

English Code

Using a coding mindset to support creative English language learning.

- ▶ 6-level primary course (GSE: 10 – 50, CEFR A1-B1) – American English and British English
- ▶ For kids from 6-12 years old, and schools with 5+ hours
- ▶ Emphasis on developing future skills: creativity, critical thinking, communication, and collaboration

Methodology and Highlights

- ▶ **Coding mindset:** Teaching life skills (collaboration, problem solving, resilience, etc.) from the domain of computational thinking and coding.

Lesson	Synchronous resources / activities	Asynchronous resources /activities
Vocabulary	Presentation tool, flash cards, audio Creative activities suggestions in Teacher's edition.	My School area: interactive flash cards and songs My games area: Vocabulary games 1&2 of every unit for engaging drilling practice.
Language Labs	Critical thinking activities to practice and understand grammar. Production activities to use grammar structures in a meaningful way. Power Point presentations for explanations.	Class videos with contextualized grammar for students to watch repeatedly and understand usage. Controlled exercises in the WB and Grammar WB. Homework activities: practice, remedial and stretch activities for each lab.
Story lab	Pre-reading activities, act out tasks, and values activities.	Story audio in My School area to listen repeatedly.
Phonics Lab	Creative phonics activities.	Phonics lab videos and chants for students to listen repeatedly.
Experiment Lab	Pre-reading activities, experiment time (if face to face), recording observations, drawing conclusions.	Experiment lab videos, preparation of materials, reading texts with audio, doing the experiment (if working online).
Communication	Communicative activities.	Audios for modeling.
Project	Research, plan, create, Show & Tell. Most project activities done together.	Some research tasks, at home activities.
Coding activities	Code cracker activities in Student's book involve collaboration and creativity in a problem-solving context.	My games area: coding activities with engaging practice for listening, vocabulary, grammar, and Phonics in a problem-solving context.



Face to face teaching

Prioritize communicative, creative, and collaborative activities in face to face teaching, using the lesson flow and suggestions in the teacher's edition.

Have students listen to stories, watch videos, and do part of the readings on their own (after doing scaffolding activities).

Vocabulary: engage students in songs and chants as well as creative and communicative use of vocabulary in class. Then, have them draw, color, and do repeated practice with online homework activities and vocabulary games at home.

Reflect on language and future skills progression in WB.

Hybrid teaching

STEAM lessons: use asynchronous videos to introduce the challenge and model part of the experiment for students to predict. Use synchronous sessions for students to share predictions, do the experiments and record observations

Phonics lab: use synchronous sessions to model pronunciation and to do creative tasks. Use asynchronous sessions for students to do controlled practice and repeated listening activities.

Code cracker: use synchronous time for students to collaborate in problem solving with code cracker challenges.

Reflect on language and future skills progression in WB.

Online teaching

Use the presentation tool to follow the lesson flow in the SB and WB.

Story Lab: Use presentation tool and visuals for pre-reading and listening. Ask students to listen to stories, watch videos, and do part of the readings on their own.

Model part of the code cracker activities in synchronous classes and tell students to do the code cracker challenge on their own.

Language Lab: Use PPT presentations for explanations and some initial controlled practice, do the critical thinking grammar activities in class, and assign very controlled grammar practice in PEP online homework.

Reflect on language and future skills progression in WB.