

U NO (KNOW)

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Motivation

1. Educational Value
2. Multisensory Approach
3. Enhance Family Relationship



English Board Game's Advantage

1. Reading and Writing Skills
2. Language Learning
3. Improved Oral Skills



Research Challenges

1. Students' English level
2. Students may feel a lack of motivation
3. The players of board games



Research Solutions

1. Make board game
2. Prepare more cards
3. Prepare snacks for the winners



Purposes

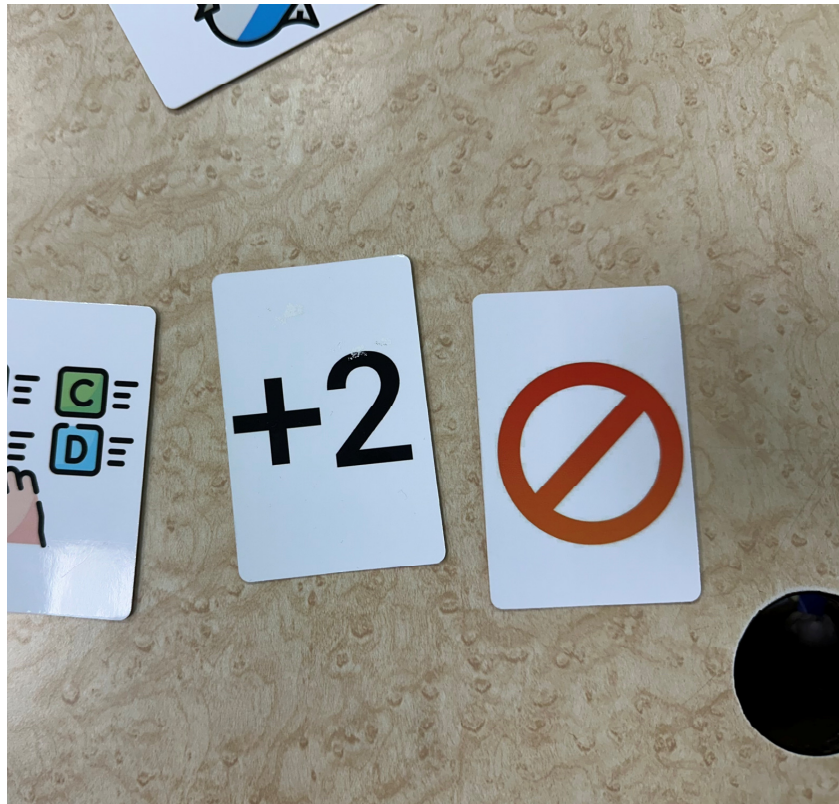
1. Students can become familiar with some basic English vocabulary
2. Make students feel that learning English is enjoyable
3. Students can develop their thinking abilities



Game Rules



Game Rules





GAME RULES

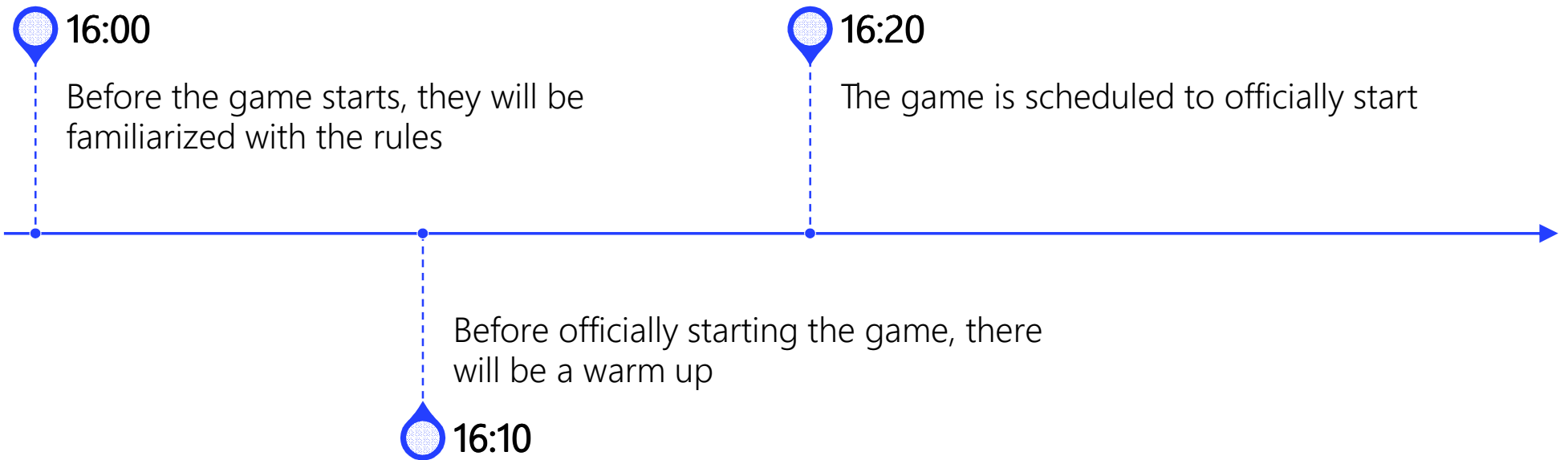
1. Shuffle all the card
2. Each player must throw out a card that matches the theme
3. If a player does not have a right card, they must draw a card
4. When a player has only one card left in their hand, they should shout "U No!"
5. The first player to empty their hand of cards is the winner

Lesson Plan

Place: Kaohsiung Municipal Juangjing
Primary School

Time: 40 minutes

Schedule



Reflection



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References

- 王儷儒 (2021) 。 桌遊融入教學影響學生學習動機與學習行為之行動研究-以臺東縣某高職商管群科為例。〔碩士論文。國立臺東大學〕臺灣博碩士論文知識加值系統。
<https://hdl.handle.net/11296/44dduk>
- 李怡潔 (2019) 。 桌上遊戲融入英文課程對教學歷程、學習動機及成效之探究-以小型國中為例。〔碩士論文。佛光大學〕臺灣博碩士論文知識加值系統。
<https://hdl.handle.net/11296/j8b29k>。

THANK YOU FOR
LISTENING

