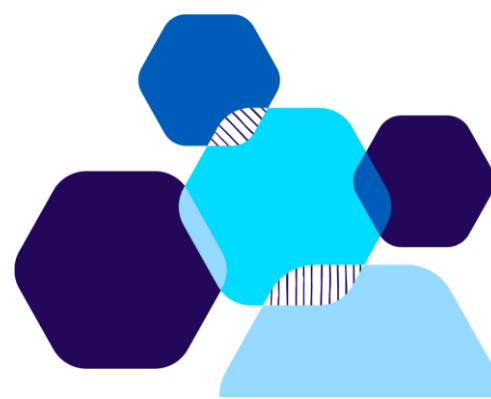


Glossary

Engaging with motivational activities

Term	Definition
Demotivated learners	<p>There are many reasons why it may be difficult to motivate learners:</p> <ul style="list-style-type: none"> • when they are tired/hungry/cold • when they do not find the material/lesson interesting • if the teacher has not prepared the lesson well • if they are too busy talking to their friends to listen, etc.
Distant output	<p>Distant output is information that learners give that is not personal, for example when they talk about the life of a famous person rather than themselves.</p>
Intrinsic motivation	<p>Activities are likely to be enjoyable if they appeal to learners' intrinsic motivation, i.e. motivation that comes from within a learner to do something for fun or enjoyment.</p>
Personalised output	<p>Personalised output is information that learners give about themselves or their personal experience.</p> <p>Activities can be made more personal by asking learners to talk about themselves, draw pictures of family or events and talk about them or reflect on their own experiences.</p> <p>Asking learners for personal information may be motivational as they are speaking from experience. However, it may be demotivational as they may have limited experience to refer to or they may not feel comfortable sharing personal information.</p>



References and further reading

Engaging with motivational activities

The following links and resources explore the areas discussed in this module in more detail:

Adams, P (2014) *ESL Essential Games: Over 120 fun and engaging ESL games for students of all ages*, Amazon.

Anderman, EM and Anderman, LH (2013) *Classroom Motivation*, Pearson.

Blackburn, BM (2005) *Classroom Motivation from A to Z: How to engage your students in learning*, Routledge.

Dornyei, Z (2001) *Motivational Strategies in the Language Classroom*, Cambridge University Press.

Gilbert, I (2002) *Essential Motivation in the Classroom*, Routledge.

Vernon, SA (2012) *ESL Classroom Activities for Teens and Adults*, CreateSpace Publishing.

[A talk about gamification.](#)

[A range of activities to use in the primary classroom.](#)

[A range of activities to use in the secondary classroom.](#)

[A range of activities to use in the adult classroom.](#)

