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Games and kinesthetic activities for increasing lesson accessibility

Saturday 3 February 2024 14:10 (25 minutes)

Games and kinesthetic learning can make any lesson's content more accessible to students. For example, visualizing the differences between DNA and RNA with a drawing or using beads to represent changes in population genetics. The presenter will share four different activities from a CLIL course teaching evolution concepts in English for 3rd and 4th year university learners and participants will get to try them out.

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