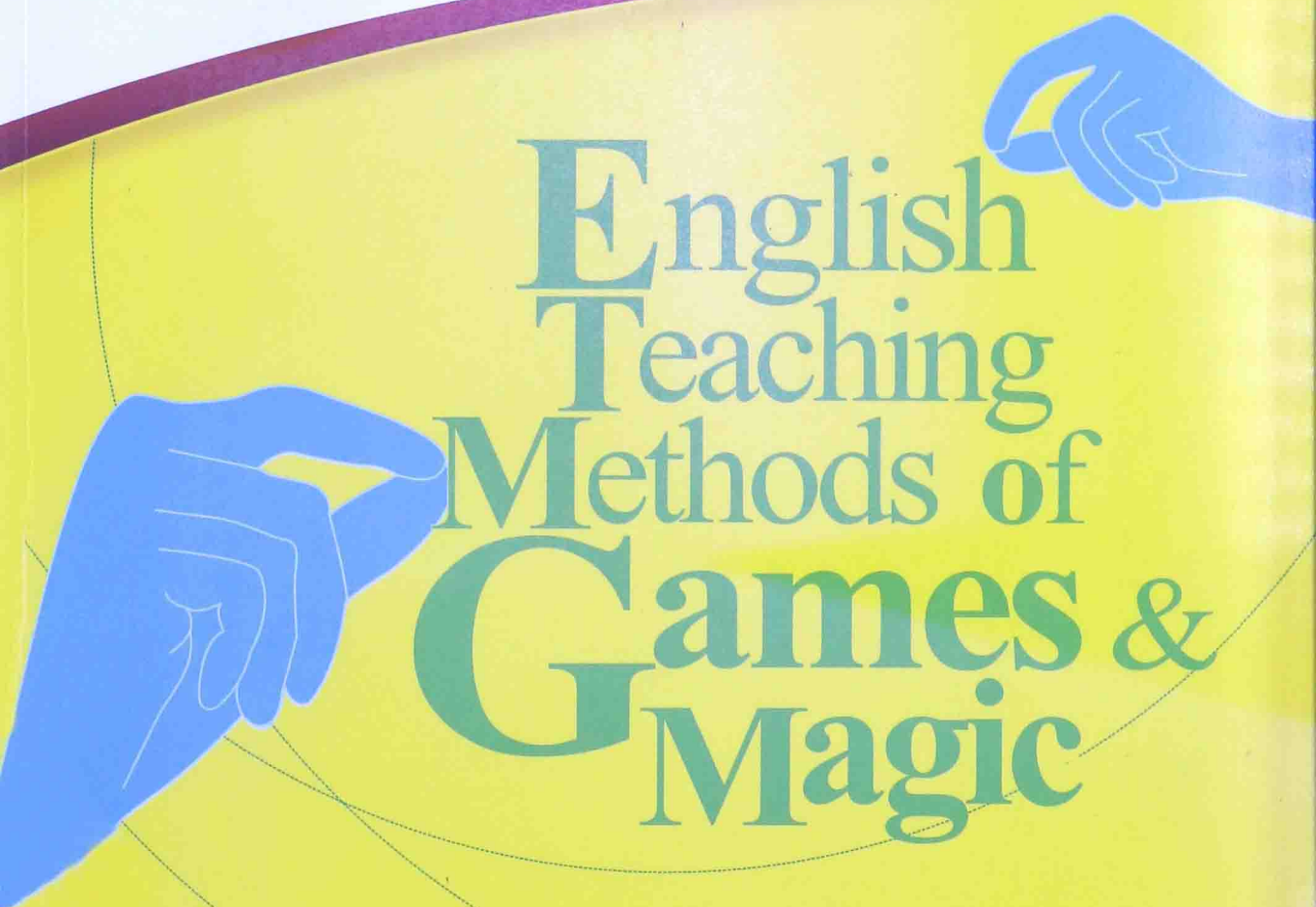


英汉对照

英语游戏·魔术教学法： 案例设计与过程示范

郭跃进 著



English
Teaching
Methods of
Games &
Magic

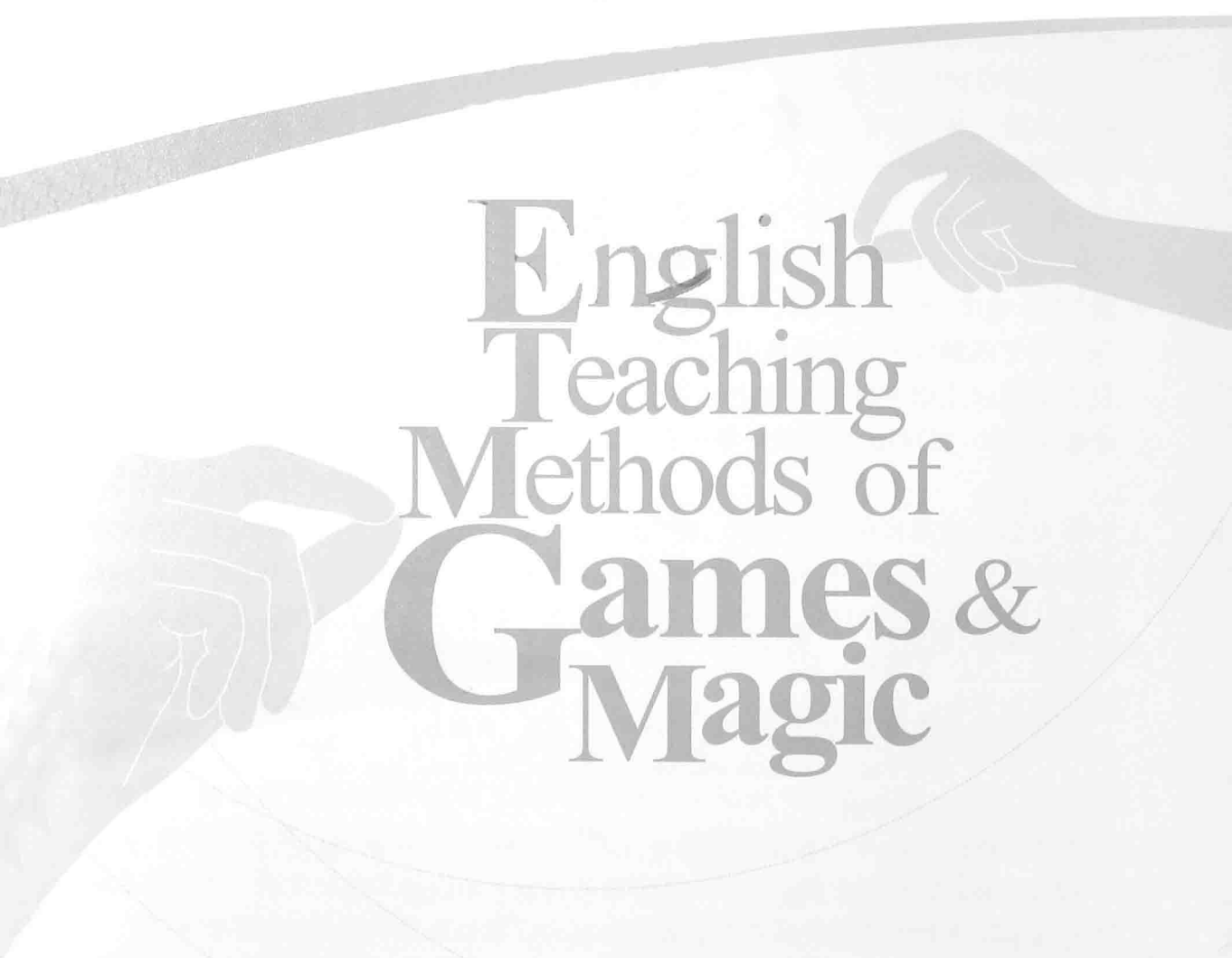


WUHAN UNIVERSITY PRESS

武汉大学出版社

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图书在版编目(CIP)数据

英语游戏·魔术教学法:案例设计与过程示范/郭跃进著. —武汉:武汉大学出版社,2014.5

ISBN 978-7-307-12704-3

I. 英… II. 郭… III. 英语课—课堂教学—教学研究—初中
IV. G633.412

中国版本图书馆 CIP 数据核字(2014)第 004900 号

责任编辑:赵财霞 责任校对:鄢春梅 版式设计:马 佳

出版发行:武汉大学出版社 (430072 武昌 珞珈山)

(电子邮件: cbs22@whu.edu.cn 网址: www.wdp.com.cn)

印刷:湖北民政印刷厂

开本: 720 × 1000 1/16 印张:18 字数:256 千字 插页:2

版次:2014 年 5 月第 1 版 2014 年 5 月第 1 次印刷

ISBN 978-7-307-12704-3 定价:36.00 元

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前言

游戏作为人类的一种学习形式远远先于课堂教学。人类的语言学习，很多就是在生活的游戏中实现的。在学习语言的过程中，我们应该去回味自己孩提时咿呀学语的情景。外婆膝盖上低吟的儿歌，小朋友间相互追逐的游戏，父母惟妙惟肖的说逗，都给人留下终身刻骨铭心的记忆。少年儿童喜欢在游戏中表现自我，倾心地去履行游戏职责，并用言语倾诉内心的喜悦，语言的种子此时正在悄然生根、发芽。游戏教学是中小学以及学前教育英语课堂教学中的一道佳肴，深受学生欢迎，它是由传统的游戏活动演变而来的。在传统教学中，游戏活动可比作教师“烹调”的“调料”；但在现代教学中，游戏教学则是教师为学生烹调的“大菜”中的一道“佳肴”，已经成为教学中不可缺少的一种技巧和手段。用游戏组织教学能激发学生的学习兴趣，使学生在“玩”中学到知识，同时，使学生在心理和生理上的需要也得到了满足。简言之，游戏教学既重视教与学过程中学生的主观选择性，又促使学生从“要我学”向“我要学”转化。

魔术教学是近年来举国上下“魔术热”的产物，笔者研究英语教学，近年来一直在探索学前教育、中小学基础教育在此领域与时俱进的时代发展，自己同时也是魔术的爱好者。魔术是制造奇迹效果的艺术，能带来令人瞩目的结果与意外。魔术更能反映一种人生态度与哲学情怀，或处变不惊，大笑释然，或洞若观火，透表看本，无不体现一种激荡与静默的人生态度。近年来，基础教育的学习方式正在发生革命性的变化，学得、习得、主动建构是时代潮流。在魔术全方位的互动中，少年儿童因为由衷喜爱魔术的形式而下意识地掌握语言知识与交流技能，达到了“爱屋及乌”的学习效果。在魔术这种轻松的语境中，自然而然地培养了学生的观察能力和语言能力，魔术后的启发式思考又在极大程度上培养了学生的思维智能。

本书编进近 200 个作者自己精心设计或改编的教学游戏和魔术以及 200 多个智力游戏。它们经过教学实践，在包括学前教育在内的中小学基础英语教学中大放异彩，收到了良好的效果。全书分为两大部分，英语课堂教学游戏部分和英语课堂教学魔术部分。每个游戏按游戏目的、道具准备（若需要）、游戏时间、游戏指导、游戏过程等名目编写，英汉对照，言简意赅；每个魔术按适用范围、基本道具、演



示效果、英语互动、终极揭秘等名目进行编写。附录还提供了 200 多个英语课内外智力游戏及答案供教师参考使用。

相信这本书将会成为您教学中的新帮手。一册在手，常开笑口；一册在手，教学无忧。

编 者

2014 年 2 月于湖北第二师范学院



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