Creative Teaching for Children English

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OUTLINE

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4 **E-BOOK- MAGIC CANDY**

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01

PURPOSES

Purposes

- Board games will **increase children's interests** and improve their **listening** and **comprehension skills**.

- E-books with illustrated instruction and content will encourages self study.

02

Challenges and Solutions

CHALLENGES AND SOLUTIONS

MONEY

Investing
fixed amount

OPINION

Voting and
discussion

DESIGN

Brainstorming
and modifying

03
BOARD GAME - FRUIT BOMB

Fruit bomb

Most children like to play games because the game gives them a lot of fun. Therefore, we want to design a teaching material that **combines English learning and board game**, so that children can speak English naturally during the game interaction. A **"Token System"** is used in the design of the game. Children can be encouraged and gain a sense of achievement in the game. Children can learn English in a fun way by playing the board game.
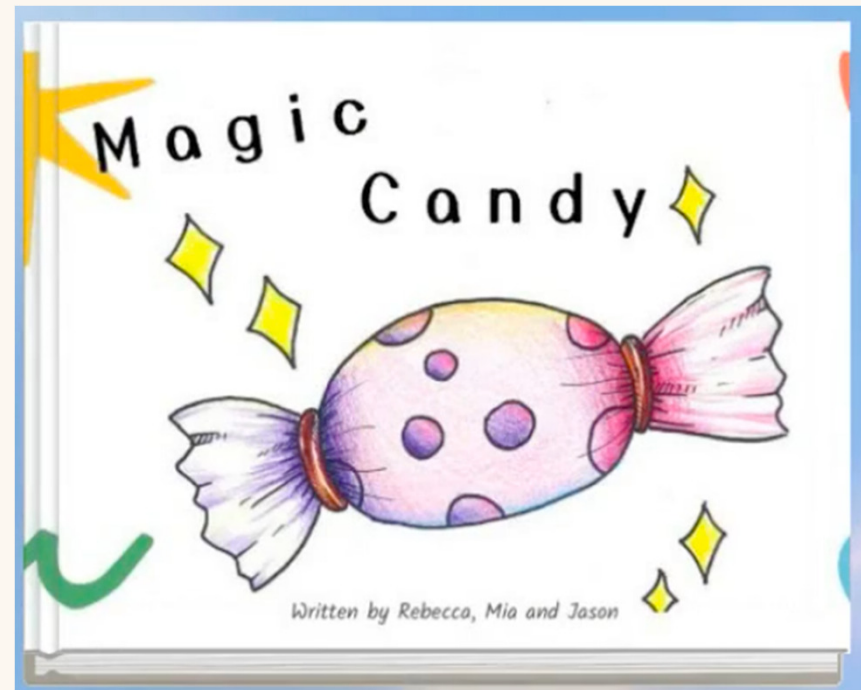
Fruit Bomb

PLAY

Token economy Theory

Token economy refers to a reward system used in behavior modification programs. It involves providing tangible rewards tokens, food, and stickers.
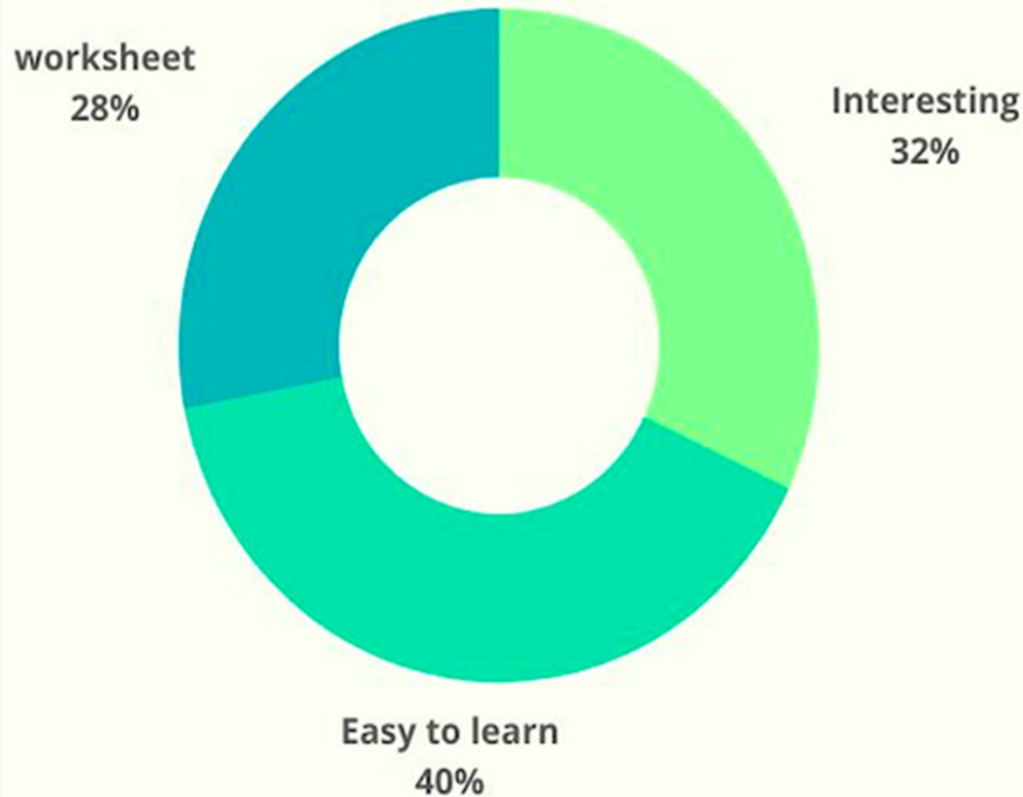
04

E-BOOK-
MAGIC CANDY

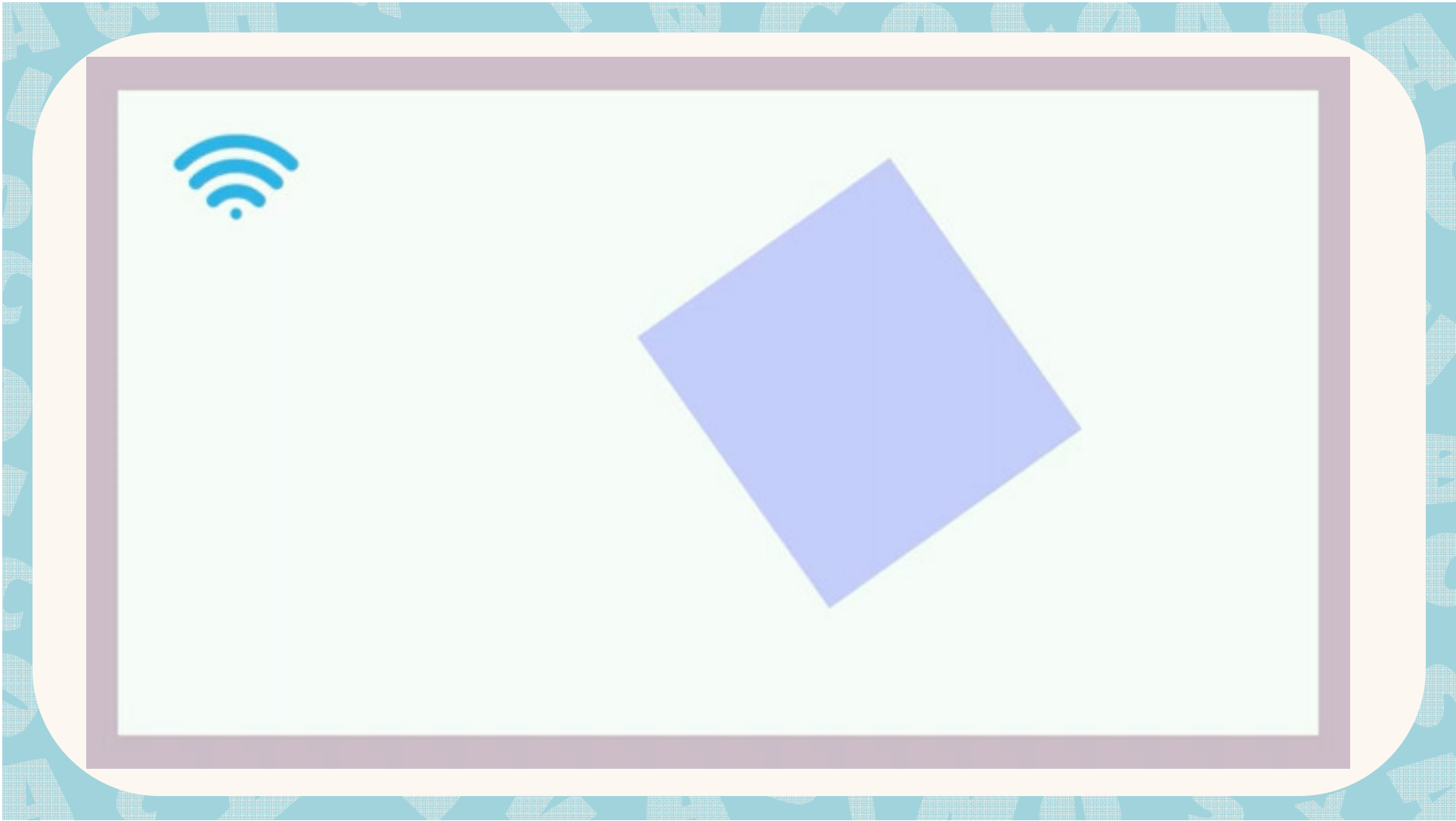# E-Book teaching

- Sound and pictures
- Worksheet
- Fun way

Student feedback

worksheet
28%

Interesting
32%

Easy to learn
40%

Interesting

Teaching with E-book is more interesting.

Easy to learn

Easier to concentrate and simpler to use E-book and worksheet.

Workseet

Workshop can help with vocabulary learning and content learning

Conclusion

- Learning in a fun way

- Speaking in English bravely

- Learning effectively

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Thank you!

Video

Fruit Bomb: https://youtu.be/XFqirMOGmYI
E-Book: https://youtu.be/AQZBE7u9oHA