***НООГЕН КАК ТЕХНОЛОГИЯ ОБУЧЕНИЯ***

***ИНОСТРАННОМУ ЯЗЫКУ***

Эффективно реализовать требования стандарта в условиях системно-деятельностного подхода можно применяя в урочной и внеурочной деятельности *педагогическую технологию НООген*. Педагогическая группа «НООген» возникла в [1988 году](https://ru.wikipedia.org/wiki/1988_%D0%B3%D0%BE%D0%B4) в рамках [Красноярской летней школы](https://ru.wikipedia.org/wiki/%D0%9A%D1%80%D0%B0%D1%81%D0%BD%D0%BE%D1%8F%D1%80%D1%81%D0%BA%D0%B0%D1%8F_%D0%BB%D0%B5%D1%82%D0%BD%D1%8F%D1%8F_%D1%88%D0%BA%D0%BE%D0%BB%D0%B0), а впоследствии как несколько самостоятельных авторских школ в городах Красноярск и Новосибирск. Название происходит от названия космического корабля в романе [И.А. Ефремова](https://ru.wikipedia.org/wiki/%D0%95%D1%84%D1%80%D0%B5%D0%BC%D0%BE%D0%B2%2C_%D0%98%D0%B2%D0%B0%D0%BD_%D0%90%D0%BD%D1%82%D0%BE%D0%BD%D0%BE%D0%B2%D0%B8%D1%87) «[Час Быка](https://ru.wikipedia.org/wiki/%D0%A7%D0%B0%D1%81_%D0%91%D1%8B%D0%BA%D0%B0)» и переводится с греческого языка как «Рождающий разум».

Основой педагогической технологии НООген являются *организационно-деятельностные игры (ОДИ)*, методика подготовки, проведения и рефлексии которых была разработана Георгием Петровичем Щедровицким. В качестве содержания методик проведения ОДИ использует решение задач разных типов.

**Типы ноогеновых задач**

*1 тип*: задачи, построенные по принципу онтологической индукции, т.е. путем привнесения в «мир» новых свойств или отношений. Система плюс элемент.

*2 тип*: задачи, построенные по принципу онтологической редукции, т.е. путем выбрасывания из «мира» каких-то важных деталей. Система минус элемент.

*3 тип:* создание новых миров или систем.

*4 тип*: объясни необъяснимое.

*5 тип*: реши проблему.

**Примеры ноогеновых задач**

**для использования на уроках английского языка**

Представленные задачи были составлены и апробированы учителями МБОУ г. Мурманска гимназии № 6: Е.В. Табарчак, Н.А. Касьяновой, М.А. Гриценко, Л.А. Пашковской.

***УМК Starlight 7 класс***

*Составитель* ***Табарчак Е.В.***

Module 1 Work and play (sports)

**Type 1. Think out a new game, in which the players use flying stick.**

What are the rules of the game?

Who, when and where will play the game?

What conditions should there be to play this game?

|  |  |  |  |
| --- | --- | --- | --- |
| equipment | fly | jump | dive |
| snowboard |  |  |  |
| stick |  × |  |  |
| ball |  |  |  |

Module 2 Culture and stories (types of reading materials and books)

**Type 2. Imagine the world without books.**

Describe the world without books. How will people find the information?

What will happen to the libraries?

What will you buy at the bookstore?

How will people’s lives change?

Module 3 Mother nature (camping equipment)

**Type 4. How did the life jacket appear in the desert?**

Who was the person who left the life jacket in the desert?

Who will need it there?

What’s the use of life jacket in the jungle?

|  |  |  |  |
| --- | --- | --- | --- |
| place | rope | life jacket | sunscreen |
| mountains |  |  |  |
| tropical rainforest |   |  |  |
| desert |  | × |  |

Module 4 Healthy mind, healthy body (technology)

**Type 5. Textile with the built-in GPS navigator.**

Who will need such a fabric?

What can you make from this textile?

Who will wear it?

Name pros and cons of this type of textile.

Will it be safe to wear?

Module 5. Life experience (bad habits, cultural difficulties, problems with neighbours)

**Type 3. Think out the world where there are no rules and regulations.**

Will there still be any rules?

How will people live?

Will the countries be ruled by the government?

How will people buy and sell things?

Will there be the rich and the poor?

Module 6 Crime and community(cybercrimes)

**Type 2. Think out the world without money (to avoid cybercrimes).**

What will happen to the world?

How will people pay for goods?

Will people need banks?

Will there be cybercrimes?

***УМК Starlight 5 класс***

*Составитель* ***Касьянова Н.А.***

1. ***Module 1. People around the world.***

1A. Sports and hobbies

**Задачи, построенные по принципу онтологической дедукции.**

playing music + bike

We will give Lynn, who is fond of playing music, a bike.

* Can she play the guitar while cycling?
* How will she hold onto the handlebar?
* Who will listen to her music?

tennis +one extra ball

We will give tennis players an extra ball, so they have a ball and a racket each.

* Write a paragraph describing the rules of the new game.

1B. Jobs

**Задачи, построенные по принципу онтологической редукции.**

Fireman without fire

* What will the firemen put out if there are no fires?
* Will they need special uniform/equipment?
* Will they have more time to spend with their families?

1E. Appearance

**Задачи, построенные по принципу онтологической редукции.**

All the people are bald.

* Do they need brushes or shampoo?
* Do you tnink they are nice? Why?
* What are the advantages of being bald?
* What do the hairdressers do?

1I. Geography

**Объясни необъяснимое.**

The Great Sphinx is in Moscow.

* Who put it there? Why?
* Where exactly is it?
* Do people come to watch it?
* What do the Egyptians think about it?

***Module 2. East, West, home’s best***.

2A. The Nautilus House.

**Реши проблему.**

Your house is in the shape of an egg.

* What is it made of?
* Does it sway? If it does, how to stop it. If it doesn’t, how it can be.
* What is the shape of the kitchen?
* Is such a house better than an ordinary one?
* What problems can you have with such a house?
* What colour is it?

2B. In my house.

**Реши проблему.**

Your granny lives in space.

What are the advantages/disadvantages of living there?

2C. New York City.

Living in the Statue of Liberty.

**Реши проблему.**

* Who can live there?
* What are the advantages\disadvantages of such accommodation?
* Is the living free?
* Is it possible to control the temperature inside? If it is- in what way?
* What can the tenants see through the window?

2E. Special places.

**Объясни необъяснимое.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | school | theatre | house | shopping mall |
| desert |  |  |  |  |
| island | + |  |  |  |
| beach |  |  |  |  |

A school in the desert.

* Whose idea is it to build a school in the desert?
* Who are the pupils?
* What subjects do they study there?
* How do the pupils get there?
* What do they drink?

2F. Going round.

**Задачи, построенные по принципу онтологической редукции.**

Chemist's without medicines.

* What do they sell?
* Do the goods they sell cure diseases?
* Are there many customers?
* Where can people buy medicines?

2 G. Skills.

**Создание новых миров.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | restaurant | butcher’s | chemist’s | clothes shop |
| swim |  |  |  |  |
| have lunch |  |  |  |  |
| borrow books |  | + |  |  |
| eat burger |  |  |  |  |

borrowing books at the butcher’s

* How do the books smell?
* What are they made of?
* Which book can the butcher advise you to read?
* Where do they keep books?

***Module 3. Day after day.***

3A. Daily routines.

**Задачи, построенные по принципу онтологической редукции.**

Life without school.

* What time do the children get up?
* What do they do after breakfast?
* What do their parents make them do if there is no homework?
* Can children read and write?
* What do the teachers do?
* Are the teachers/children/parents happy? Why?/Why not?

3С. School day.

**Создание новых миров.**

You have 48 hours a day now (your day is 48 hours long)

* What time do you get up?
* Do your parents ask you to hurry up any more?
* How long are the lessons at school?
* How long does it take you to do your homework?
* Draw your new clock or watch.
* Are you tired in the evening?
* What time does the evening start, by the way?

3E. True friends.

**Реши проблему.**

You live in a one-bedroom flat and have a giraffe as a pet. (You have got a family of four)

Write a list of your chores at home.

Draw a plan of your flat, provide some space for each member of your family and the giraffe.

3F. An amazing school.

**Реши проблему.**

There are two lessons a day at school.

Make up a timetable for such a school. Will there be any days-off?

(OR: there are no compulsory subjects, you can choose the subjects to study. Make up a timetable for such a school- work in groups)

3I. Science

**Задача, построенная по принципу онтологической дедукции.**

Create an animal.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | alligator | snake | lizard | iguana |
| Can fly |  | + |  |  |
| Can climb |  |  |  |  |
| Can hop |  |  |  |  |

* What does it look like?
* Where does it live?
* Does it have wings?
* Can it bite?
* Draw such an animal. Give it a name.

***Module 4. Come rain or shine.***

4 A. On the go.

**Реши проблему.**

Sightseeing on a cloud.

* What can you do not to fall?
* Is it convenient?
* Is it safe?
* Can you see well?
* Can you breathe well? How do you do it?
* Make up a list of adjectives describing your feelings/emotions.
* Choose any place/sight and make a sketch of what you see from above.

4B. Shopping time

**Создание новых миров и систем.**



Z1-Y3-X4 winter paper trousers

* Who will wear the trousers?
* Will the trousers be expensive?
* What will you do if you tear a hole in your trousers?
* What will you do if your trousers get dirty?

4 F. Food and drinks

**Создание новых миров и систем.**



Z2-Y3-X4

Salty purple watermelon

* Would you like to taste/eat it?
* What shape will it have?
* Where will it grow?
* Will children like it? Why?/Why not?

4I. Geography

**Реши проблему.**

You are somewhere in tundra alone.

What should you do to survive there? Make a list of 5 things you should do first.

4 National dishes.

**Задачи, построенные по принципу онтологической дедукции.**

Add a banana to borsch.

* What colour is the soup?
* Is it tasty?
* Who will eat it?
* Should you peel the banana?
* Will your mum approve of it?

***Module 5. Life in the past.***

5G. Films

**Создание новых миров.**



Z2-Y1-X1

a scary musical about Spider-man

Write a paragraph describing the plot of the story.

5 Catherine the Great

**Создание новых миров.**

|  |  |  |  |
| --- | --- | --- | --- |
|  | Russia | Great Britain | Germany |
| republic |  |  |  |
| monarchy | + |  |  |
| federation |  |  |  |

Russia is an absolute monarchy.

* Who is the monarch?
* What do your parents do?
* Do all the people have equal rights?
* Draw the emblem of Russia.

***Module 6. Have you ever..?***

**Реши проблему.**

How would you use a smartphone/a tablet computer without a screen.

***УМК Starlight 3 класс***

*Составитель* ***Луппова М.Н.***

1. **Module 1. My family.**

**Система+элемент. Семья плюс динозавр.**

Вопросы:

- Откуда взялся динозавр?

- Где и с кем он будет жить?

- Чем его кормить?

- С кем он будет дружить?

**Создание новых миров.**

|  |  |  |  |
| --- | --- | --- | --- |
|  | почтальон | полицейский | молочник |
| крылья |  |  |  |
| хвост |  | + |  |
| лапы |  |  |  |

Вопросы:

- Зачем полицейскому хвост?

 - Как хвост будет помогать ему ловить преступников?

 - Где можно увидеть такого полицейского?

1. **Module 2. At the toy shop.**

**Система - элемент.**

**Магазин игрушек без игрушек.**

Вопросы:

- Что будут продавать в этом магазине?

- Кто в него будет ходить?

- Где будут продаваться игрушки?

- Изменится ли жизнь детей с такими магазинами?

1. **Module 3. It’s so cute.**

**Реши проблему.**

**Уши из пластилина.**

Вопросы:

- Удобно ли иметь такие уши?

- Можно ли их делать любой формы?

- Можно ли носить серьги?

- Кому бы они больше понравились: мальчикам или девочкам?

**Система - элемент.**

**Лицо без носа.**

Вопросы:

 - У какого персонажа из книг могло бы быть такое лицо?

 - Можно ли жить с таким лицом?

- Будут ли люди смеяться при виде такого лица?

1. **Module 4. Talent show.**

**Объясни необъяснимое.**

 **Очки на необитаемом острове.**

Вопросы:

- Откуда они взялись?

- Кто их носил?

- Для чего они там нужны?

- Кому они пригодятся?

**Система - элемент.**

**Пианино без клавиш.**

Вопросы:

1. Как на нем играть?
2. Как оно будет называться?
3. Какую музыку на нем играть?
4. Что станет хитом?
5. **Module 5. Where’s Alvin?**

**Создание новых миров.**

|  |  |  |  |
| --- | --- | --- | --- |
|  | radio | phone | computer |
| wardrobe |  |  |  |
| bed |  |  | + |
| bookcase |  |  |  |

Вопросы:

- Что будет, если появятся кровати с компьютерами?

- Как они будут выглядеть?

- Кому они понравятся?

- На них будут спать или делать уроки?

**Система - элемент.**

**Зеркало без отражения.**

Вопросы:

- Нужно ли такое зеркало?

- Для чего нужно такое зеркало?

- Что будет вместо отражения?

1. **Module 6. In the old house.**

**Система - элемент.**

**Квартира без кухни.**

Вопросы:

- Где люди будут готовить еду?

- Куда поставить буфет, плиту и холодильник?

- Какая комната будет вместо кухни?

**Реши проблему.**

**Дом без дверей.**

Вопросы:

- Как попасть в такой дом?

- Будет ли в нем тепло?

- Чем он хуже или лучше дома с дверьми?

- Для кого такой дом был бы удобен?

1. **Module 7. My new clothes.**

**Реши проблему.**

**Круглые ботинки.**

Вопросы:

- Нужны ли они?

- Как в них ходить?

- Чем они отличаются от обычных?

- Как в них двигаться?

- Можно ли их носить с каблуком?

**Создание новых миров.**

|  |  |  |  |
| --- | --- | --- | --- |
|  | платье | футболка | ботинки |
| мороженое |  |  |  |
| сок |  |  |  |
| сосиска |  |  | + |

Вопросы:

- Удобны ли ботинки из сосисок?

- Какие сосиски наиболее ноские?

- Сколько сосисок нужно на пару ботинок?

- Можно ли ими натереть мозоли?

1. **Module 8. At the animal park.**

**Система+элемент.**

**Парк животных с самолетом.**

Вопросы:

- Для чего в парке животных самолет?

- Куда на нем летать?

-Кто будет на нем летать?

-Кто будет пилотом и стюардессой?

**Создание новых миров.**

|  |  |  |  |
| --- | --- | --- | --- |
|  | слон | носорог | жираф |
| крылья |  |  |  |
| клюв |  | + |  |
| перья |  |  |  |

Вопросы:

- Для чего носорогу клюв?

- На кого он будет похож?

- Можно ли его гладить?

- Что он будет клевать своим клювом?

1. **Module 9. Fairy cakes.**

**Создание новых миров.**

|  |  |  |  |
| --- | --- | --- | --- |
|  | Ice-cream | chocolate | banana |
| sausage |  | + |  |
| meat |  |  |  |
| hot dog |  |  |  |

Вопросы:

- Какая на вкус шоколадная сосиска?

- В каком отделе ее купить?

- Как она выглядит?

**Создание новых миров.**

**Штаны из макарон.**

Вопросы:

1. Нужно ли варить макароны перед тем, как одеть их?
2. Сколько пачек макарон нужно на одни штаны?
3. Можно ли носить такие штаны на голодный желудок?
4. **Module 10.**

**Another lovely day.**

**Объясни необъяснимое.**

**Кровать в джунглях.**

Вопросы:

- Кто ее туда принес?

- Будут ли на ней спать?

- Если нет, то для каких целей ее использовать?

- Куда ее поставить?

***УМК Starlight 8класс***

*Составитель* ***Редько Н.Э.***

**Module 1. Breaking news**

*«Объясни необъяснимое»*

Snowstorm in Africa.

1. What is the reason of the snowstorm?
2. How do the native people feel?
3. What are they doing?

**Module 2. Consumer society**

*«Система – элемент»*

The supermarket without trolleys.

1. How is this supermarket called?
2. What products can you buy there?
3. Is it cheap or expensive?

**Module 3. Doing the right thing**

*«Система – элемент»*

Modern society without money.

1. In what way do people buy things?
2. Are they happy?
3. Is there a lot of crime in this society?

**Module 4. Still a mystery**

*«Система+элемент»*

An alien in Murmansk.

1. Why is an alien interested in Murmansk?
2. What does he like?
3. What does he want to change?

**Module 5. Lifelong learning**

*«Реши проблему»*

Learning English without writing.

1. Is it easier or more difficult to study English without any writing?
2. What can you do in the lessons?
3. How can you study (or teach) grammar?

**Module 6. Getting to know you**

*«Создание новых миров»*

A new job for the celebrity.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Job/person** | Lady GaGa | N.Valuev | Peter the Great | S.Jobs |
| pilot |  |  |  |  |
| mechanic |  |  |  |  |
| singer |  |  |  |  |
| doctor |  |  |  |  |
| artist |  | **X** |  |  |
| teacher |  |  |  |  |

1. Is he good/bad at this job?
2. What does he feel?
3. What do people feel meeting this person?

***УМК Starlight 2класс***

*Составитель* ***Гриценко М.А.***

**Module 2. My Birthday.**

**Объясни необъяснимое.**

**Candles in the birthday banana.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | umbrella | banana | kite | Hat |
| Flowers |  |  |  |  |
| Lollipops |  |  |  |  |
| Candles |  | X |  |  |
| Circles |  |  |  |  |

Answer the questions.

1. Who gives the present? (monkey)
2. Why does she give it? (She likes bananas)
3. Who has got a birthday party? (elephant)
4. Why do you think so? (He likes bananas, too.)
5. What colour is the banana?
6. Is it tasty?
7. Is it big or small?
8. Is the banana long or short?
9. How many candles are there in the banana? Why?
10. How old is the elephant?
11. Draw the elephant’s present?

**Module 3. My Body.**

**Создание новых миров и систем.**

**Create a monster.**

****

a – A – E (two oval heads)

b – D – F (three long arms)

c – B – G (three round hands)

d - - H (no feet)

Answer the questions.

1. How many heads (arms, hands, feet) has it got?
2. What colour are they?
3. What shape are they?
4. Are they big or small?
5. Where does it live?
6. Can it fly? Why? ( It hasn’t got any wings)
7. Can it play football? Why? (It hasn’t got any feet.)
8. How can it walk? ( It can walk on its arms and hands)
9. What can it do with its head? ( It can nod its head.)
10. What can it do with its arms? ( It can wave its arms)
11. What can it do with its hands? ( It can clap its hands)
12. What can’t it do? ( It can’t stamp its feet)
13. Is it sad (happy, funny, angry)?
14. What is its favourite food?
15. What is its favourite shape? Why?
16. How old is it?
17. Where does it live?
18. What’s its name?
19. Draw the monster.

**Module 4. I Can Sing!**

**Создание новых систем и миров.**

**A flying guitar.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | swim | fly | dance | sing |
| drum |  |  |  |  |
| guitar |  | X |  |  |
| piano |  |  |  |  |
| tambourine |  |  |  |  |

Answer the questions.

1. What does it look like?

2. What colour is it?

3. What shape is it?

4. Is it big or small?

5. What music does it play?

6. Why can it fly? (It has got wings, an engine)

7. How many wings (engines) has it got?

8. Who can play (use) it? (a doctor, a singer, a teacher, a clown)

9. Who likes such a flying guitar?

10. Do you like it? Why? ( I like funny music)

11. Draw the flying guitar.

**Module 5. A Butterfly**

**Задача, построенная по принципу онтологической редукции.**

**Create an unusual animal.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | spider | cow | monkey | mouse |
| butterfly |  |  |  |  |
| frog |  |  |  |  |
| elephant |  |  | X |  |
| zebra |  |  |  |  |

Answer the questions.

1. What’s its name? (Elemon)
2. What does it look like?
3. What colour is it?
4. Is it big or small?
5. Where does it live?
6. What does it like to eat?
7. Has it got a long or short tail?
8. Can it climb trees? Why?
9. Draw Elemon.

**Module6. A Sweet Tooth.**

**Создание новых миров и систем.**

**Grow an unusual fruit.**

A

orange

B

apple

C

pear

4

3

2

1

C

banana

b

a

square

pink

blue

green

red

oval

d

c

round

b – A - 3 (a square blue orange)

Answer the questions.

1. What is it?
2. Who likes it?
3. Where does it grow?
4. Who grows it?
5. Where can we see it?
6. Who are they good for?
7. Whose favourite fruit is it?
8. What country does it grow in?

**Module 7. The Weather.**

**Задача, построенная по принципу онтологической редукции.**

**Summer without the sun.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | rain | sun | snow | wind |
| winter |  |  |  |  |
| spring |  |  |  |  |
| summer |  | X |  |  |
| autumn |  |  |  |  |

Answer the questions.

1. Are there any flowers?
2. What colour are the trees?
3. What’s the weather like?
4. What can/can’t we see in the forest (streets, parks)?
5. What can’t we do? (swim)
6. What clothes can’t we wear?
7. Can we grow fruit/vegetables? Why? ( It’s dark all day and night)
8. Who likes summer without the sun? Why?
9. Do you like it? Why?( No, I don’t because I like the sun and flowers.)

**Module 8. Looking Good.**

**Реши проблему.**

**New Year in summer.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | winter | spring | summer | autumn |
| Easter |  |  |  |  |
| May Day |  |  |  |  |
| New Year |  |  | X |  |
| Christmas |  |  |  |  |

Answer the questions.

1. What is the weather like?
2. What can we do?
3. What food can we eat?
4. What clothes can we wear?
5. Can we ski, skate, make a snowman?
6. How can we decorate the New Year Tree? ( with flowers, fruit, vegetables)
7. Why is it good/fun to celebrate New Year in summer?
8. Where can we celebrate it? (in the garden, in the park, at the beach, by the river)
9. Do you like to celebrate New Year in summer? Why?

***УМК Starlight 6 класс***

*Составитель* ***Беликова С.И.***

**Модуль 1. Home and away (modes of transport)**

**Тип 2. Система – элемент. City without cars.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | traffic lights | zebra crossing | cars | road signs |
| roads |  |  |  |  |
| pedestrians |  |  |  |  |
| city |  |  | x |  |

1. How do people go around the city?
2. Are there any roads in the city?
3. What kinds of transport do people use?
4. What is ecological situation in the city?
5. Are there traffic lights on the roads?

**Модуль 2. Food and drinks (Healthy eating)**

**Тип 1. Система + элемент Chipsy diet**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | fruit | products | protein | vitamins | fast | chipsy |
| dairy |  |  |  |  |  |  |
| diet |  |  |  |  |  | x |
| fruit |  |  |  |  |  |  |
| food |  |  |  |  |  |  |

1. What is a healthy diet?

2. Do chips contain vitamins and minerals?

3. Will chipsy diet protect your heart?

4. What vitamins do chips contain?

5. Can chipsy diet make you put off weight?

**Модуль 3. Great people and legends (nationalities)**

**Тип 3. Создание новых миров - Create Enrus community with common holidays (Enrus= English + Russia)**

 A – Vicmemotory day

 B - Newcris day

 C - Parents day

 Ex: c + d + h =C

 D - Fire Festival

 E - Spring Festival

e Guy Fawkes

a Memory day

b Cristmas

c Mother’s day

d Father’s day

f Walpurgis

K Kupala night

I Maslenitsa

F Victory day

H Women’s day

G

New year

1. When is holiday celebrated?
2. What do people do on this holiday?
3. What is a special dish for the holiday?
4. Do people exchange gifts?
5. Do people wear costumes?

**Модуль 4. On holiday (tourist attractions)**

**Тип 4. Объясни необъяснимое - Sculptures under the sea**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | amazing park | art gallery | museum | sea |
| pictures |  |  |  |  |
| sculptures |  |  |  | x |
| wax models |  |  |  |  |
| ancient treasures |  |  |  |  |

1. Where is underwater museum?

2. Who made the sculptures?

3. What sculptures can visitors see?

4. How will visitors be able to get to the underwater sculpture museum?

5. How many sculptures are there in the underwater museum?

**Модуль 5. Helping hands**

**Тип 2. Система - элемент. Our planet without oceans.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | forests | borders | oceans | mountains |
| continents |  |  |  |  |
| countries |  |  |  |  |
| planet |  |  | x |  |

1. Will be there sea animals on the planet?

2. Where will whales and dolphins live?

3. Will the climate change?

4. What will be there on the Earth’s surface instead of oceans?

5. Can people live on the planet without oceans?

**Модуль 6.** **Art and Cultures (music and musical instruments)**

**Тип 5. Реши проблему- Harp from ice**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | wood | metal | plastic | ice |
| horn |  |  |  |  |
| guitar |  |  |  |  |
| harp |  |  |  | x |

1. What does ice harp look like?

2. What shape is it?

3. Is it big or small?

4. What music does it play?

5. Who can play ice harp?

6. How long can musician use ice harp?

7. Would you like to listen to ice harp?

***УМК Starlight 4 класс***

*Составитель* ***Пашковская Л.А.***

**Модуль 1.** Тема: Одежда. Тип задачи: 4 (объясни необъяснимое).

Imagine a fur coat in summer! What does it look like? Is it warm? Who wears it and what for? Is it comfortable?

**Модуль 2.** Тема: Школьные предметы. Тип задачи: 1 (система + элемент).

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | basketball | violin | brush | guitar |
| Music |  |  |  |  |
| Maths |  X |  |  |  |
| Art |  |  |  |  |
| Geography |  |  |  |  |

You are at the Maths lesson. Your teacher brings a basketball! What will you do with it? What can you count with it? Where is this lesson? Do you like this lesson?

**Модуль 3.** Тема: животные. Тип задачи: 4 (объясни необъяснимое).

What a surprise! A tortoise is faster than a cheetah! How can it happen? Did the tortoise train a lot? What should the cheetah do? What will the tortoise do? Is it happy?

**Модуль 4.** Тема: Места в городе. Тип задачи: 2 (система - элемент).

You are at the library, but there are no books! Where are the books? What is there? What can you do in the library? Will anyone come to this library? Will people like it?

**Модуль 5.** Тема: Правила поведения. Типа задачи: 3 (создание новых систем).

Let us make our own rules at school! Who are these rules for? How many rules are there? Are the rules strict? Make a list of rules.

**Модуль 6.** Тема: Еда. Тип задачи: 3 (создание систем).

|  |  |  |  |
| --- | --- | --- | --- |
|  | banana | chocolate | honey |
| soup |  |  X |  |
| pizza |  |  |  |
| salad |  |  |  |

What if we put chocolate into soup? What ingredient will you put? How should we cook it? Is it tasty? Who will like it?

**Модуль 7.** Тема: Профессии прошлого. Тип задачи: 5 (реши проблему).

A knight has got a problem! He is a baker! Should he wear a suit of armour? Can he ride a horse? Should he dance with a princess or cook for her? Where does he live - in the kitchen or in the castle? Is he happy?

**Модуль 8.** Тема: Профессии. Тип задачи: 3 (создание систем).

You should make your own profession! What is it? Do we need to study for it? Is it useful? What does a person do? Who can do it?

**Модуль 9.** Тема: Праздники. Тип задачи: 3 (создание систем).

Imagine that we celebrate New Year in summer! What is the symbol? What will people decorate? What will people do - will they play snowballs? Is it fun?

**Модуль 10.** Тема: Каникулы. Тип задачи: 2 (система - элемент).

You can go camping without a tent! Where will you sleep? Is it comfortable? Will you like it? Will you do it for the second time?