(English Expression)	Matthew APPLE

	C-2 (80%), A-1 (20%)	JABEE f, a

English Expression aims to provide opportunities for students to engage in real-world English activities for a fictional company. By the end of the course, students will be able to design, market, and advertise a project in English, by working together in a team.

Throughout the course, students will work in teams to create and promote a project of their own design. Each student will take turns controlling the team as a team project manager, and each team will accomplish a group task at the end of each of four stages. Students will also prepare an English resume and practice interviews at the end.

"The proof is in the pudding," as we say in English. "Tests" are worthless compared to real-life English-language situations. Students who cannot express their own ideas will be cut off from industry and business deals in Asia, Europe, and throughout the world. Positive "can-do" and "never give up" attitudes essential!

1.   Design a project and conduct surveys of classmates in English
2.   Analyze and present survey data in English
3.   Create an "infomercial" about a project and do an interview in English

Class Participation (25%)/ Graded readers (25%) / Tasks (25%) / Final project presentation (25%)

Widgets: A task-based course in practical English (Pearson Longman)

Homework will consist of a minimum of one graded reader per two weeks, project preparation/creation, task self-evaluation, and other forms. Students are expected to maintain contact with class group members in order to complete group tasks in a timely fashion.

	Introduction to Widgets, Inc.	Self-introductions, graded readers	
2	Stage 1 start;Welcome to Widgets!	Video; first impressions, business cards	
3	Book Talk 1; polite language	Starting conversations; asking appropriate questions	
4	Examining and evlauting products	Speaking/listening gap activities	
5	Stage 1 end; self-evaluations	Making a team, choosing a department	
6	Stage 2 start; solving a problem	Choosing a team project manager	
7	Book Talk 2; Discussing R & D	Evaluating product problems	
8	Brainstorm new products	Product design ideas	
9	Creating a product proposal	Team project proposals	
0	Stage 2 end; self-evaluation		
1	Stage 3 start; new project manager	Choosing a new manager, discussing pros and cons	
2	Book Talk 3; learning to disagree	Polite language; agreeing and disagreeing	
3	Deciding which product to endorse	Evaluating another team's product ideas	
4	Project presentation poster creation	Create a poster to explain team decisions to classmates	
5	Stage 3 complete: Presentations	Students present and evaluate poster presentations	
6	Stage 4 start; market research	Videos on sample research reports	
7	Preparing a questionnaire	Creating and conducting a survey	
8	Book Talk 4; analyzing data	Analyzing the data, making inferences and evaluations	
9	Summarizing research findings	Summarize findings; prepare a report	
20	Stage 4 end; self-evaluation	Present market reports to classmates; evaluation	
21	Stage 5 start; Planning an infomercial	Video of sample infomercials	
22	Brainstorming the infomercial	New team managers; ideas for selling the product	
23	Creating the infomercial (1)	Planning, drawing, assigning roles	
24	Book Talk 5; Creating infomercial (2)	Scripting, rehearsing, and/or recording	
25	practicing the infomercial	Practicing and/or recording and/or editing	
26	Stage 5 end; Infomercial presentation	Presenting live or recorded infomercial in class	
27	Stage 6 start; reflecting	Beginning an evaluation of Widgets	
28	Book Talk 6; Making a resume	Resume and CV creation	
29	How to do an interview	Video of sample interviews and practice	
30	Stage 6 complete: Final self-evaluation	Interviews	

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