

Online Project-Based Programme for Teens

Create a News Broadcast Show with news, sports, entertainment, weather, advertising etc.

Project-Based Learning & Course Overview

The Online Project-based Programme for Teens allows students to learn by doing- by applying ideas in response to lessons based on their interests and their engagement with real world issues. Lessons not only motivate students in discussion, research, and presentations with lots of interactive games and quizzes that improve proficiency in the English language, but challenge young learners to build 21st century skills such as creative thinking, collaboration, and problem solving through the medium of online learning. By doing tasks and activities based on topics that are important to them and the people around them, learners gain a deeper understanding of how to use the English language to express themselves clearly. Lessons also provide an extension of the learning that students are actively engaged in within their specific national curriculum, such as social and environmental issues. Sample timetable:

Day 1	Module 1: Who am I?	Activities
	This lesson focuses on exploring personal identity. How do you describe yourself and your interests? What are you passionate about?	Speaking & interaction Vocabulary games
Day 2	Module 2: My Passion & the Environment	Activities
	This lesson explores our 'Fashion Footprint'- the impact on the environment of the manufacture of our favourite clothes. In groups, you will explore the impact your favourite hobby or pastime has on the world around you.	Speaking & interaction Vocabulary games Watching & Reading
Day 3	Module 3: Making and Editing Videos	Activities
	This lesson looks at making the most of free video editing apps. You work in groups to make a short video about your daily routine.	Speaking & interaction Vocabulary Games
Day 4	Module 4: The Past & the Present	Activities
	This lesson compares your daily routine now- during the current pandemic- with your routine this time last year.	Speaking & interaction Vocabulary Games
Day 5	Module 5: The Past, the Present, & the Future	Activities
	This lesson explores the things that the world has learnt from this global pandemic and you will plan a future that will be better and brighter.	Speaking & interaction Vocabulary Games

Learner Outcomes: During this programme, learners will:

- develop his/her ability to communicate in English for practical tasks and situations
- develop his/her ability to take responsibility for his/her own learning
- develop his/her ability to collaborate within a group and reach a decision
- develop his/her problem-solving skills
- develop his/her research and inquiry practices
- develop his/her critical-thinking skills
- develop his/her social interaction skills
- develop his/her ICT literacy through focused online project work

Course Objectives:

The focus of the Online Project-Based Learning Programme is to prepare students to communicate effectively and efficiently through English in the real world, using 21st century skills that are transferable and that will serve them well in a future academic, work, and social environment. It is important that learners develop personal investment in the material and a varying degree of learner autonomy is required in the identification of the driving question which propels the project. In general, the teacher acts as a facilitator and tutor, and as learners participate in authentic, situated inquiry, they explore options and collaborate to find an agreed-upon method of working.

At the start of the course, teachers will guide learners to identify a topic they would like to make a short video presentation on. Mobile phone apps and online editing tools are explored to help students to present their ideas to the group. By the end of the programme, students will have created a News Broadcast Video where they will have addressed the core issues of their topic and how it related to them personally and the people around them. Learners can expect to receive focused feedback, and teachers will adapt and supplement lessons according to the specific needs of the students

Course Duration:

Courses can be custom built for specific groups or individual students can join our group class of 12 to 17 year old teens, but a two weeks period is recommended. Lessons are from 9:00 to 11:00 and each day will involve language lessons, grammar and vocabulary games and activities, live discussion and collaboration with other students, and individual feedback from the teacher on language and on the progress of the project. Each day, students will have time to work on their own project for regular slots.

Rationale & Approach to Methodology

Language courses offer a curriculum which focuses on promoting life-long learning strategies for learners at all stages. We are committed to developing skills and competences with our learners which can be readily applied to interactions in the real world as well as for language learning. Our programmes are designed to maximise learner outcomes by helping to provide learners with the tools that are necessary in an ever changing world.

As English Language Educators, we incorporate the principles of the CEFR Can Do Statements into our programmes and assessment practices and promote a learner-centered approach to language learning. Communication and using language to interact is key when setting learning outcomes and learners will receive graded and focused feedback on their linguistic competences.

In addition to the CEFR which promotes the language learner's autonomy in the real world, our curriculum and syllabus is also informed by the recognition of the significance of developing competences in 21st Century skills. We have built our programmes to incorporate focus on developing these skills within the language classroom.

The key 21st century skills have been identified as:

