

ACTIVITY #1**Mr Karoly Balazs Erdei**

PART I.Directions: The following are educational objectives for Elementary Science, English, and Math subjects. For every educational objective, formulate two learning outcomes:

Educational Objectives	Learning Outcomes
Example: To enhance the communication skills of students by telling a story. (storytelling)	The students can write their own stories and share these with their classmates.
1.To provide instruction that will enable the pupils to understand their immediate physical environment by using their senses, questioning, sharing ideas and identifying simple cause-and-effect relationships (cognitive objective)	<p>1.1 The learners can play the game feely bag with each other.</p> <p>1.2 The learners can draw the objects in the classroom in order of their weight, from lightest to heaviest.</p>
2. To equip the pupils with the skill to conduct the guided investigation by following a series of steps that include making and testing predictions, collecting and recording data, discovering patterns, and suggesting possible explanations. (psychomotor objective)	<p>2.1 The learners can mix different colour paint and predict what new colour they will get.</p> <p>2.2 The learners can plant different seeds in small pots, put them on the window sill, water it regularly, and record the changes that happen.</p>
3. To encourage among the pupils a deep understanding and appreciation of the differences of the plant and animal groups	<p>3.1 The learners can look at something (a picture for example) and tell if it is a living or a non-living thing, and then classify it as a plant or an animal.</p> <p>3.2 The learners can talk about the habitat of the</p>

	particular plant or animal in question.
4. To develop learners' capacity for interpreting what has been heard and read from various types of media, and the ability to express opinions with proper reasoning.	<p>4.1 The learners can retell the stories of their classmates.</p> <p>4.2 The learners can be familiarised with educational case studies for young learners that have no right or wrong answers. (E.g.: the case study used for Astra Nova school enrollment.)</p>
5. To enhance the learners' ability to use foreign languages in various situations in school, community, and society.	<p>5.1 The learners can read the menu in the school cafeteria which is only in English (or any other) language.</p> <p>5.2 The learners can meet guests in club or community activities who only speak another language.</p>
6. To equip the learners with the ability to present data and information, concepts, and views on various matters by speaking and writing.	<p>6.1 The learners can prepare small presentations about a particular topic and present it to their peers.</p> <p>6.2 The learners can participate in the school's student body president election campaign.</p>
7. To develop learners' language communication skills for effective exchange of data and information; and efficient expression of feelings and opinions.	7.1 The learners can play the whisper chain game to experience how data and information can be distorted through communication.

	<p>7.2 The learners can actively learn vocabulary in a fun way about feelings and sentence structures to express opinions.</p>
<p>8. To provide instruction that will enable the pupils to understand the results of operations of numbers, the relationship of operations, and application of operations for problem-solving.</p>	<p>8.1 The learners can calculate the final price of a shopping list.</p> <p>8.2 The learners can find out how much money they each need for the school trip.</p>
<p>9. To develop the skills of learners in understanding the basics of measurement, and measuring and estimating the size of objects.</p>	<p>9.1 The learners can draw the objects in the classroom in order of their length, from shortest to longest.</p> <p>9.2 The learners can line up in a single file starting from the shortest student all the way to the tallest one.</p>
<p>10. To develop learners' capacity for problem-solving, reasoning; communicating, presenting of mathematical concepts; linking various bodies of mathematical knowledge and linking mathematics with other disciplines, and attaining ability for creative thinking.</p>	<p>10.1 The learners can solve word problems.</p> <p>10.2 The learners can present riddles and fun guessing games to each other.</p>