

臺北市立北投國中 110 學年度第 1 學期英語領域防災教育議題融入教學教案設計

|            |  |      |       |
|------------|--|------|-------|
| 主 題        | 防災教育融入英語領域教學   | 設計者  | 楊愛琪   |
| 單元名稱       | I Felt the Ground Shaking When the Earthquake Hit  | 授課時間 | 45 分鐘 |
| 教學目標       | Learn vocabulary about earthquakes and what we can do to protect ourselves                 |      |       |
| 分段能力<br>指標 | 2-2-4 能以簡單的英語描述日常生活中相關的人、事、物。<br>2-2-6 能依情境及場合，適切地表達自我並與他人溝通。<br>6-2-1 樂於接觸英語電影、歌曲、廣播、書籍等。 |      |       |
| 教學資源       | 學習單、字卡   |      |       |
| 評量方式       | 分隊競賽、學習單   |      |       |

| 教學流程  | 內容說明   | 時間     | 備註 |
|-------|--|--------|----|
| 引起動機  | Discuss with students about earthquakes and disasters they may cause   | 5 min  |    |
| 發展活動  | <ul style="list-style-type: none"> <li>◎ Pre-activity<br/>Read out loud the words about earthquakes on the worksheet.</li> <li>◎ Starting the game<br/>To set up a game of concentration, first shuffle the cards well and then place each card face inside in 4 rows of 6 cards on the blackboard.</li> <li>◎ Taking a Turn<br/>Each team takes a turn by turning two cards over. If the cards match, then the team picks up the cards and keeps them. If they don't match, the team turns the cards back over. A match is when two cards have words whose connotations are relevant. For example, "hitting" would match "physical bullying." The game is over when all of the cards have been matched and picked up.</li> <li>◎ Winning the Game<br/>The winner of the game is the team with the most matches once all the cards have been picked up.</li> </ul> | 35 min |    |
| 回饋與統整 | Students get familiar with those words so that they can have a better understanding of the article "I Felt the Ground Shaking When the Earthquake Hit."  | 5 min  |    |