年度 2007 学期 後期	期 曜日·校時 火 4	必修選	択 必修	単位数	1
授業科目/(英語名)	英語コミュニケ-ション III English Communication III				
対象年次 2年次		習 教室			
	2M12		外国語科目(英語)		
	/ Eメールアドレス/研究室/TEL/				
担当教員∶ルール・ミ /オフィスアワー∶	シェル / Eメールアトレス : michele@net 月 2:30 5:30 ; 水 10:30			開発センター2F	
担当教員(オム ニバス科目等)					
授業のねらい: The a provoking. Recording ro to raise awareness of ac 授業方法: The home inspiration. Learners of progress. Opportunities maximized.	去(学習指導法)/授業到達目標 aim of this class is to further devel oom days are opportunities for lear ccuracy in speaking and listening. E page and audiovisual materials will will work in pairs, small groups and for learners to ask questions and o	op English fluency thro ners to demonstrate the Extensive reading and the be used to provide exa individually during cla double check meanings	neir personal English writing will be mainta amples, active and sp ass time to develop a	a speaking develop ained over the we beaking target lang and evaluate their	ment and eks. guage and work and
授業到達目標∶By th	e end of the course, learners woul - speak about topics a - realize the importanc - use maps, pictures, e - see improvement in v	nd tell/retell stories the e of active listening are etc. to organize topic i	nd demonstrate basion information and story	c active listening	
授業内容(概要)Th representative of every	内容(毎週毎の授業内容を含む) ne class content will include sel day conversations. Speaking and ac ugh activities which will recycle us 'rankenstein.	tive listening will be p	riority in class and t	ime will be divided	d between
第2回 Self Introduct 第3回 Recording Ro 第4回 Board Game # 第5回 Telling and Ro 第6回 Recording Ro 第7回 Board Game # 第8回 Midterm Test 第9回 Recording Ro 第10回 Board Game 第11回 Telling and listening; F 第12回 Recording R 第13回 Board Game write for ho 第14回 Recording F	tion; Introduce Frankenstein; Intro tion & Active Listening; Board Gar om Day #1: Download Recording S #1; 2 Word Card Games to recycl etelling stories: practice Shadsum om Day #2: Record your story with #2 English Expressions Review; : Free Writing Check, Class Notel om Day #3: Record Stories #1 and #3 English Expressions maps 5- Retelling stories: practice Shadsum rankenstein p. 33 55 discuss sto oom Day #4: Record Story #3; Gam e Review & Story Review; Story # mework. Room Day #5 : Record Story #4; G en Test: Free Writing Check, Clas	ne #1. English express Software & record Self e new vocabulary. Stor and Active Listening; I story example #2. Ma book Check, English E #2; Active Listening of 7; Story example #3 - n and Active Listening ry themes. ne Board #2 w/ Active 4 Your Choice of th ame Board #3 Active I	sions maps 1-4. Mak Introduction w/Acti ry example #1. Make Frankenstein p. 1-33 Homepage Stories ar ake a story for home expressions & Franke demo; Homepage Sto Make a story for home ; Board Game #3 Listening; Listen to heme or Random Cho Listening; Frankenst	te Word Cards. ve Listening. a story for home 3 discussion. nd Retell one. work. enstein questions. ories and Retell or omework. choose questions Home Page Story oice Story Game. tein discussion que	ne. for active & Retell. Map and estion.
キーワード	Fluency; Active Listening; I	Free Writing; Diary	; Maps; Story T	hemes; Story 7	Felling ;
教科書·教材·参考書	Extensive Reading * <u>Frankenstein</u> by Mary Shelley, ( *Headphones w/ microphone & * *Word Cards, *Color pens & * Ms. Ruhl s HomePage Class Notebook provided by M Prints and English Expressions B	128 USB Flash Memor 光ぺん s. Ruhl	ry		
成績評価の方法 · 基 準等	Midterm 25% Recordings 15% Story Telling and Active Listenin Participation 10% Final Test 25%	· · · · ·			
受講要件(履修条件)					
本科目の位置づけ /学習・教育目標					