



ENGLISH THE SAINT JAMES WAY: COURSE CREATION

Learning objectives: Definitions

The definition of the Learning Objective helps us answer the question “Why is the student doing this activity or exercise?” It does not necessarily correspond to the steps the student has to take to do the exercise itself, but rather it serves to define what it is we hope the student will gain from doing the activity.

Possible Learning Objectives:

- Understand meaning of target language (vocabulary/ grammatical structure)
- Recognise target language (word level)
- Apply target language (vocabulary/ grammatical structure)
- Combine target language (vocabulary/ grammatical structure)
- Develop pronunciation
- Develop listening comprehension
- Assimilate target language (vocabulary/ grammatical structure)
- Develop speaking

Reaching these learning objectives will enable the learner to produce and manage discourse, which in turn leads to the ability to participate in a communicative event.

1. **Understand meaning of vocabulary/ grammatical structure:** The student understands the meaning of the exponents or discourse.
2. **Recognise:** is able to understand words that he “knows” but has difficulty recognising when he hears them, e.g.:”bio”
3. **Apply:** The student learns to insert in a sentence or answer a question using the linguistic content in question.
4. **Combine:** The student is able to combine the exponents to produce frequently used collocations
5. **Develop pronunciation:** The student becomes better able to pronounce the target language sufficiently clearly to be understood with a minimum of effort by the listener
6. **Develop listening comprehension:** The student becomes better able to understand connected spoken discourse
7. **Assimilate target language:** The student is able to remember or “learn” the exponents
8. **Develop speaking:** Even in the absence of voice recognition software, speaking development can be the objective of an activity if you are working on the discourse level and not the word level.