

# PLAYCOMIC

English version 



## DIDACTIC GUIDE

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# INTRODUCTION

- PLAYCOMIC does not pretend to be software to design and edit comics.
- This program pretends to go further, to use a funny, agile and versatile tool, comics, to develop the written expression of our students in both Spanish and English.
- With a correct difficulty gradation, a constant help system, a great number of activities already elaborated (more than 40 different stories) and a lot of activities, we pretend:
  - Transmit to the students a useful vocabulary needed to communicate.
  - Help the students to think about the language grammar and use it in a correct way.
  - Give tools to express, both oral and written ways, about interesting and motivating topics.
  - Give them the opportunity to recycle and review the vocabulary and grammar structures they are learning.
  - To contribute to make the learning of a foreign language more enjoyable with the help of an interactive and motivating material.



- The whole family takes a stroll in the forest when Willy the dog suddenly disappears.

- Soon it will be dark. They must find him as soon as possible, so everyone searches for him.

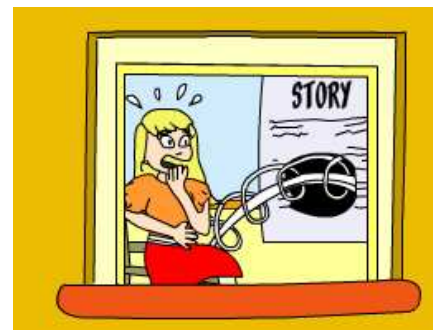
- What surprises await them in this strange forest? Will they find wild animals? Will they find Willy safe and sound?

**Name:**

# OBJECTIVES

PLAYCOMIC, by means of its activities, pretends to develop the following objectives in the student:

- To acquire the capacity to communicate both oral and written in an effective way in daily situations where communication is needed. Situations captured in most of our comics.
- To increase the useful and necessary vocabulary.
- To develop communicative skills, both receptive and productive, with the purpose to interchange information inside and outside the classroom.
- To produce both oral and written texts through comics and stories.
- To appreciate the language value as means of communication with people of a different culture and as a becoming element of the social and interpersonal relationships.
- To enjoy with the learning of a language.
- To develop creativity, fantasy and imagination.



# CONTENTS

In PLAYCOMIC the following contents will be worked:

- Comprehensive reading of the comics improving the fluency in the reading ability.
- Use of comprehension strategies of written and spoken messages.
- Progressive use of common expressions, idioms and lexicon about daily topics.
- Identification of the attitude and intentions of the speaker.
- Written production of descriptions, narratives and dialogues inside comics and stories taking into account coherence elements.
- Use of structures and functions associated to different communication situations.
- To express ideas that require use of different tenses suitable to its learning grade.
- Valuation of the formal correction in the written messages production.



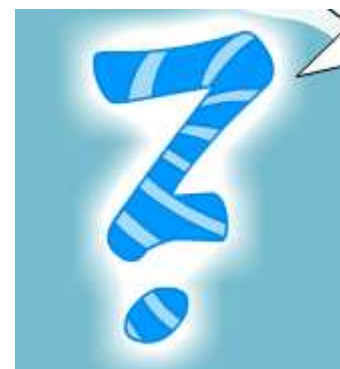
Level 2



# METHODOLOGY

PLAYCOMIC can be worked following these methodological orientations:

- PLAYCOMIC is an open software that could be used in different sessions all about the year. A composition using the vocabulary and grammar structures being learnt in that moment can always be done.
- Explained activities can be done during unlimited sessions due to the ability of the program to save the progress in all its sections and games.
- This software can also be used with group sessions with digital blackboard. The teacher could make collective reading, characterizations, etc. In addition, most of the tasks could also be made in the student notebook with the visual support of the digital blackboard.
- Once finished and printed, comics and stories can be used for a later reading in the classroom.
- To share among students their different creations will be an extra motivation to use this software.



The program has been designed paying attention to the following methodological principles:

## 1. Construction of significant learnings

Most of the stories lived by our characters can be related with the interests and personal life of our students. Because of that we consider that PLAYCOMIC can contribute to build significant learnings for the student.



## Development of the written skills

This is the main objective of our software, that our students acquire the ability to transmit an idea, situation, story or dialogue to the written language acquiring communicative skills and integrate as own common expressions, idioms and lexicon about daily topics.

## 2. Respect to the individual learning pace

As not all the students have the same learning pace and they don't have the same previous skills, the material we launch offer a correct difficulty gradation, as we could see in previous sections.

## 3. Improve the motivation of the student to the learning

The own dynamics of the software, its attractive design, its suitable contents will look for a high motivation grade in the student through the learning.

## 4. Ease and speed of implementation

The easy navigation, its intuitive interface, the easy use of the tools make the student enjoy this educational material from the very first experience with it.

However, the help system will show, in every moment, the necessary support to familiarize herself with the software control.

The software has been designed with Flash CS3, without a doubt, the pioneer in designing contents for Internet use. Because of that, the performance this material offers in Internet is simply unbeatable.

Nevertheless, to improve the performance some splash screens have been created, to avoid annoying waits during the execution of the software.



- The mother of our protagonist entrusts him a task before being going to do the purchase: to water a very delicate plant.

-Our friend gets confused for hours. When he remembers it the plant already is not. That will have happened?

-Out the window he sees a gentleman with an identical plant. One will have stolen it?. Help him to verify it.

**Name:**

# EVALUATION

As we mentioned previously, PLAYCOMIC is an open software with the main objective of the literary creation of stories and comics. This characteristic makes essential the teacher figure when the time to evaluate takes place.

The teacher will be the person in charge of transmitting to the student the necessary corrections to make a high quality literary production.

The following evaluation criteria are offered as a guide that the teacher could take into account when she is developing this task:



- To value the correct use of the grammar structures.
- To value the use of common expressions, idioms and useful lexicon in stories and comics.
- To value the ability to organize in a coherent way the scenes and dialogues of a comic.
- To value the capacity to transform an image into a short narrative in a correct and organized way.
- To value the depth of the arguments in comics and stories.
- To value the creativity and imagination in the creation of comics and stories.
- To value the initiative and nerve to express in written language own ideas and feelings.