

# SCAFFOLDING LEARNING

Implementing CLIL requires a rethink of the traditional concepts of the language classroom and the language teacher. It is a need to provide varied methods of instruction that allow students to learn content and language simultaneously. That is why I am using the scaffolding learning. Students need a basis to understand the information. Each lesson should begin with an introductory activity.

In order to be motivated to the learning of a subject through English, it is important to know the benefits of a CLIL programme and to become familiar with the vocabulary that is going to be used during the lessons.

# Why in English?

- the language policy of the European Union aims at every Union citizen to speak at least two languages of the European Union in addition to his/her mother tongue
- La política lingüística de la UE señala que todo ciudadano europeo debe hablar, por lo menos, dos lenguas diferentes a la materna (o maternas).

# Why in English?

- Plurilingual Education is needed in a new and changing world:
  - in order to have a better access to qualified jobs.
  - It is also a fact that traditional language learning methodologies have not given the expected results.

# Why in English?

- the methods differ from the traditional instruction.

## BEFORE

### SUBJECTS:

Historia, Matemáticas,  
Educación Física, Actividad  
física para personas con  
discapacidad, Inglés...

## AFTER/ TODAY

History, Maths, Physical  
Education, Physical  
Activity for people with  
disability...

# Why in English

- Learning in the context, learning by using
- Acquisition is done in an unconscious way
- **Not only will the students learn the essential subject content but also they will make progress in their acquisition of English.**



# Why in English?

- It is not a language lesson. It is a subject lesson transmitted in a foreign language.
- We will evaluate the contents of the subject, not the competence in English
- *Physical Activity for people with disability* as an opportunity to learn English

# Key terms

 cone



# Key terms

● Hoop





# Key terms

## ● Rope



# Key terms

● Mat



# Key terms

## ● Wall bars



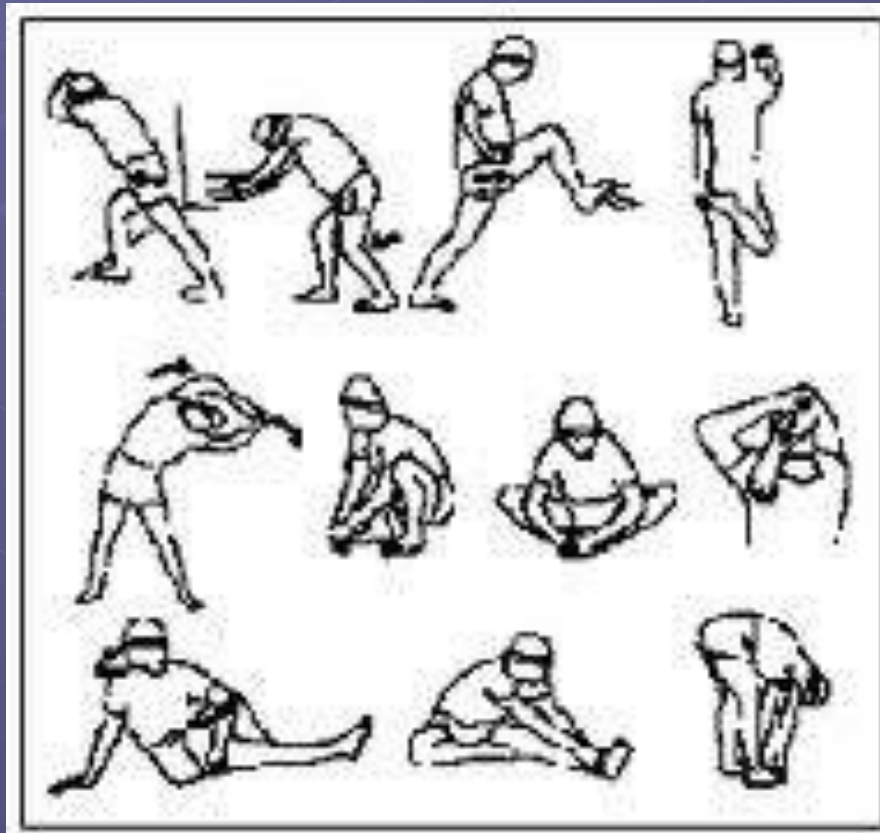
# Key terms

## ● Balls



# Key terms

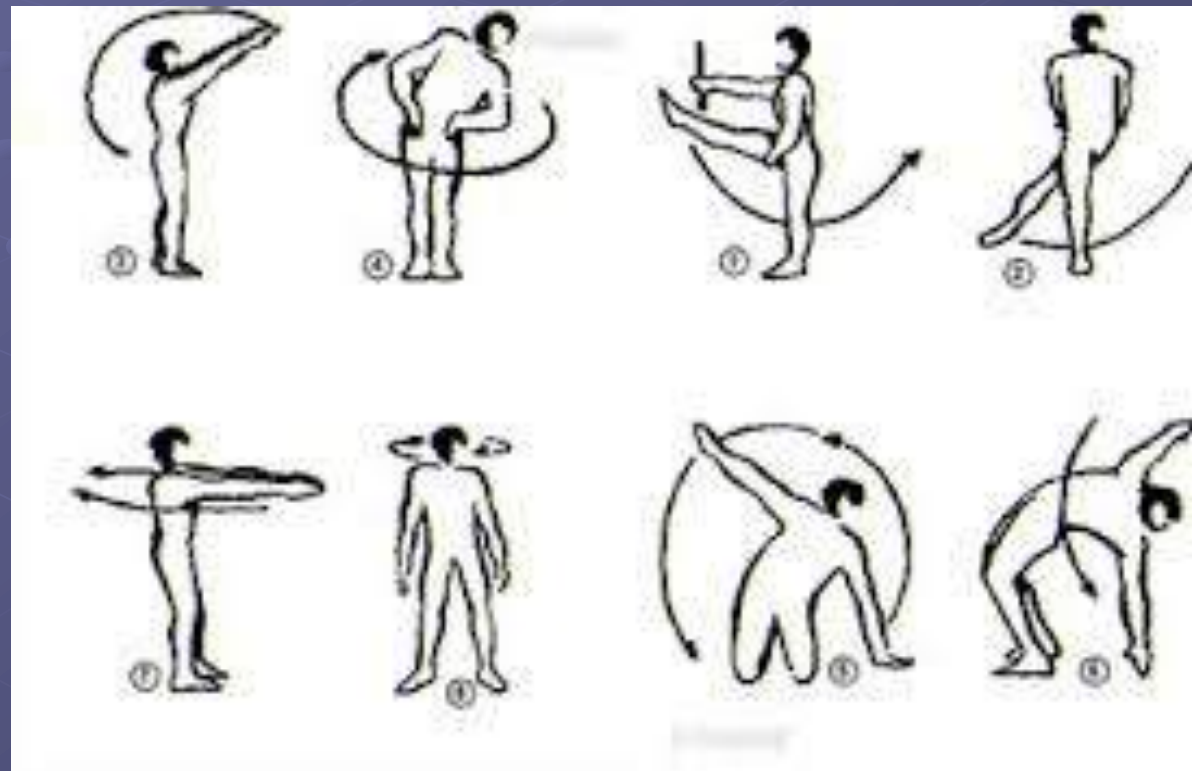
- Warming up is a must





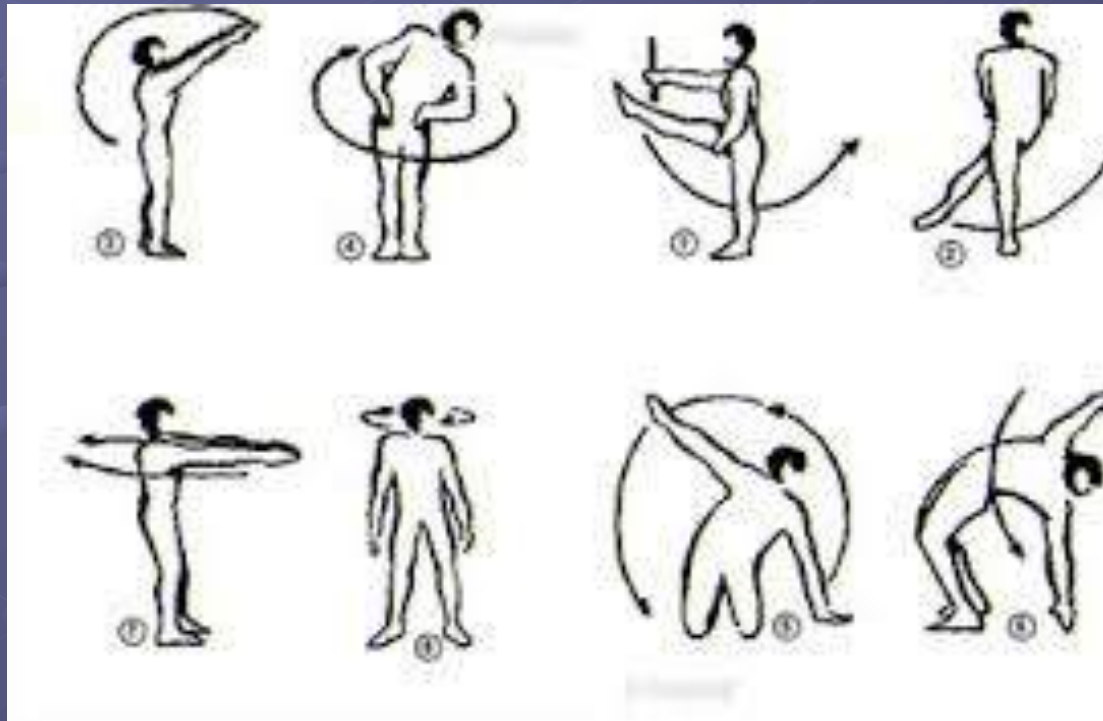
# Key terms

- While running, swing your arms in big circles



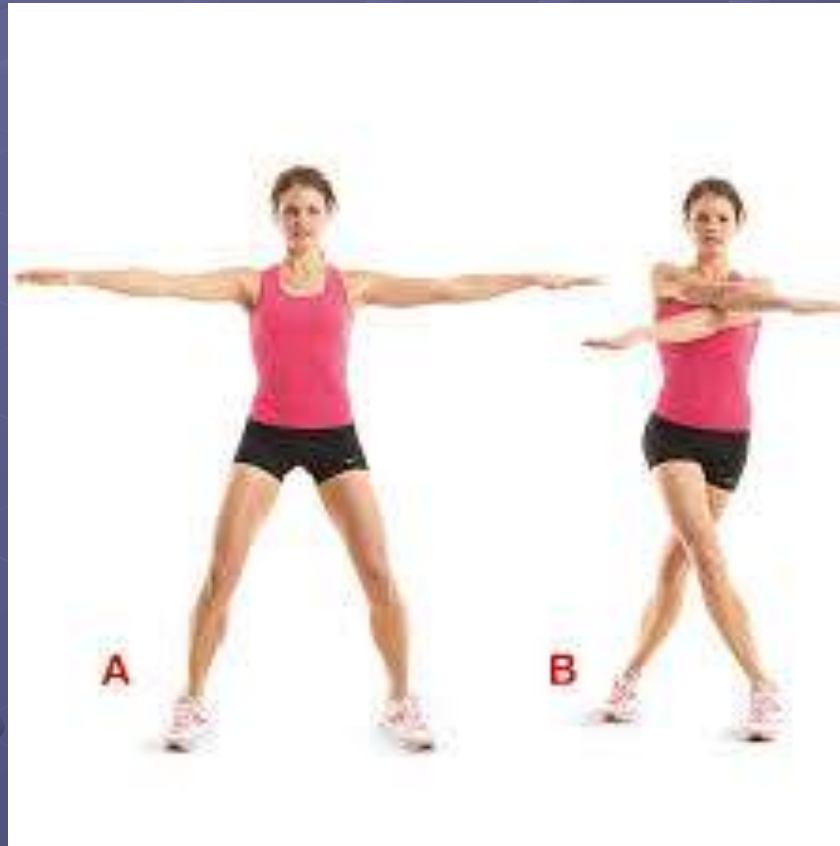
# Key terms

- While running, swing your arms horizontally



# Key terms

- While running, cross your feet over



## Key terms

● Rotate your body  
from side to side

# Key terms

## ● Long strides





# Key terms

## ● Walk backwards



# Key terms

## ● Skipping forwards



# Key terms

## ● Skipping backwards



# Key terms

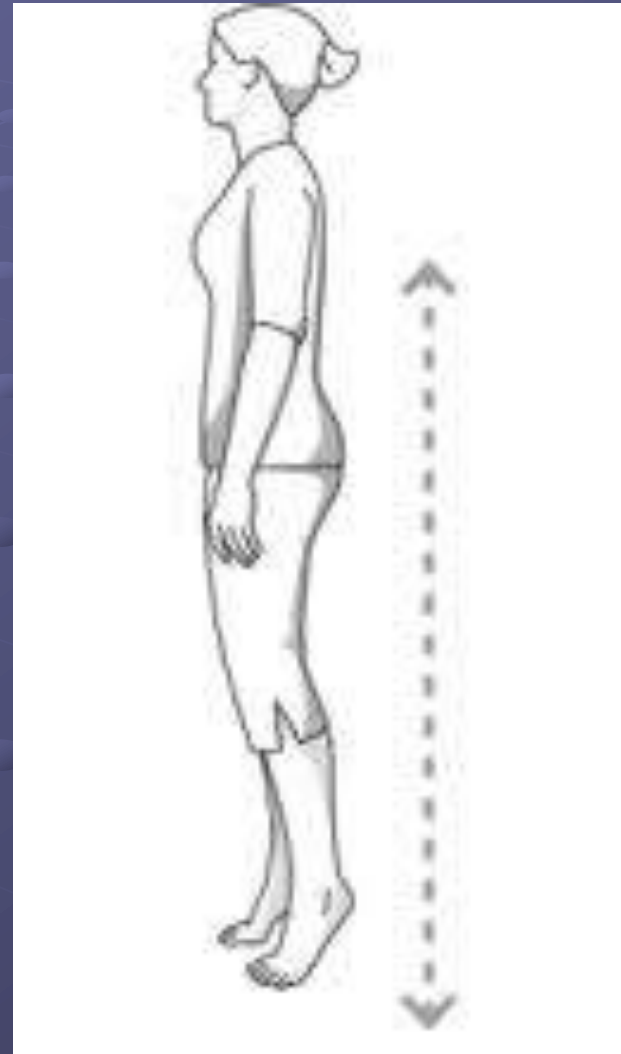
- I'm giving him a piggy back ride





# Key terms

● Stand on tiptoes





# Key terms

## ● Stand on heels

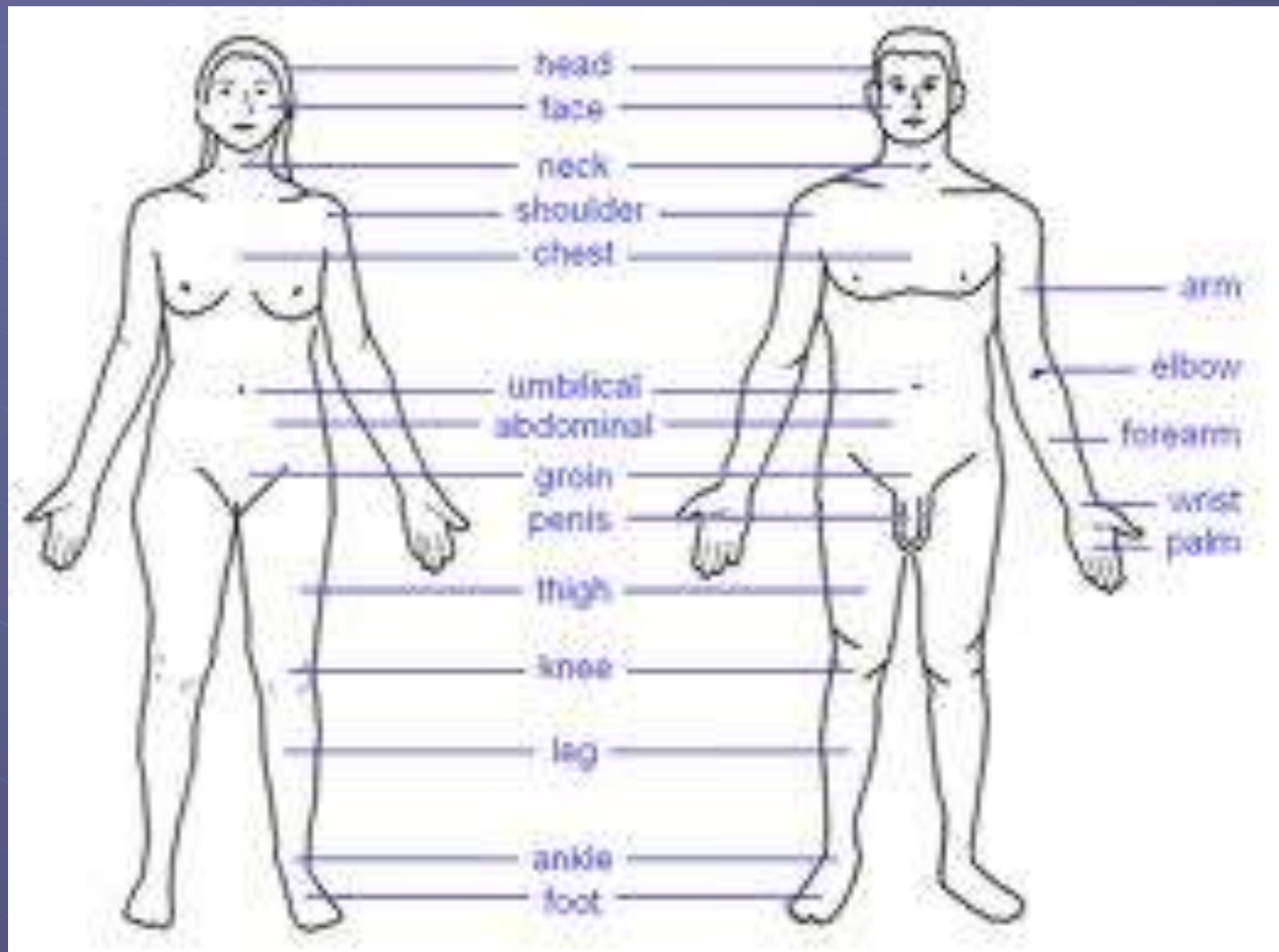


# Key terms

## ● Stretching



# Key terms



# Key terms

- Sit on the ground facing each other





# Key terms

- Divide into two (three/four/five...) teams of about equal number





# Key terms

- Divide into two (three/four/five...) teams of three (four, five...) people each



# Key terms

- Try to win over players of the other team



# Key terms

- The object of the game is to win over players of the other team



# Key terms

- The game ends when all the players of one team are won over



GAME  
OVER



# Key terms

- Tag games
- One person is chosen to be “IT”





# Key terms

- Tag games
- IT is the one who chases the others



# Key terms

- Tag games
- IT is the chaser



# Key terms

- Tag games
- Are there any volunteers?



# Key terms

- Tag games
- Is there any volunteer to be the chaser?





# Key terms

- Tag games
- Get two people to be IT





# Key terms

- No tag-backs
- If you are tagged, you can't tag the person who just tagged you



# Key terms

- Players may be safe from being tagged under certain circumstances



# Key terms

● Whose turn is it?



# Key terms

● Whose turn is it to serve?

A 3D rendering of the phrase "NOW IT'S YOUR TURN." in colorful, blocky letters. The letters are arranged in two rows: "NOW IT'S" on top and "YOUR TURN." on the bottom. Each letter is composed of multiple segments in different colors (red, yellow, green, blue). The letters are standing on a white surface against a white background.



# Key terms

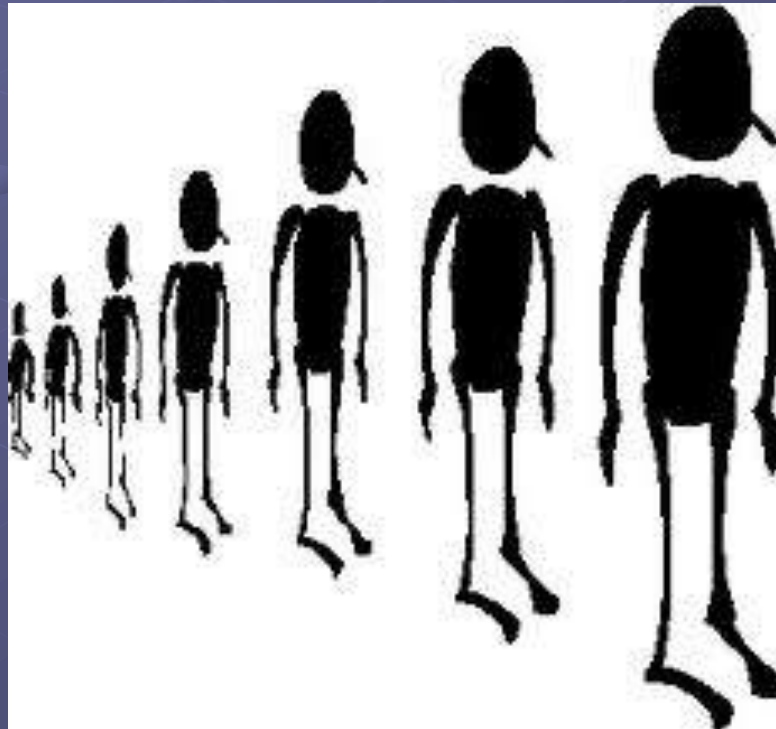
- Players spread out within the play area





# Key terms

- Players spread out into two (three/four)... lines



# Key terms

- Run parallel to each other



# Key terms

- We're sitting back-to-back linking arms

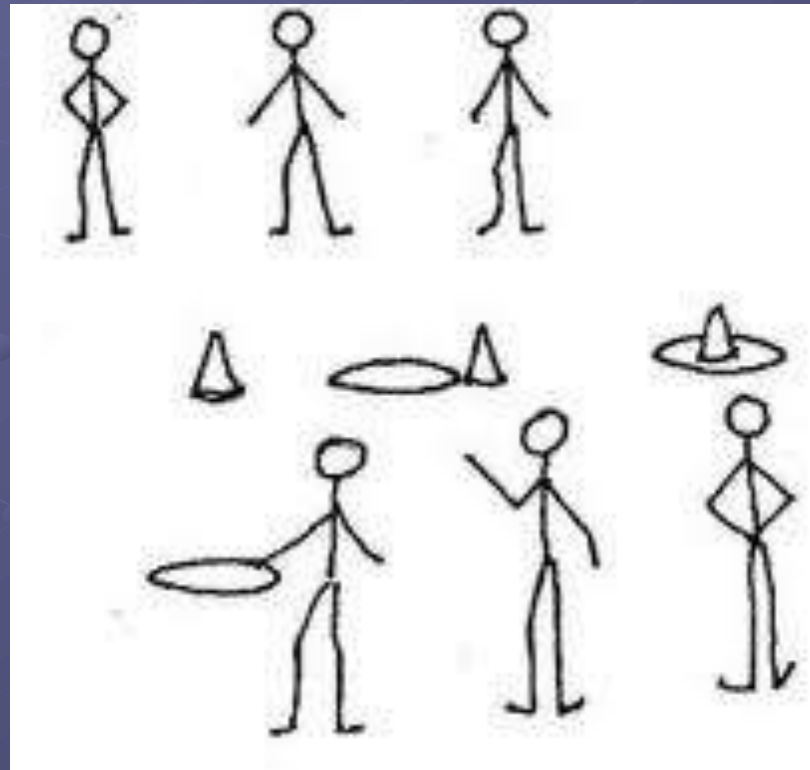


## Key terms

● We're **standing**  
back-to-back  
linking arms

# Key terms

- Players spread out into two lines, with each person facing a partner in the other line





# Key terms

- All players stand in a circle



# Key terms

## ● Spread out



# Key terms

● Get closer



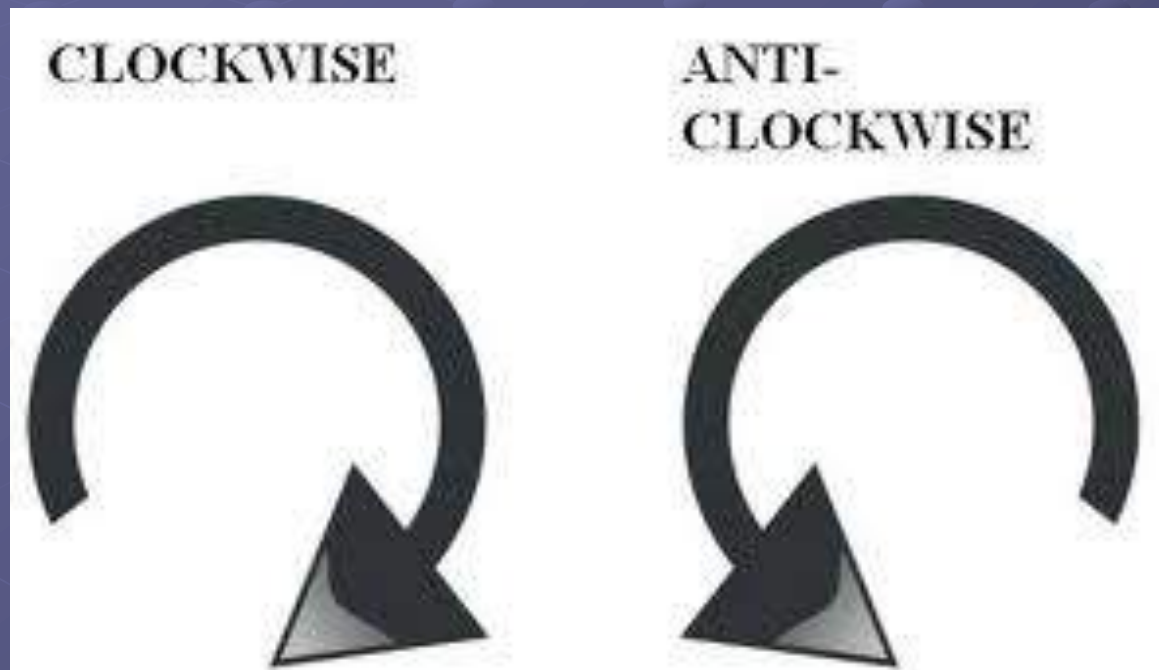
# Key terms

## ● Clockwise



# Key terms

## ● Anti-clockwise





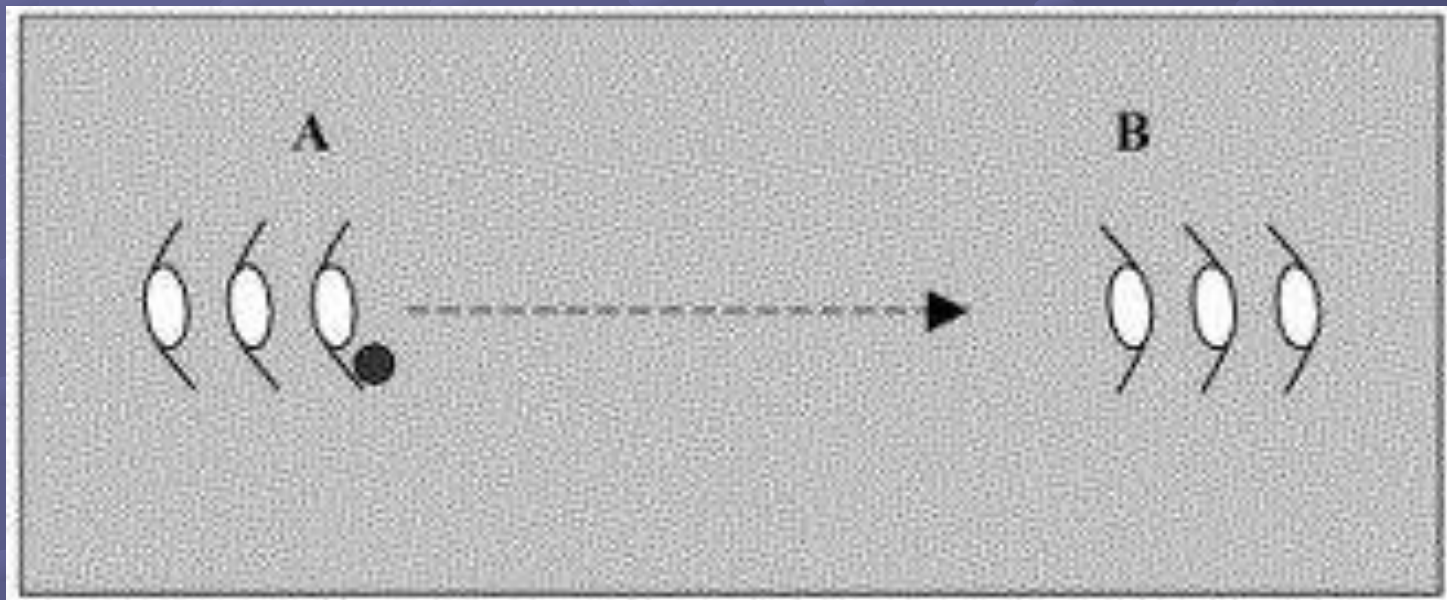
# Key terms

- Players hold hands to form a circle



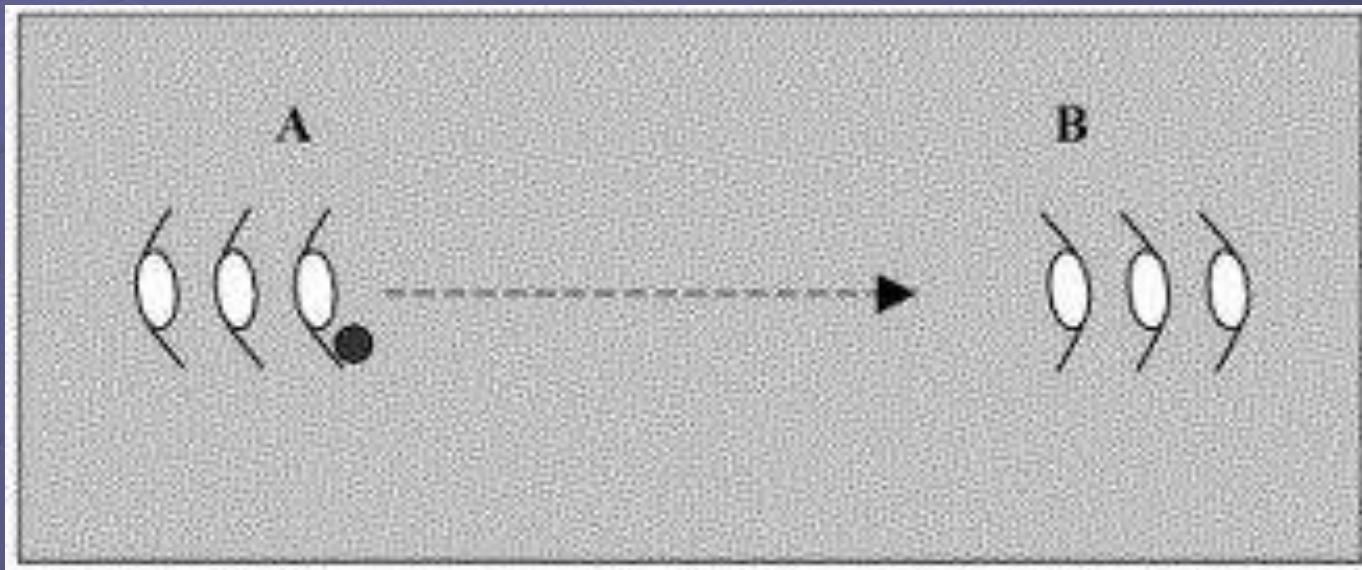
# Key terms

- Players stand facing each other



# Key terms

- Players stand facing each other two (three, four...) meters apart



# Key terms

- Players get in pairs





## Key terms

● Players get in  
pairs facing  
each other



## Key terms

● Players get in pairs facing each other two (three, four...) meters apart

# Key terms

- Players form into groups of six people each



# Key terms

- Stand side-by-side



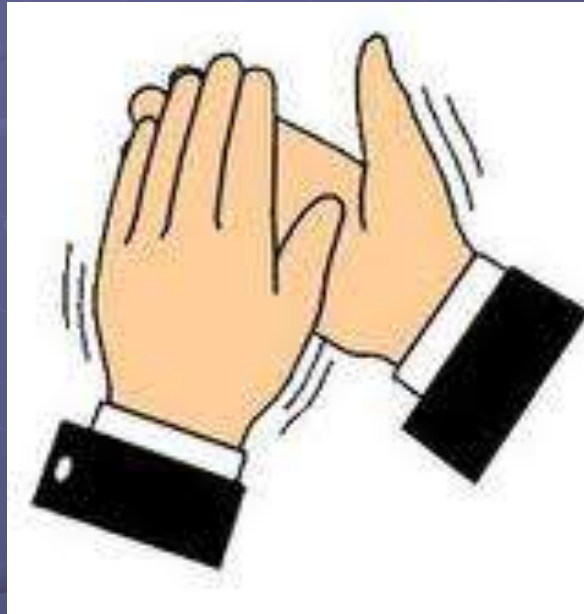
# Key terms

- Everybody stand in a circle holding hands



# Key terms

● At my signal!





# Key terms

● That's cheating!



# Key terms

- Without letting go of your hands



# Key terms

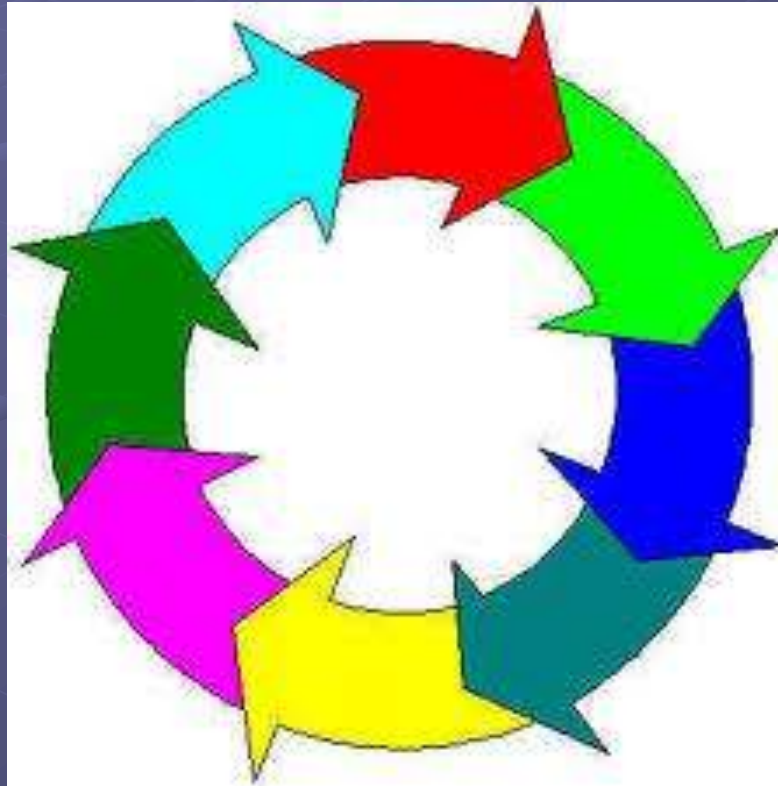
● He let go of me

# Key terms

● Don't let go of  
her/him

# Key terms

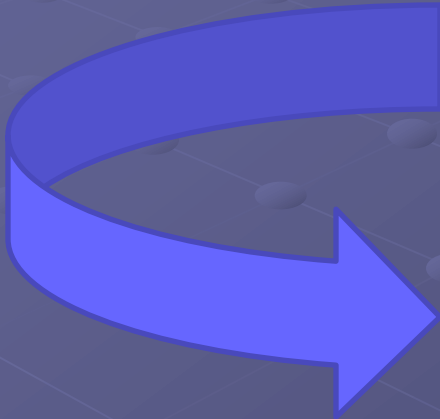
- Exchange positions
- Switch roles





# Key terms

- Players take several sideways steps inward to close the circle



# Key terms

- Players take several sideways steps outward to open the circle



# Key terms

- play according to the rules



# Key terms

- Play by the rules





# Key terms

- Fair play
- Not foul play





# Key terms

● Behave fairly!



# Key terms

## ● Play area (área de juego)



# Key terms

- Feel sick
- Feel dizzy



# Key terms

● I am on crutches



# Key terms

- I twisted my ankle and they put my leg in a cast





# Key terms

● I sprained my finger



# Key terms

- Collect the material



# Key terms

- Pick up the material



# Key terms

- Tidy up what you use



# Key terms

● Use the dustbin





# Key terms

● Keep silent when  
another person is  
talking

# Key terms

- Raise a hand to have a speaking time

