

CLASRRROM MANAGEMENT IN TEACHING ENGLISH WITH THE HELP OF DIFFERENT ACTIVITIES

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Abstract

In this paper, you can find different activities for establishing effective lesson to improve classroom management. Activities also allow teachers to assess students' understanding and provide immediate feedback, while fostering an inclusive and dynamic classroom environment. At the end of the list, you can find the number of activities and their usage in the class.

Key words

Classroom management, effective lesson, activity bank, activities, learners' level, learner age.

Engagement in activities is vital for effective classroom management as it captivates students, sustains their attention, and encourages constructive behavior. Thoughtfully designed activities ensure that students remain actively engaged in the lesson, minimizing distractions and behavioral issues. They promote teamwork, offer chances for experiential learning, and motivate students to take charge of their educational journey. Moreover, activities enable teachers to evaluate students' comprehension and provide prompt feedback, while nurturing a vibrant and inclusive classroom atmosphere. In the end, integrating a diverse range of activities enhances the growth of both academic and interpersonal skills, leading to a well-ordered classroom.

In addition to maintaining student engagement, activities within classroom management create a framework and routine that are crucial for establishing a predictable and tranquil atmosphere. When students are aware of what lies ahead, they tend to remain focused and demonstrate suitable behavior. For instance, group activities can enhance collaboration, communication, and conflict resolution abilities, which are essential for sustaining harmony in the classroom.

Integrating movement and interactive aspects into lessons also accommodates various learning preferences, ensuring that all students remain involved and energized. This diversity can help avert feelings of boredom and restlessness, which often lead to classroom interruptions. Activities such as games, role-playing, debates, and group projects encourage students to take responsibility for their learning while enabling teachers to observe engagement levels and modify their approaches as necessary.

Moreover, well-structured activities can serve as a means to reinforce classroom expectations and routines. By establishing clear rules for activities, teachers can create norms that deter misbehavior. Positive reinforcement during these activities can also inspire students, rewarding favorable behaviors and enhancing a constructive classroom culture.

In summary, integrating engaging and intentional activities into classroom management not only aids in minimizing disruptions but also cultivates a sense of enthusiasm and curiosity, which supports students' academic achievements and social-emotional growth.

Activity Bank

In the following table, you can see the list of activities which I have personally improved as well as used in my teaching experience in the classroom. These different activities can be used to teach English. Keep a record of these activities in this Activity Bank, so that you will have many good ideas ready to use when you begin your activity portfolio or when teaching in real context. One is provided for you, to get you started.

Description of Activity	Learner Age and Level	Teaching Point	Comments
1. TPR (Total physical response)	All ages; beginner levels	Good for teaching action words (verbs), concrete nouns, and prepositions	Students have a lot of fun. This is especially good for children and active learners.
2. " Paper plane"	Above 12 years old learners (at least elementary level)	Good for reducing the learners' anxiety at the beginning of the course; ice-breaking activity	Students have fun to do this activity, especially making planes. Moreover, it helps to get along with new learners.
3. " The great wind Blows	All ages; beginner levels	It is beneficial to revise taught	It helps to know about

for everyone who..."		grammar: Present simple tense (habits) and relative pronouns.	learners' interest or habits that students have fun while repeating the grammar structures.
4. Suggestopia	Above 13 years old; pre-intermediate levels.	The students' communicative skills are improved and asked them to work independently.	It is only a good example for improving "intensive learning"
5. Word formation	All levels; above 9 years old	To improve the learners' vocabulary and speaking skills. Good for revising learnt vocabulary.	Students have fun a lot that they have to find words only for the mentioned letters.
6. Spin the circle (word wall)	Any level; Above 13 years old.	Good for checking the students' comprehension	Students can practice with speaking skills that answer the questions from the topic.

Description of Activity	Learner Age and Level	Teaching Point	Comments
7. Vocabulary game	All levels. Above 9 years old.	Good for writing skills and speaking without spelling mistakes.	Teacher may use the activity for checking up at the end of units or finishing books
8. Information gap	Elementary-pre-intermediate	Good for teaching communicative language and task-based language learning.	Students should fill the missing information and communicate with their groups
9. Scattergories	All levels; Above 12 years old.	Good for revising vocabulary and counting. It is good for social skills.	Students can practice with writing skills.
10. Counting numbers which can divide into three, and clap.	All levels; Above 9 years old	It is a good activity for warming-up \ ice-breaking	Teacher and students interact together and have fun.
11. Who am I?	Elementary-pre-intermediate; above 12 years old.	Good for reading and speaking skills.	This activity encourages students to create positive

			affirmations about their own ability and/ or characteristics.
12. Kill the word	Pre-intermediate-intermediate; Above 14 years old.	Good for checking up the learners' comprehension from the reading.	Students have fun to do the activity and they can memorize what they learned.
13. Use the cards and speak	Pre-intermediate-intermediate; Above 14 years old.	Good for speaking skills and overthinking.	Students have to brainstorm and tell the words for the card's topic.
14. "Riddle"	Pre-intermediate-intermediate; Above 14 years old.	Good for listening skills and critical thinking.	Students have fun to do the riddle that answer may seem impossible or unbelievable.

Description of Activity	Learner Age and Level	Teaching Point	Comments
15. "Chain Discussion"	Intermediate; Above 15 years old.	Good for teaching communicative language and task-based language.	Teacher check up students' communication skills. Students learn how to make time management and cooperation.
16. "Change your seat"	Pre-intermediate; Above 14 years old.	Good for communication of learners and speaking skills, revising the learnt vocabulary.	The teacher observes the learners' answers and evaluates them.
17. "Auction game"	Elementary-pre-intermediate; above 12 years old.	Good for communicative language and task-based language.	Students analyze the sentences which written to the blackboard and check If they are true or false.
18. Sit back to back	Pre-intermediate-intermediate levels; Above 14 years old;	Good for revising learnt vocabulary and grammar structures as well as speaking	The teacher gives 2 parts of a sentences and makes them sit back to back to each

		skills.	other and asks to read and fill the gaps. Students continue the given structure
19. Show and tell	Elementary-intermediate; Above 13 years old	Good for reducing the fear of speaking in public and warming up. It helps to improve the learners' speaking skills. It is a good example for class activity.	The teacher observes what grammar structures, vocabulary are used and give the guideline for describing events, people, actions and others.
20. Suggest and persuade	Pre-intermediate - intermediate	Good for communicative language and task based language.	It helps to improve speaking skills and check the students' usage of topic vocabulary that they should suggest one activity or place and persuade other students to go with themselves.

Description of Activity	Learner Age and Level	Teaching Point	Comments
21. Wie bittie?	Pre-intermediate-intermediate; Above 14 years old.	Good for peer evaluation and reading skills.	Students read each others topic and tell them what and where the mistake is. Next, they have to give feedback to each other.
22. How to make a pizza	Beginner-elementary; Above 9 years old;	Good for interacting the students during the class, revising the names of nouns. It helps to teach sequencing adverbs; first, second, next etc.	The teacher use special website to create the activity that students should do the task by seeing the color of ingredients.
23. Running dictation	Pre-intermediate-intermediate; Above 13 years old.	Good for improving reading skills, working with time management and teaching task-based language.	The teacher pays attention the order of the students that each group should come to the blackboard and read, retell the other member of group.
24. Random text	Pre-intermediate-intermediate level; Above 14 years	Good for teaching the strategies of writing skills and	The teacher should put different pictures on the wall and ask them to

	old.	communication skills.	create a random story from the pictures.
25. People I admire...	Intermediate-advanced levels; Above 15 years old.	Good for speaking skills and practicing for IELTS examination.	Students work in pairs and communicate about the famous people.
26. Mushmellow challenges	All levels; Above 12 years old.	Good for revising learned vocabulary and warming up.	Spagetti, mushmellows are given for doing th activity and the students should build a builing after telling the words with translation or defination to the class. One mushmellow\spageti is for a word.
27. Yes\ No	All levels; Above 12 years old.	Good for checking up the students' understanding the topic, reading, listening materials. It is post activity.	After reading\watching\listening materials, the students are asked yes\no question.

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