Integrating CLIL course workbook

Module 2, part 1: Inspiration, Fun and Games with CLIL

Use this workbook to take notes and record your ideas. There’s a section at the end for questions and vocabulary.

1. **Why are games important for language learning?**

| Make notes here |
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1. **Elevator pitch**

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1. **CLIL activities and games**

| Make a note of new games and activities that you could use here |
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1. **CLIL lesson analysis**

| **Activity title/Content** | **Language/vocabulary focus** |
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| **Interactive elements** | **Suggest three ways to make this activity more interactive** |
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**Try it !**

| Choose 2-3 activities from the lesson or from your handout to try in the classroom next week - be ready to tell us how it went next time!  1.  2.  3. |
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**New language and vocabulary**

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**Questions**

Write your questions for next time here, or add them to the shared file.

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