滙豐 150 週年慈善計劃
特殊學習需要學童 智能機械人教育方案 – Robot4SEN 計劃

課 件 名 稱 ： Spelling Bee

科 目 ： English Language

教 學 單 元 ： Animals

對 象 ： Children in Schools for Social Development/ Children with Physical Disability/ Children with Mild Intellectual Disability/Kindergarten/Primary school

年 級 ： ---

學 習 階 段 ： KS1

授 課 形 式 ： ☒個別 ☒小組 ☐全班

課件運作時間 ： About 3 minutes

智 能 機 械 人 ： ☒Pepper ☐NAO

演 示 模 式 ： ☐講解 ☒屏幕顯示 ☒動作配合課題的需要

收集學生回應的 方 式 ： ☐屏幕點選或互動 ☒學生口頭回應 ☐觸感功能(頭、手或腳)

☐視像訊息(包括面部情感或動作)

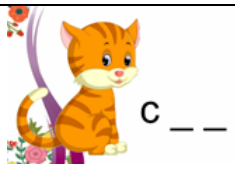
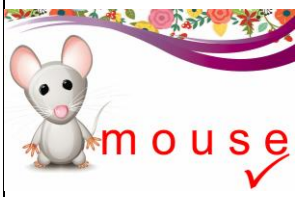
☐聲音訊息(例如拍手發出的聲音) ☐其他電子訊息

已 有 知 識 ： 1. Vocabulary items – cat, mouse, elephant, gorilla

學 習 目 標 ： 1. Revise vocabulary items
2. Practice spelling
3. Practice correct pronunciation of alphabets

教 學 安 排 ：

教學內容 / 步驟	教具/備注
1. Teacher can revise the spelling of *cat, mouse, elephant* and *gorilla* with students before doing the practice.	
2. The picture of a cat will be displayed once the 'start' button is pressed. Pepper will ask students to spell 'cat' and Pepper's eyes will turn blue, which means voice recognition function is triggered. Students should spell the word letter by letter slowly.	

3. When a correct letter is recognized, it will be displayed on the tablet. Student should keep trying until the correct letter is recognized. Teacher can also confirm letter correct by touching Peppe's head if Pepper is unalbe to recognize the correct letter. 	
4. Pepper will praise the student when all the letters are spelt correctly. He will then perform a move to imitate the action of the animal.	
5. After the name of the first animal is correctly spelt, another animal will appear and students have to do the same. The other three animals are: 	
6. The main menu will be displayed once the four animals are spelt. Students or teacher can press 'start' button to practice again.	

＊ 提示： 可隨時按 Pepper 的 Back Bumper 離開程式。