

# REFLECTION SHEET

Date of Session: 25<sup>th</sup> September 2017

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## Strengths of session:

The inclusion of a 'Countdown' style word based game at the start was good. Also, an interesting topic that was explored was 'Readability Indexes', which are measurement systems design to analyse text contained in your resources/handouts to ensure that they are legible according to your learners reading level. The two primary measurement indexes are SMOG & FOG; which I love as the G stands for Gobbledygook, such a lovely word.

## Areas of development:

It is apparent that my short-term memory is very poor, where my level of retention seems to only last a few minutes. I noticed this, when we conducted a game at the end of the session, where questions were asked about the theorists presented, not more than 30 minutes prior.

## What stood out today from the session?

When the bulk of the class presented their theorists; it was interesting to observe their styles and mannerisms. A mixture of nerves, excitement and confidence.

## How would you implement what you have learnt today into your own practice?

I would like to incorporate the 'Countdown' game as a starter, however its length could lead to repetitiveness.

## What was the hardest part of today's session?

The question game at the end; the answers were just not there for me at the time, although I knew them.

## How could I improve on my work in today's session?

When looking at each other's lesson plans, there were a couple of words in mine that would benefit from being replaced with 'Higher Order' verbs.