Dog Idioms

Expected Outcome: - ELT students will be able to understand a set number of idioms, remember them and be able to use them

Machinima: Dog idioms https://www.youtube.com/watch?v=mzrLyKQXbMM

Target language English

Level Intermediate / Upper Intermediate or Proficient English learners may benefit as idioms are a matter of knowledge and understanding even the most proficient speakers may not know or understand them.

In Class Lesson

Before watching: read the transcript, elicit prior knowledge and understanding discuss the idioms that crop up in the machinima

Whilst watching: learners jot down any questions it raises

After watching: Discuss any issues which learners noted.

 Explain the rules of the "*Idioms*" game and put learners into groups of three or four.

Explain that each team starts with 100 points.

Each groups is allocated about 5 idioms – they need to look them up and create a set of multi-choice answers for their five idioms.

When it comes to playing the game work around the groups, each group asks the next group a question. Prior to hearing the question the group answering has to place a bet – out of their hundred points.

The questioning group asks one of their five questions and offers the choice of answers. The answering group makes a choice and answers.   If they get it correct, they 'win' the number of points they bet, if they get it wrong they 'lose' them. So, for instance, if they 'bet; 20 points out of their beginning 100 points, and answer the question correctly, at the end of that round they'll have 120 points. If they get the answer incorrect, they'll have only 80 points.

This will continue through every round until the winning team is the one with the most points.

In a Virtual World or Blended Learning Situation

Pre watching the machinima

A) Ask learners if they know any idioms / animal idioms and can share them with the group
B) Share the idioms covered from the transcript, elicit ideas, understanding, use and experience students may have already
C) Share the whole transcript and discuss the language

Whist watching machinima

A) Learners note any questions arising

Post watching machinima

A) Deal with questions from watching
B) Try to stimulate a discussion ideas how useful the machinima is to aid understanding and use, is there a better way, does it help etc
C) Split the learners into pairs (In blended learning give them time to do the work as a pair and arrange a further session to meet and share their work. This would also work in a virtual world situation but more often they could stay in-world for the class duration and work synchronously)
D) Allow the pairs to choose 5 new animal idioms and make a presentation in any way they want to (including machinima to share with the rest of the group either in forums, wikis or shared blogs or presentations in-world)
E) Whilst the group is together decide on the assessment criteria and share it.

Sharing – Peer Assessment

In a virtual world come back and share the learner's work. Everyone can assess each presentation.

In a blended situation each group could assess another group's presentation, just share where they can be found.