

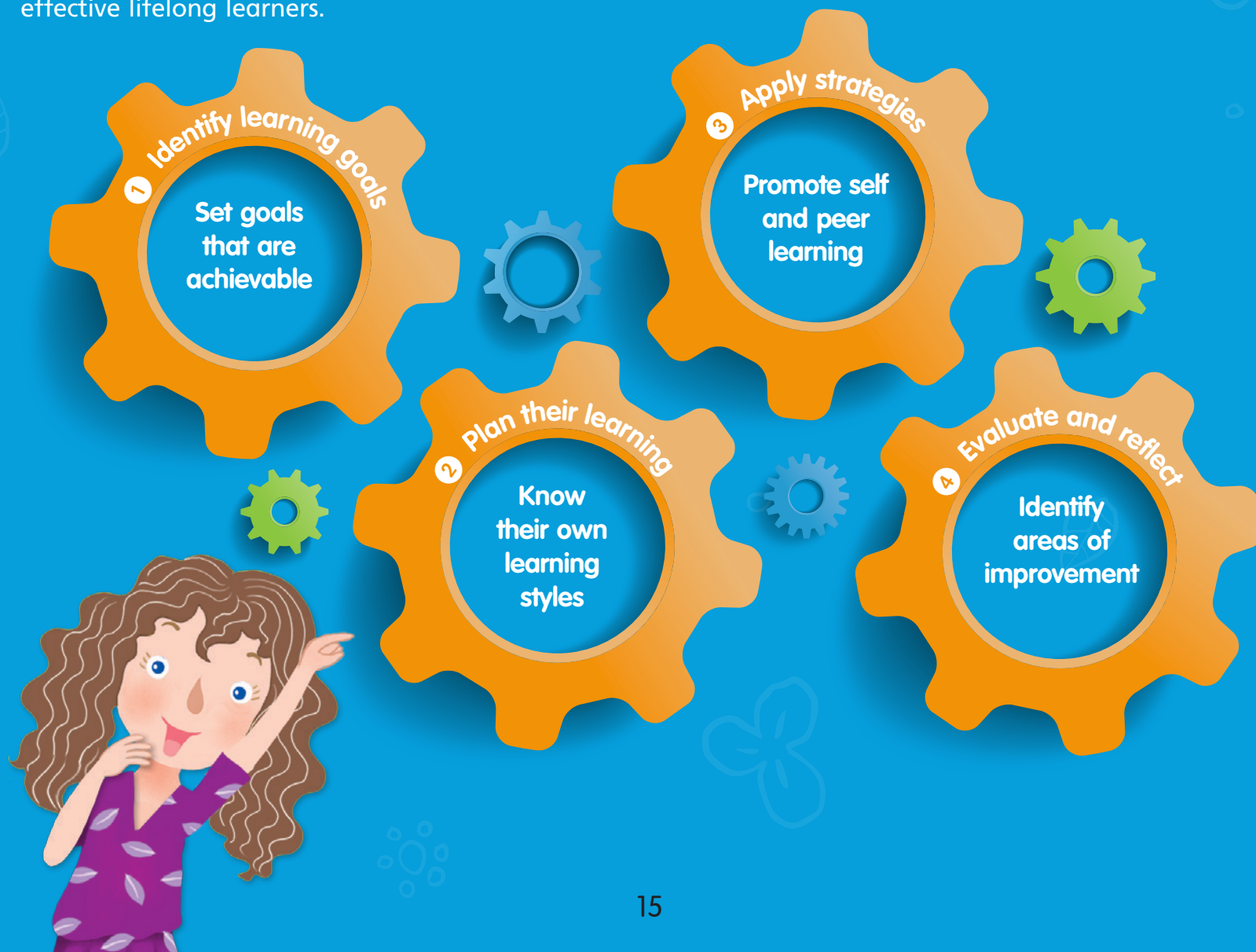


Self-directed learning

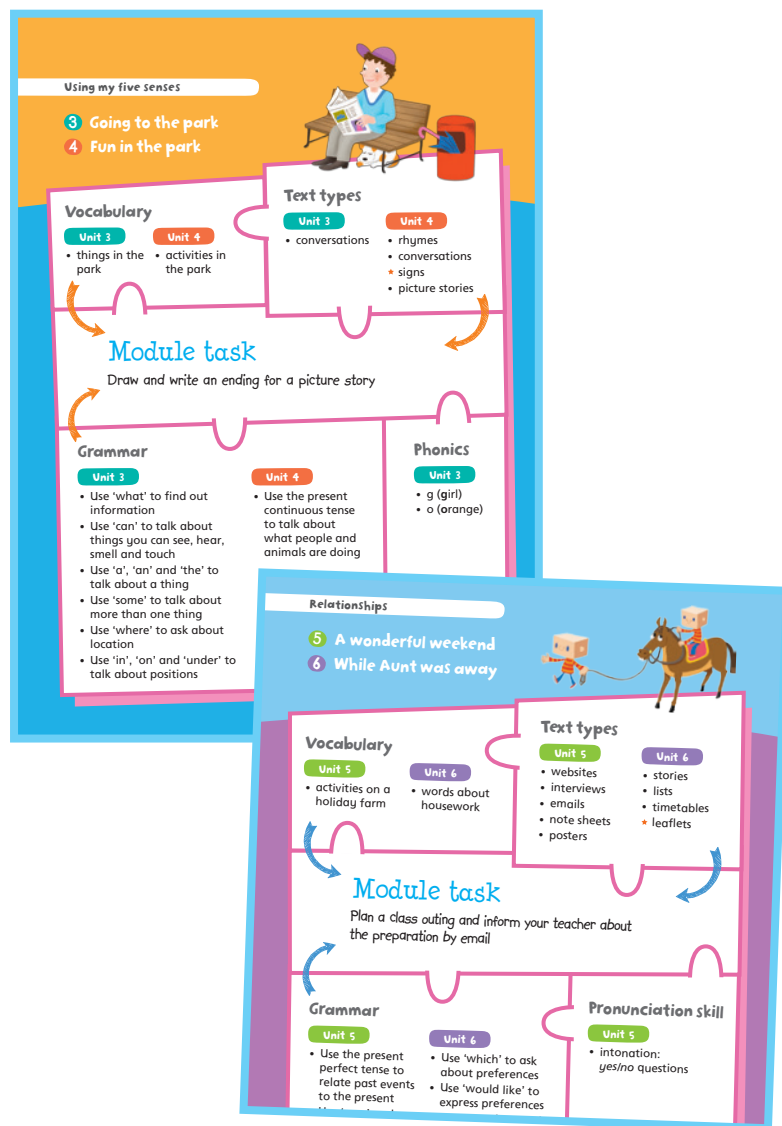
Ready nurtures effective lifelong learners

What is SDL?

Self-directed learning (SDL) is a learner-centred learning process. Students, with support from the teacher, take an active role in their own learning. Using this process, students become effective lifelong learners.



1 Identify learning goals



Lists of target learning items to help students understand their goals

2 Plan their learning

Flipped classroom activities, self-learning skills and extended reading to cater for all kinds of learners

1 All about fruit

Mum and Pinky are at the supermarket. What kinds of fruit can you see?

Watch the video.

Choose the correct answer.
Milk and cheese are good for our bones and teeth.

Self-learning skill

A dictionary entry tells us the meaning of a word. What else can we find?

Read line 22:
'Max ... pressed the button on the time machine.'

What does 'button' mean?

1 2

These words give us a hint on the meaning.

button noun part of speech
1 a small round thing on clothes; you push it through a small hole
2 a small thing on a machine; you push it to make the machine work
Press this button to ring the bell.

number of meanings
example sentence
meaning

Extension

Housework magic

Hello, children! I'm the Housework Fairy. I'm good at doing housework. Do you want to help at home in an easy way? Let me teach you some housework magic!

How can I clean the windows and make them shiny?

Magic 1: Old newspapers can help!

Why?
The ink in newspapers can polish the glass smooth. Also, newspapers do not leave any fibres on the glass.

3 Apply strategies

Units 1-2

Get set!

C Get into pairs. Ask your partner questions. You may write notes in the speech bubbles.

Hello. What is your name?

My name is ...

Can you spell your name, please?

...

How old are you?

I am ...

Unit 2

Communicative language

Think-Pair-Square

- Put students into pairs. Have students to ask and answer the questions.
- After students have finished asking each other questions, put two pairs of students together. Ask each student to share in their group what they found out about his/her partner.

Step 1 What ...? Step 2 What ...? Step 3 This is ...

Resources and notes

water pistol fun

Shoot the clown's mouth with a water pistol to pop the balloon.

skee-ball

Throw balls into the holes to get different points.

cornhole game

Throw beanbags into the hole to win a prize.

B Ask your group members which games they like. Choose the game that most members like for the game booth.

Which game do you like?

I like ...

I like ... too.

Let's ...

Different learning strategies to promote **pair and group learning**

4 Evaluate and reflect

Get feedback from peers and assess their own learning

Self-assessment

What can you do in this module? Tick (✓).

Unit 1	😊	😐	😞
I know the words for places in a city.			
I can understand the comic strip.			
I know why we repeat some words or put them in capital letters.			
I can ask and answer questions about places in a city.			
I can describe the location of different models.			
I can listen for information about different places in a city.			
I know the letter sounds b and u.			

Peer assessment Ask a group member to tick (✓).

	😊	😐	😞
I can write instructions for a funfair game.			
I can write rules for a funfair game.			
I can make a poster about a game booth.			
I can do a clear presentation about a game booth for the school funfair.			

Peer assessment Ask a group member to tick (✓).

	😊	😐	😞
I can share ideas about a game booth.			
I can listen to my group members.			
I can collect ideas from others.			

And more ...

Read more about SDL in our Self-directed Learning Booklet.

