

## Key Terms and Concepts

### **Theme**

- The general context.
- Some themes are:
  - Health, Education, Work, Consumerism, Transportation, Recreation, History, The Environment, Law, etc

### **Module**

- A unit of instruction focused on a specific topic in a theme that incorporates a number of lessons and inter-related language tasks
  - Theme: Health
    - Module : Getting a Check-up

### **Language Task**

- The purposeful, authentic “real world” communicative tasks that someone needs to carry out in a specific social (community, work, school) context
- The goal of instruction
- The source of the language focus items that will be addressed through instruction, i.e.
  - writing a note to a child’s teacher to explain an absence is a language task;
  - completing a grammar fill-in the blank is an exercise or teaching activity. It is NOT a language task

### **Language Focus**

- Speech acts and functions (greet, instruct, inform...)
- Textual features (genre features, text structure, cohesive and coherence devices),
- Linguistic elements (grammar, vocabulary, stress, intonation and pronunciation/orthography),
- Pragmatic factors (cultural conventions related to appropriate communication between/among specific individuals in specific contexts)
- Strategies
  - Learning strategies – such as learning style-based strategies
  - Language strategies – such as (L) listening for gist; (S) compensatory and conversation management strategies, such as clarifying or turn-taking (R) skimming or scanning; (W) brainstorming related to the language skills and tasks

### **Context Information**

- The information about the community, work, school context and/or cultural information needed to carry out the language task,
  - in a module on banking, information about banking in Canada would need to be provided to students

### **Learning Activity**

- Awareness Raising Activities
- Appropriation (Skill-building Activities)
- Autonomy (Skill-using Activities)

### **Resources**

- equipment,
- teacher-developed, published, or authentic materials and realia for class use