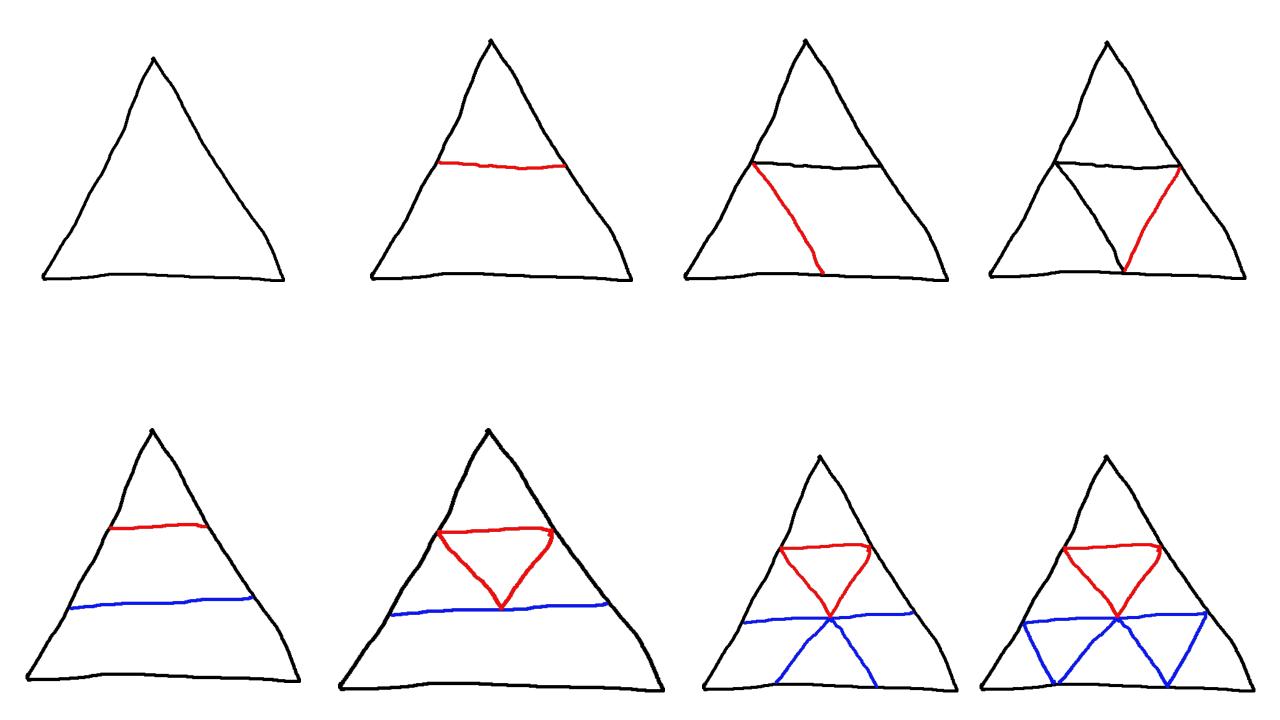
CLUE directions (preparation)

- 1.) Show each student their card(s) in the same manner as described in the Go Fish/Old Maid game.
- 2.) As necessary, prompt students to guess the suspect, the weapon and the place. This can be done all at once or broken into separate segments.
- 3.) As necessary, prompt students to respond with "not _____" if a student's guess matches one of their cards.
- 4.) Games ends when students as a group have identified the suspect, the weapon and the place.



Step 1: Ask the students to draw a triangle and then another inverted triangle inside of that one.





Step 2: Ask the students to fill in each space with a topic that they can describe with at least three sentences and/or give at least three examples.



Step 3: Ask one student to describe one of the categories on his or her list until that category is correctly guessed.



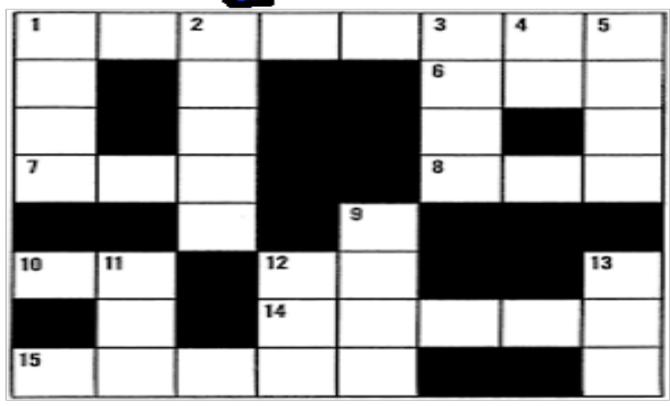




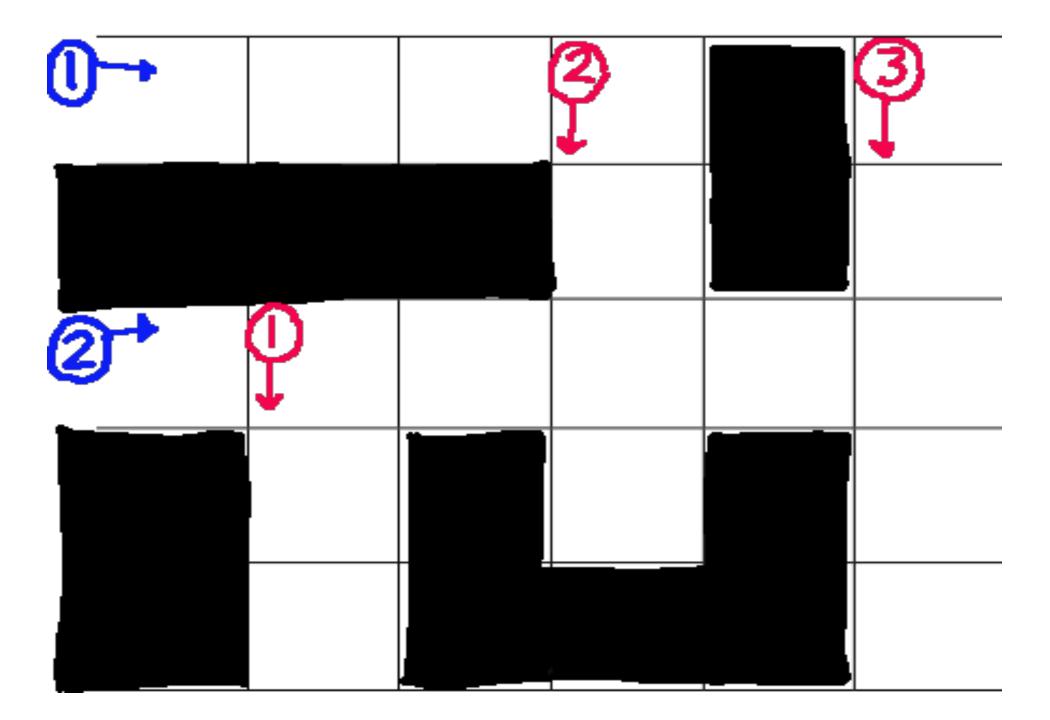
Change speakers as necessary.

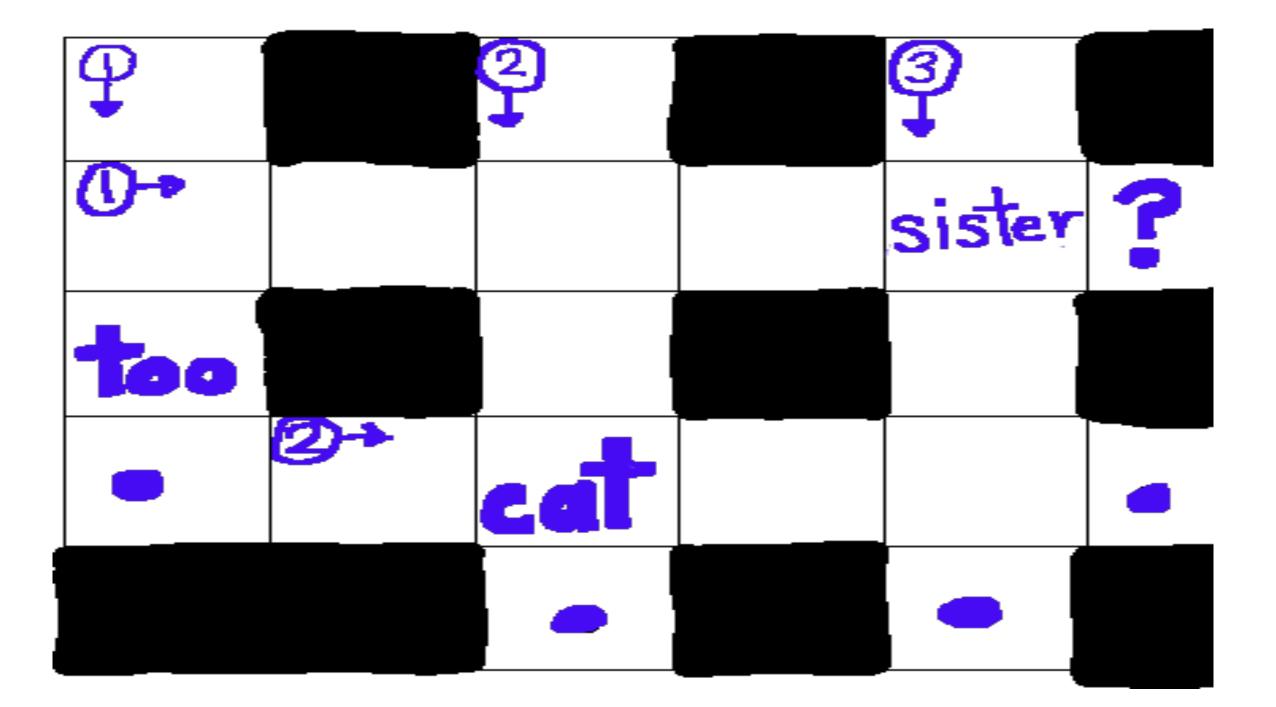


CITOSSMOROLOS PUZZIOS

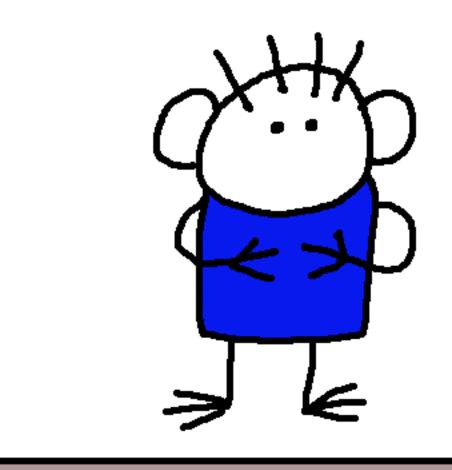


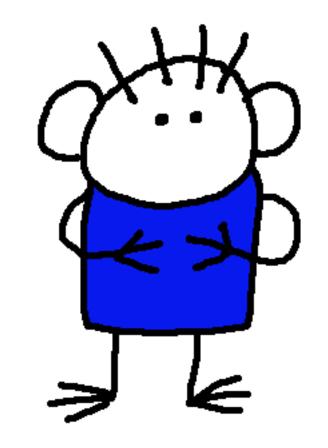






Mans Mom





Thank would

