Praxis Paper

This multiliteracies project is on health and nutrition. The subjects, social science and biology, were conjoined together to create a review game that can be implemented in either subject. The goal of our multiliteracies project is to engage students with a technological game that will allow to students to become engaged with the material in a way that is familiar to them. In this review game students are able to test themselves to see what information they already know and what they will have to spend extra time on while studying. Since technology is a growing industry, constructing a familiar game show with questions from the unit would be a good way to engage and motivate the students. Teenagers love competition and beating their fellow classmates, so this jeopardy game would be a great way to allow the students to bring out their competitive side while still learning and reviewing the material that they will be tested on. Information in this jeopardy will cover curriculum expectations from the healthy living unit. It will contain material about sports nutrition, genetically modified foods, Canada's food guide, dietary choices and nutritional requirements. All of the material included in the jeopardy game would be covered throughout the course of the unit and students should be able to reflect back in their notes to discover the answers.

We begin our class with a review of the material that has been covered throughout the course of the unit. For review we used the form of point of view guides to help understand the four food groups in the Canadian food guide. Students are to create five questions in their groups about the food group they are assigned and search for the answers either online or in their notes. Following the point of view guides, we will focus on our multiliteracies tool. Since our tool is team based, students will have to collaborate with one another to arrive at the correct answer, and learn from one another if they do not know a particular question. By pairing the multiliteracies tool with our review activity students should have good grasp of what they will be tested on and what they need to study. This tool also allows teachers to gather a good assessment of where the class is at with the material. If there are questions that neither team got correct, the teacher can go over it either during that same class or the next day before the test.

In summary, our multiliteracy tool provides a good multimodal learning atmosphere that is conducive to student's to learning. The combination of technology and competition in the classroom creates an inclusive learning environment that all students are able to participate in. In connecting theory to practice this tool can be beneficial to students in any subject area. Students developing the theoretical knowledge about healthy eating and food choices and then applying these choices in their everyday eating are important skills that any one can develop at any age, in any subject. Maintaining healthy eating is important to any growing adoloscent not just those in physical education.