

# 101-2 Preliminary Syllabus, Da-Yeh Univ

Information			
Title	初級日語會話(二)	Serial No. / ID	1881 / JLB1005
Dept.	應用日語學系	School System / Class	進修學士班1年1班
Lecturer	黃迎春	Full or Part-time	專任
Required / Credit	Required / 4	Graduate Class	No
Time / Place	(二)AB / J320 (二)CD / J320	Language	Chinese

Introduction
<p>Japanese drama is scenario planning.</p> <p>This semester mainly create the publication primarily.</p> <ol style="list-style-type: none"> <li>1. conformity Japanese hear the read-write ability.</li> <li>2. carries on the conversation practice by the play situation hypothesis, promotion Japanese being on site should to ability.</li> <li>3. because of play sound, language expression training curriculum, enhancement Japanese smoothness.</li> <li>4. training basic body performance, the deportment, the expression, the facial expression and so on, favor the establishment self-confidence.</li> <li>5. by the play creation curriculum, raises Japanese the ponder, the organization, creation ability.</li> </ol>

Outline
<ol style="list-style-type: none"> <li>1. situation teaching (scenario planning): The hypothesis condition lets the student coordinate the condition to make the suitable language application and the interaction.</li> <li>2. instruction creativity writing (creative writing): Written situation conversation skill and play writing.</li> <li>3. solid develops (role playing) practically: Each kind of situation role acting.</li> <li>4. discussion type teaching (discussion instruction): Each work team discusses in groups carries on.</li> <li>5. extemporaneous interactions (instant interaction): After the teacher field description instruction, participates in each group of roles with the student interaction and extemporaneously the question.</li> <li>6. concept maps (idea sketching): Will study or tiao discusses after the result, will draw it by the chart way along to teach with each other relations.</li> <li>7. demonstration teaching (display instruction): Designated the date time public achievement sends.</li> </ol>

Prerequisite
no