

รหัสชุมนุม 39

Title: Scrabble club

Objectives

1. Improving students' English vocabulary
2. Improving students' English spelling
3. Improving students' general knowledge
4. Having fun while learning English

Process of implementation

1. Taking an in-depth look at the rules of Scrabble
2. Choosing a topic and giving students helpful vocabulary
3. Dividing the class into teams
4. Playing Scrabble and recording the outcomes.

Measurement and Evaluation

1. Students are evaluated based on their participation.
2. Students are evaluated based on their attendance.
3. Students are evaluated based on their behavior.
4. Students are evaluated based on their knowledge and spelling ability.

Expected results

1. It is expected that students will improve their vocabulary, spelling and overall English.
2. It is expected that students will have fun while learning English.
3. It is expected that some students will find the game challenging.