

第五
届

英语教学与测评学术研讨会

The Fifth Conference on English as a Foreign Language Teaching and Assessment

—— 教、学、评：核心素养与多元评价 ——

基于三维动态语法观的语法教学课例

Do You Know When Basketball Was Invented?

Unit 6 Section B 2b

姓名: 朱文娟 单位: 北大附中西三旗学校

目 录

01. 指导思想与理论基础
02. 基于诊断测评结果的学情分析
03. 体现诊断测评结果的语篇研读
04. 体现诊断测评结果的教学过程
05. 教学反思



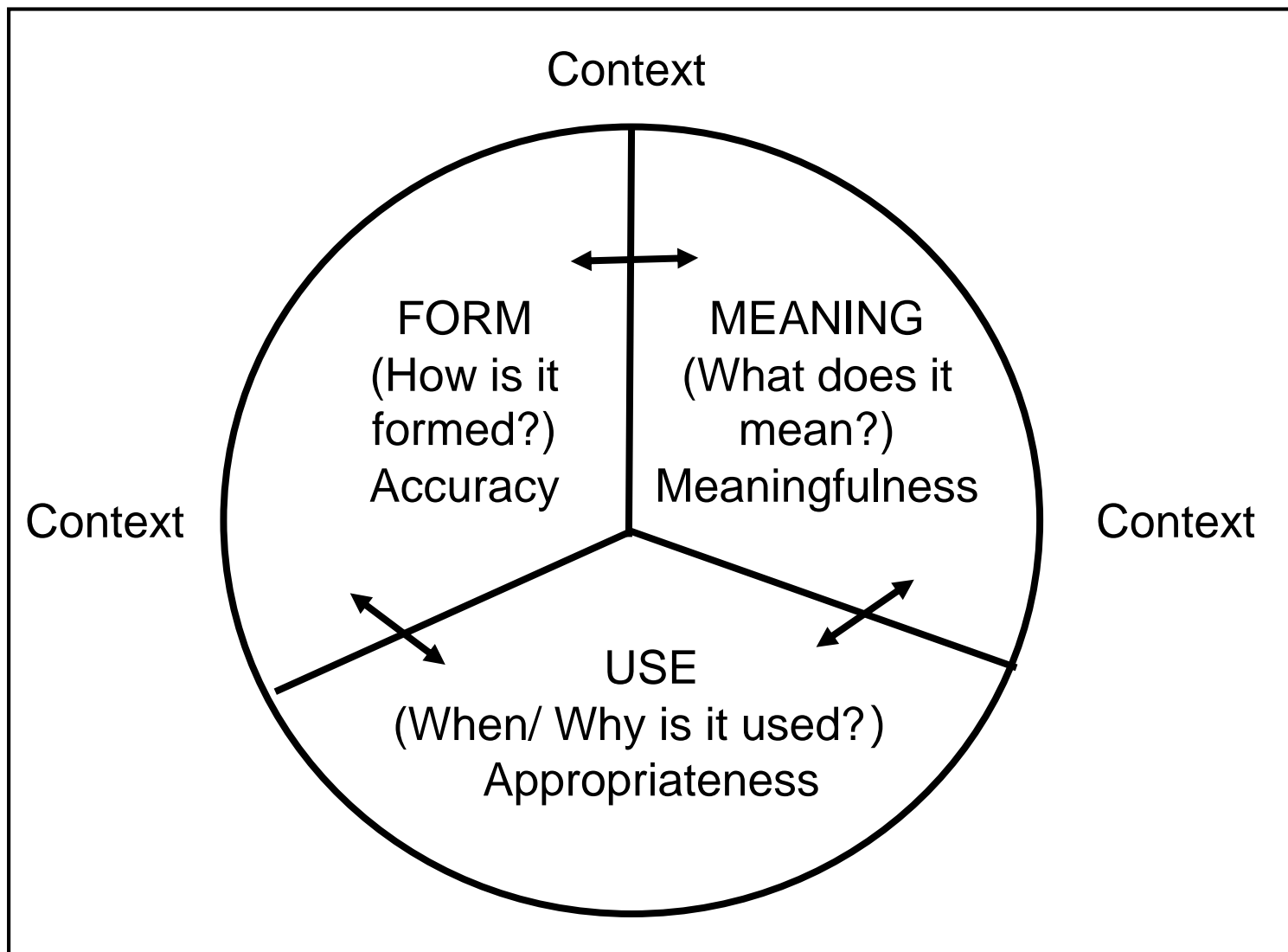
01

指导思想与理论基础



- 《义务教育英语课程标准（2011年版）》主张学生在**语境中接触、体验和理解**真实语言，并在此基础上**学习和运用**语言。
- 《普通高中英语课程标准（2017年版）》中提到，在教学中，教师应重视**在语境中呈现**新的语法知识，**在语境中指导学生观察**所学语法项目的使用场合、表达形式、基本意义和语用功能，**在语境中帮助学生学会应用**语法知识理解和表达意义，引导学生**不断加强准确、恰当、得体地使用**语言形式的意识。
- 教师应根据学生实际需求，围绕“**形式—意义—使用**”，采用和设计不同类型的学习实践活动，以**既有层次又强调整合**的多种教学活动来**引导学生发展**英语语法意识和能力。





- Using language involves making meaning. Grammar is not only about rules about form. It's also a resource for making meaning and appropriate use.
- Grammar-using is a dynamic system.
- Teach reasons, in addition to rules.

Based on the Webinar *Grammaring & Writing: Making Meaning in Discourse* given by Larsen-Freeman, D. 2022



02

基于诊断测评结果的学情分析



诊断测评结果分析

词汇

常用的动词、名词、形容词、副词以及词块是难点，属于未达标的微技能。

- 以常用时态和语态使用这一微技能诊断表现为例：59%（16人）的学生属于未掌握的程度，有41%（11人）掌握了该语法项目。
- **重点关注常用时态和语态**以及非谓语动词使用的微技能。

语法

学生不能在熟悉话题的语篇中，理解和运用常见时态、语态、非谓语动词以及常用复合句。



学生语法学习表现归因分析

- 关注语言形式多于语言实际使用

被动语态

- 能够在语句中辨识出被动语态的构成；
- 但是在口头或书面表达时不能准确、得体、恰当地使用不同时态下的被动语态达意。



学生语法学习表现归因分析

- 关注语言形式传达的意义多于语言实际使用



被动语态

- 能够在教师讲解和展示的方式下理解不同时态下的被动语态所表达的意义；
- 但是缺乏探究其背后的语用特征、使用场景以及原因的机会和能力。



学生语法学习表现归因分析

- 语言使用中的修正意识不足

被动语态

- 没有及时修正写作中出现的问题和错误；
- 只关注被动语态的形式错误，不关注使用是否得体、恰当、有意义；
- 缺乏对形式不准确、语言使用不达意和不得体的原因的思考和分析。



03

体现诊断测评结果的语篇研读



文本内容分析

Unit 6 When was it invented?

Topic: the history of inventions

2b Do You Know When Basketball Was Invented?

【What】 该文本围绕篮球运动的发明史和受欢迎度展开。文本从篮球运动的简介开篇切入，说明了篮球运动的受众人数和区域以及篮球运动发展的重要节点；再引入篮球运动的发明史，说明了篮球运动的发明者、发明原因、最初的比赛规则和形式等；最后通过描述现今篮球运动的风靡、主要赛事（CBA和NBA）和年轻人对篮球运动的热爱程度，体现篮球运动当下的受欢迎度。



文本内容分析

Unit 6 When was it invented?

Topic: the history of inventions

2b Do You Know When Basketball Was Invented?

【Why】 作者通过篮球运动的发明史和其受欢迎度的介绍，让读者了解篮球在全球的风靡程度及其发展史，引发读者分析该运动发明的原因——源自满足人们的需求，并引导青少年树立成为篮球运动员需要为之付出努力意识和态度。



文本内容分析

Unit 6 When was it invented?

Topic: the history of inventions

2b Do You Know When Basketball Was Invented?

【How】 该文本是一篇说明类的语篇，文本结构清晰，时态和语态使用多样且得体。具体来看，在对篮球进行简介时，作者使用了一般现在时和一般过去时以及相应的被动语态；在介绍篮球发明史时，作者使用了一般过去时及其被动语态；在描述篮球运动当下的受欢迎程度时，使用了一般现在时、现在进行时和现在完成时。另外，作者还利用问题作为标题吸引读者的注意和思考，有一定的互动性。



文本对于学生语言运用能力提升的价值

Unit 6 When was it invented?

Topic: the history of inventions

2b Do You Know When Basketball Was Invented?

- **多个时态**（已学）同时出现在该语篇中，有助于学生**辨析、理解**不同时态使用的语境，促进学生理解和使用不同的时态。
- **不同时态下的被动语态**（已学）同时出现在该语篇中，有助于学生**辨析、理解**不同时态下被动语态的**形式、意义和出现的语境**，促进学生理解不同时态下被动语态的**形式特点以及表达的意义**。
- **被动语态的不同用法**（如含有by+动作的发出者以及不含有by+动作的发出者）出现在该语篇中，有助于学生**辨析、理解**被动语态的**语用特点**，即**何时用、为何用**被动语态。



04

体现诊断测评结果的教学过程



课时安排与课时教学目标

第一课时：语篇理解

学生能够

- (1) 通过定位关键信息和提示句型，描述篮球的受欢迎程度。
- (2) 通过绘制信息图，梳理信息并口述篮球的发明史。
- (3) 通过概括段落大意，整合文本信息，书面介绍篮球的发展过程。

第二课时：语言探究

学生能够

- (1) 通过研读对篮球运动进行简介的段落，识别使用不同时态下的被动语态的形式特点。
- (2) 通过研读介绍篮球运动及其发明史的语句并进行句型转换，对比分析被动语态和SVO结构，探究并归纳两者在意义和使用上的不同。
- (3) 通过同伴互评和全班例评，对自己完成的书面文段（介绍篮球的发展过程）进行自我修正。



第一课时的学习活动设计

以课堂小循环的方式，分要点、用问题链和信息图助推语篇的理解和语言的内化，通过同伴互评和全班例评的方式评价内化成果。

以概括段落大意的任务，促进学生整体理解语篇，在作业设计中，整合文本信息，运用所学知识和语言。

Popularity of Basketball(How popular is it?)

- Facts and numbers

Invention of Basketball (How was it invented?)

- Information map

The main idea for each paragraph

- Structure and content

Homework Writing: Development of Basketball



第二课时的学习活动设计

Free Talk

What do you know about basketball?

Talk to your partner about it first.

**One student, one sentence.
Let's see how well we know about basketball.**

学：回答问题，激活思维，谈论自己对篮球的已有认识。
评：通过师生交流评价反馈学生在语言使用和内容表达上的准确度，引入本节课的语言聚焦点。



第二课时的学习活动设计

学生能够

(1) 通过研读对篮球运动进行简介的段落，识别使用不同时态的被动语态的**形式特点**。

Read and underline.

Underline the sentences in passive voice in Para. 1.

- The much-loved and active sport is enjoyed **by many** for fun and exercise.
- It is played **by...**
- It is believed that... was played...

学：研读对篮球运动进行简介的段落，找出使用不同时态的被动语态的句子，并朗读。

评：通过提问，教师评价是否学生找到了正确的语句，以此检验学生是否能够识别被动语态的形式。

How is it formed in the context?



第二课时的学习活动设计

What if we don't use the passive voice?

We want to know the person (who) .

Many people enjoy the much-loved and active sport for fun and exercise.

It is over 100 years old and more than 100 million people in over 200 countries play it.

People believe that ... played the first basketball game in history on December 21, 1891.

Let's use the passive voice.

We want to learn about the thing (what) .

The much-loved and active sport is enjoyed by many people for fun and exercise.

It is over 100 years old and is played by more than 100 million people in over 200 countries.

It is believed that the first basketball game was played on December 21, 1891 in history.

学：在句型转换过程中体验、实践和分析，归纳被动语态的不同用法和语用特点。

评：教师反馈和引导，师生共同讨论，评价学生句型转换语言是否正确，是否能够在语境中体会并归纳出该段是对篮球的介绍，聚焦篮球运动，其描述的客观性决定了被动语态使用的场景。

What does it mean?
When and why is it used?



第二课时的学习活动设计

Read, think and discuss.

Read Para. 2 carefully and underline the sentences in the passive voice.

Why does the writer use the passive voice?

- Basketball **was invented by** a Canadian doctor named James Naismith, who was born in 1861.
- He **was asked** to think of a game that **could be played** in the winter.

Read, think and discuss.

Read the other sentences in Para. 2. Discuss with your partner.

Why doesn't the writer use Passive Voice in these sentences?

What does it mean?
When and why is it used?

学：在研读关于篮球发明史的段落中找出并思考有些语句使用被动语态（使用/没有使用by + 动作发出者）有些语句没有使用被动语态的原因。

评：教师反馈和引导，师生共同讨论，评价学生找到的被动语态的句子是否正确，是否能够在语境中体会到该段是由客观说明篮球的发明者（使用被动语态）引出他的一系列做法，聚焦人的行为（不使用被动语态）。



第二课时的学习活动设计

学生能够

(2) 通过研读介绍篮球运动及其发明史的语句并进行句型转换，对比分析被动语态和SVO结构，探究并归纳两者在**意义和使用**上的不同。

Self-check

- Do you know when and why we use passive voice?

The thing: What?

Basketball **was invented**.

The person: Who?

James Naismith invented basketball.

学：反思并总结被动语态的使用场景和语用特点。

评：学生先自评反思，表达自己的理解，教师给与反馈，全班同学互相补充和评价。



第二课时的学习活动设计

学生能够

(3)通过同伴互评和全班例评，对自己完成的书面文段（介绍篮球的发展过程）进行**自我修正**。

Self-check

- Do you use it properly and correctly ?

Check and revise your homework writing by yourself.

Peer-editing: revise your homework writing in pairs.

Homework

Xinxin Monthly is going to have an English version! And it plans to publish an article about the development of basketball.

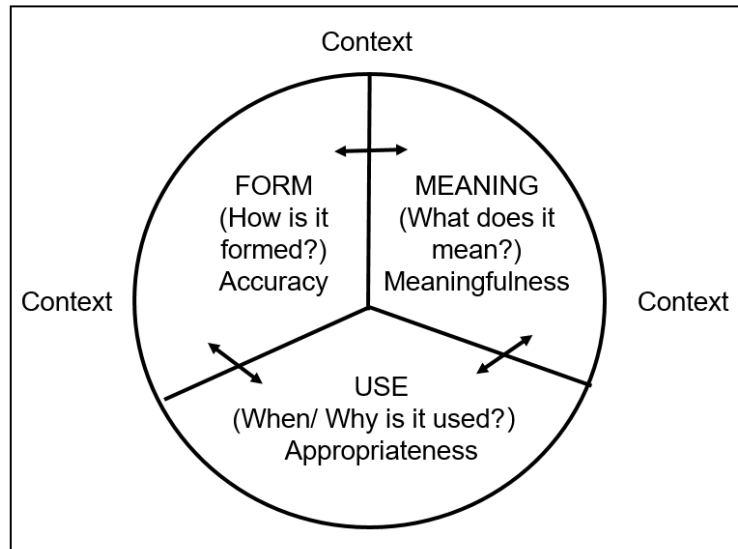
Suppose you are the reporter, please write an article about it.

Tips:

- 80-120 words
- Write in time order
- Write about the key events and facts
- Use Passive Voice and tenses correctly



学：应用课堂所学，评价和修订自己和同伴写作。
评：学生根据本节课所学，自我修订，再进行同伴修订进一步完善，最后通过展台进行全班例评。



The Development of Basketball

1 ~~We believed~~ that the first basketball game in history was played on December 21, 1891. But do you know ~~who invented it~~ and how it was ~~the~~ invented? ~~who invented it and~~

2 In 1891 James Naismith a Canadian created basketball. He was asked to think ~~in~~ ~~inspiration~~. He was looking for a sport of a game ~~can~~ do in the winter when he was a college teacher. He was asked to think of He ~~took~~ took his classmates to a hard floor, ~~divided~~ divided them into two teams and prevent the other team from throwing the ball into their own basket while they throw it into the other team's basket.

3 It became an Olympic sport in 1936 and it has a history of more than 100 years. Now, more than 100 million people in over 200 countries. ~~popularity~~ basketball is played by.

② ~~修正~~ In 1891 James Naismith a Canadian created basketball. He was asked to think of a game ~~can~~ ~~play~~ in the winter. In a basketball game one team ~~get~~ ~~the~~ ~~ball~~ into the other teams basket. The other team needs to stop them from throwing the ball ~~into~~ ~~their~~ ~~own~~ basket.

- 全班例评：
- 修正被动语态的形式错误；
 - 修正被动语态使用的不得体部分；
 - 分析不得体的原因：根据段落大意和表达需求确定是否需要使用被动语态，使用什么时态的被动语态，把语言形式-意义-使用进行融合，促进学生理解被动语态的使用，以便学生能够用对、用好该语法项目。

第二课时的作业设计

迁移应用

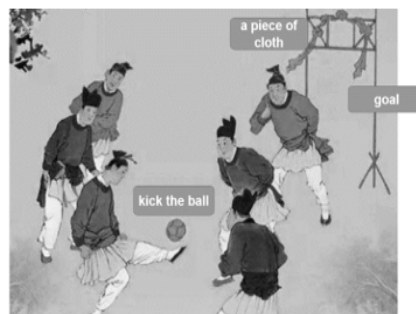
学生能够结合文本语境，了解段落大意，并根据被动语态的形式、意义和使用特点，补全文本。

Unit 6 Do You Know When Basketball Was Invented? Period 2

Complete the passage about soccer.

Soccer is one of the world's most popular sports. 1. _____ (in many countries, be known as football) 2. _____ (need, speed and skills). Two teams, each with 11 players, play on a field to score. 3. _____ (players, not allow, touch the ball, with their hands or arms). The team that scores the most goals wins.

More than 2000 years ago, 4. _____ (a different kind of game, play, in China). 5. _____ (cuju, call). The players kicked the ball through a goal. 7. _____ (the goal, be made of, a piece of cloth). 8. _____ (cuju players, often, organize, matches). 9. _____ (people, enjoy, the game).



https://www.softschools.com/language_arts/reading_comprehension/social_studies/306/history_of_soccer/

<https://www.dkfindout.com/us/sports/soccer/>

学：根据提示信息和本语境补全文本。
评：通过展台，全班例评，修订作业；
根据例评，学生检查自己的作业，
进行自我修订后提交。



Soccer is one of the world's most popular sports. 1. It is known as football in many countries. (It is known, know as football)

2. Speed and skills are needed. (need, speed and skills).

Two teams, each with 11 players, play on a field to score. 3. Players are not allowed to touch the ball with their hands or arms. (players, not allow, touch the ball, with

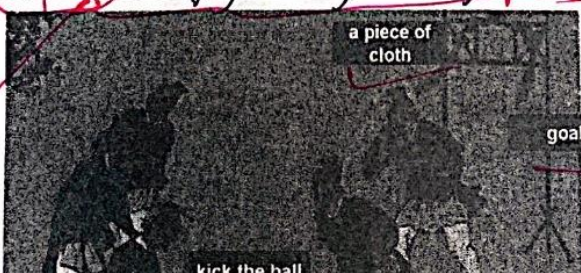
their hands or arms) The team that scores the most goals wins. (The team wins.)

More than 2000 years ago, 4. a different kind of game was played in (a different kind of game, play, in China). 5. It was called cuju. (cuju, call)

6. The goal is made of a piece of cloth. (the goal, be made of, a piece of cloth).

7. Matches are often organized by cuju players. (cuju players, often, organize, matches).

8. The game is enjoyed by the people. (people, enjoy, the game).



- 学生对于when and why passive voice is used 有明显的思考，不再是盲目随意地使用，学生会考虑具体语境和表达需求。
- 这样的思考也促进了学生思考被动语态的使用形式，尤其是关注到了be动词的存在。
- 但是，时态使用的正确性和精准性有待提升。



05

教学反思



关于评价活动设计

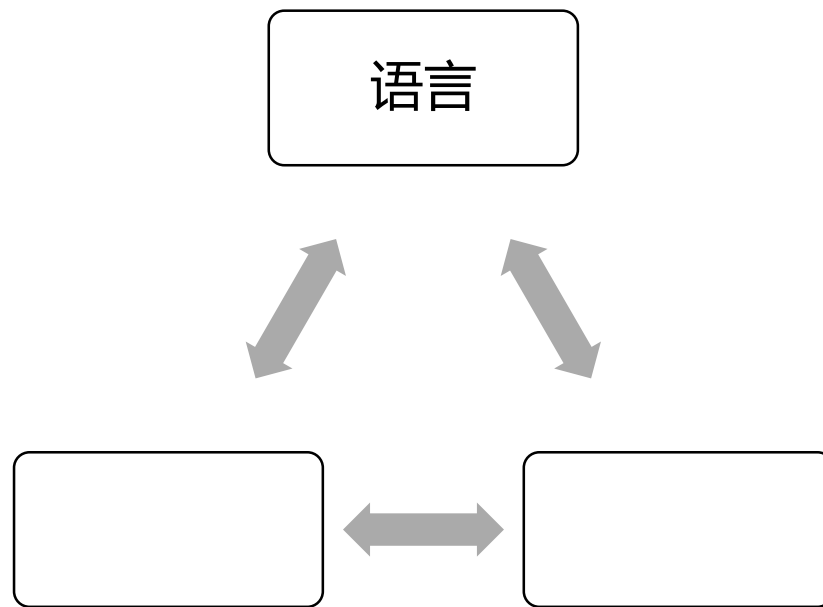
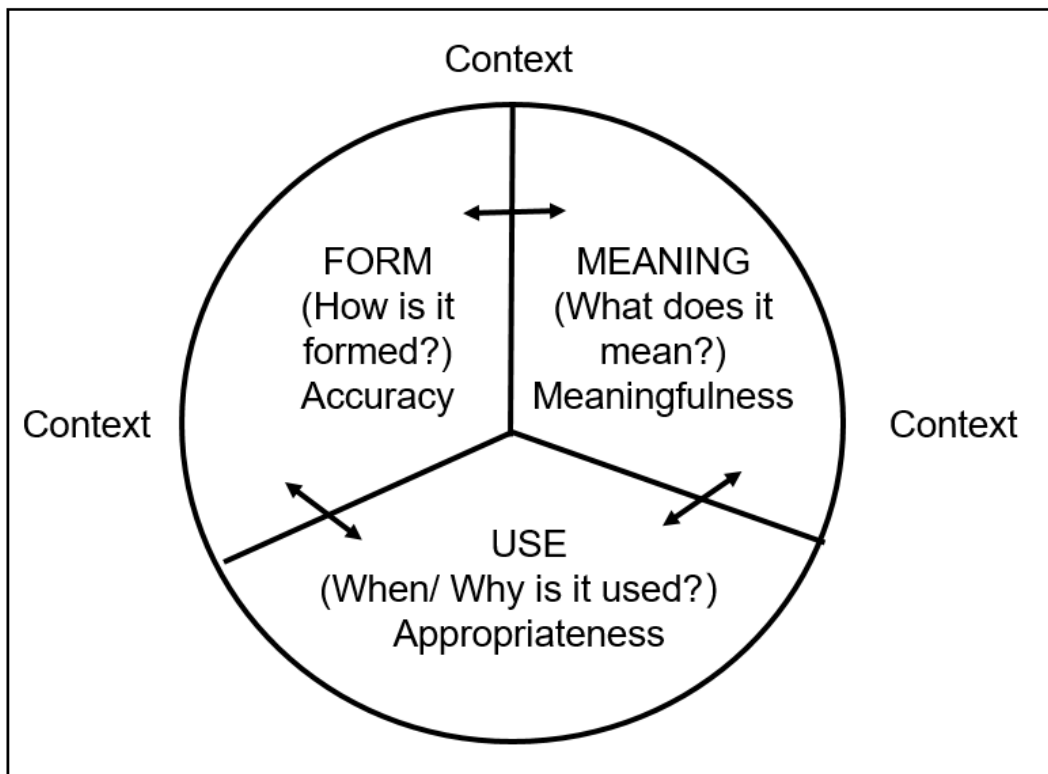
- 诊断测评结果分析（发现问题和分析问题）
- 学习任务完成时对其表现进行及时评价和反馈（有助于问题的解决）
- ✓ 评价要点和学习活动目标指向要保持一致性
- ✓ 灵活的评价方式、多元的评价主体有助于学生改进自己的学习成果，在修正过程中促进学习。

关于语法学习活动设计

- 语境的重要作用
- 从形式-意义-使用三个方面去学习理解并应用迁移（感知注意、获取梳理、概括整合、对比分析、内化运用等）某一语法项目，并及时修正改进是十分有必要的，这是一个循序渐进的学习过程。



体现语言知识学习、语篇内容理解、思维品质发展
相融合的学习过程



谢谢!

