

LEARNING ENGLISH IS FUN 9-10ans

Développée par d'anciens animateurs du camp et par des enseignants chevronnés, la méthode d'enseignement de l'anglais est axée sur le jeu et l'expression verbale.

Dans la méthode pour les 9-10 ans tous les apprentissages seront sous formes de jeux et d'activités. Que de plaisir !

MATÉRIEL

Le camp se déroule sur l'un de nos cinq sites de camp d'anglais. Tout dépend de votre choix lors de l'inscription.

MATÉRIEL

Le matériel d'apprentissage est fourni par le camp

En partenariat avec
La COMMISSION SCOLAIRE
DES NAVIGATEURS

PROGRAMME et OBJECTIFS

L'expertise développée par notre camp nous a permis de fixer deux objectifs :

- Le plaisir : afin d'avoir le goût d'apprendre l'anglais et d'essayer de le parler.
- L'apprentissage : contrairement aux autres types de camps, il est difficile de quantifier cet objectif dans un court séjour de deux semaines.

Évidemment, les apprentissages varient selon le niveau d'anglais du participant, son implication dans le camp et le suivi à la maison (émissions de télévision, parents, etc.).

Chaque jour, les jeunes vont voir différents thème qui les feront pratiquer des mots de vocabulaire en anglais.

À la page vous verrez un exemple de la méthode pour un séjour complet



***Voici des exemples de la méthode des 9-10 ans
pour un séjour de camp complet***

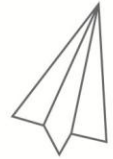
| | |
|---------------|--|
| DAY 1 | Children must learn to introduce themselves and meet the group. Children learn to make basic demands and respond to basic orders. |
| Example Day 1 | My name is _I am_ years old, I am_(happy/sad). |

| | |
|---------------|---|
| DAY 2 | To review vocabulary related to giving and asking for directions. To be able to use prepositions to describe the location of things as well. |
| Example DAY 2 | Boulevard, tunnel, stop sign / Road, street, avenue/Back Up /Close to/Across/Under |

| | |
|---------------|---|
| Day 3 | Children should be able to name the different places around the city and to add them to the map they created the day before |
| Example Day 3 | Shopping mall, elementary school, high school, grocery store, hospital, bank, police station, fire station, church, gas station, restaurant, cinema, etc. |

| | |
|---------------|---|
| Day 4 | To be able to use the future tense and to describe events that will happen in the future. To be able to discuss future plans and to create futuristic events |
| Example Day 4 | Will, Tomorrow, In (x) days Times markers : Next year/month/time |

| | |
|-------|--|
| Day 5 | Children review all the key words and expressions through meaningful games |
|-------|--|



| | |
|---------------|---|
| DAY 6 | Kids should be able to classify the food into categories such as drinks, starters, main dish and dessert. They must be able to use some restaurant vocabulary orally to order their meal. They learn how to form information questions. |
| Example Day 6 | Yes i would like_____ /Do you want desserts /Anything else ? Are you ready to order |

| | |
|---------------|--|
| DAY 7 | To be able to play a whole match of any sport in English only while using functional language efficiently. To be able to name different sports and associate the sports to the right season. |
| Example DAY 7 | Skiing / Hockey/Skating/Volleyball/Hiking Pass me the/ I'm free /Go to the bench /Let's swich /kick it |

| | |
|---------------|---|
| Day 8 | To learn all the question words and to know how to use them. To be able to recognize the question words and the information related to them |
| Example Day 8 | Who / What/ When / Where How far /How long |

| | |
|---------------|---|
| Day 9 | Children review all the key words and expressions through meaningful games. |
| Example Day 9 | Revision of everything seen since day 1. |

| | |
|--------|--|
| Day 10 | For the final day, the children will make challenges that gather all the learning seen during the stay. There will be songs, spelling challenges, memorization challenges etc. Gathering takes place around 3:45 pm and lasts about 45 minutes |
|--------|--|