

TEACHING ENGLISH MATTERS

3° JORNADAS DE ACTUALIZACIÓN DOCENTE

**Tuesday,
September 26th**



**Venue: Instituto Superior de Formacion Docente N° 52
'Francisco Isauro Arancibia' - Rivadavia 349 (San Isidro)**

Main Speaker: Cecilia Sassone

**"The Games Design Loop:
from theory to practice and back to theory"**

First-time Speakers: Francisco Sarrat & Carlos Souto

"Drammaring: using drama techniques to teach grammar"

**Free of
charge!**

**Previous enrolment at:
jornadasingles2017@gmail.com**

ENROLMENT

Send an email with your FULL NAME & ID number to
jornadasingles2017@gmail.com

(Online enrolment is essential to receive a certificate of attendance)

CERTIFICATES OF ATTENDANCE WILL BE ISSUED

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6:00 to 6:20 pm Registration

6:20 to 7:50 pm Main Speaker: Cecilia Sassone

"The Games Design Loop: from theory to practice and back to theory"

7:50 to 8:10 pm Coffee break

8:10 to 9:30 pm First-time Speakers: Francisco Sarrat & Carlos Souto

"Drammaring: using drama techniques to teach grammar"

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Main Speaker: Cecilia Sassone

"The Games Design Loop: from theory to practice and back to theory"

It is a quintessential belief that in order to create and adapt games to our particular classroom situation we teachers need to be creative and extremely resourceful or otherwise the activity will fail – nothing farther from the truth. There is no denying being creative is an unquestionable asset to the language teacher, but for an activity to be effective and fun we just need to delve into the principles that rule all games.

The present workshop aims at empowering participants to design and adapt games and activities for language development purposes. They will explore the ludic principles and scoring elements used to this effect, engage in different types of activities and then reflect back on their experience playing around with the principles to suit different scenarios

First-time Speakers: Francisco Sarrat & Carlos Souto (4th-year students at ISFD 52

"The Games Design Loop: from theory to practice and back to theory"

Have you ever refrained yourself from carrying out drama activities? Do they seem like too much playing and not enough learning?

This workshop aims at providing teachers with the right tools to start seizing the learning potential of interpretative activities in the classroom, from aspects such as setting the right environment, to those specific activities that could make grammar acquisition not only possible but enjoyable.

Get ready for the first act!