TEACHING JOURNAL

Teacher's name: Aymen ABID

School: College Bouhajla El Markez

Class: 7 & 8

Age of students: 12-14

Subject:

scratch for Etwinning project

Twin mail notification:

Dear, scratch week for our WWF project will be this next week.

etwinning event is here:

https://live.etwinning.net/events/event/195523

Planning
At least two are planned:
Monday evening (at 2 p.m. GMT +1 ...)
Thursday morning (at 9 a.m. GMT +1 ...)
(the final schedule will be fixed later)

Date: week from 28march2021

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Task 1

Task Title: Monday scratch with 7basic

Topic: live event to present and play labyrinth game with

scratch

Type of task (draw a circle round the applicable ones) synchronous/asynchronous,

whole class/in pairs/in groups/individually

Technique used: Team work , Game activities, PBL

Strategy used: collaborative work

Creative way of assessment used:

Learning Objectives:

Tool (e.g. poll, break-out rooms, web 2.0 tool, platform app)

Task Description: The detailed examination of a self-programming game by the students is called case study.

Teaching notes

There should be an activity suitable for the developmental characteristics of the students.

Notes on students' engagement e.g.

- 1. They all turned on their cameras because they wanted to participate in the game
- 2. They turned on their microphone and responded to theire games

Teacher's feedback (Reflect on what you said and whether it helped the students)

Was it effective?

Did it have a positive impact?

Was it complete?

Was it to the point?

Effectiveness of the task:

Have more confidence

Communication

Task 2

Task Title: Thursday scratch with 8basic

Topic: live event to present and play labyrinth game with

scratch

Type of task (draw a circle round the applicable ones) synchronous/asynchronous,

whole class/in pairs/in groups/individually

Technique used: Team work , Game activities, PBL

Strategy used: collaborative work

Creative way of assessment used:

Learning Objectives:

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Communication