

# Collaborative learning community

[Education](#)



My group chose the practice/application component. The practice/application component is the execution of the prepared lesson plans whereby the intended lessons are actually taught to the students. Depending on the type of lesson that needs to be taught, the application varies for each module. The strategy used in executing or applying the lesson plans was the use of games to make the lessons fun and engaging. The class is also formed into teams for them to work collectively and learn from each other. The strategy took into consideration that the best way to teach language is through a fun engagement where students can relate to the lesson and enjoy the process. Through the process of fun, teamwork and engagement students can learn effortlessly.

This process relates to the respective indicators in each of the module by using specific methodology that achieves the assessment goals. The methods used enable students to describe numerous items (parents, siblings, etc), able to express and identify their emotions as well as of others through games. For example, in the theme of Food and Taste, identification of foods and their taste were done through a ladder game where the class were formed into teams and recall as many adjectives they can about the object presented. In the same manner in the language and communication theme, the class is engaged in a bingo game where they identify facial expressions depending on the description used and concluded with a spinner game whereby they draw a word and express what they feel using that word. There is also a writing activity whereby students are formed into teams and help each other use every word they know to describe the word on their cards.