Executive Summary

Lesson 4-5 Review, 1年生

Compared with the 1年生 average and other game-type lessons, this lesson was higher in enjoyment, focus, difficulty, use of English with classmates, target score and transfer score. It was particularly low in anxiety.

I saw that the small-group format encouraged peer teaching, and submitting answers online, rather than sharing with the class, lowered students' anxiety.

I noticed that not being able to see their scores, as opposed to having them on the board, gave more students hope that they'd win and kept motivation high. Maybe we could apply this to our other game-type lessons, as well.

This Lesson vs. the Average

This shows how this week's lesson compares to all other 1年生 game-based lessons.

