













ผลงานนวัตกรรมกลุ่มสาระการเรียนรู้ภาษาต่างประเทศ ปีการศึกษา 2567


ลำดับ	ชื่อเจ้าของผลงาน	ชื่อผลงาน/แนวคิด	ผลงาน
1	Kwansawarun Nimitnoppasit	<p>My Trip to Japan</p> <p>I went to Japan last April 2024. I went with my family. I bought salmon, sashimi, and candied fruit. I went skiing in Japan. I stayed at Disney Hotel. I went to Kamikochi. I saw a lot of fish and whale shark. I felt happy and loved skiing the most.</p>	
2	Phonthakorn Sukchaiboworn	<p>My Trip to Pattaya</p> <p>I went to the beach last year. I got a welcome drink at the hotel. It was very sour. I stayed at the space hotel. I played ice skate. I watched a fire show. I ate seafood and played video game. I wrote on a digital board</p>	
3	Pimnarin Pichailuck	<p>My Recipe: Dango</p> <p>I need some glutinous rice flour, some sugar, colors, and some water. First, mix some glutinous rice flour and sugar. Next pour some water and whisk together. Add colors and knead. Roll into small balls. After that, put them into hot water for 7 - 8 minutes.</p>	

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		<p>Remove from hot water then put them into an ice bath.</p> <p>Finally put them into skewers. Serve and enjoy eating!</p>	
4	Nattakorn Kaenkong	<p>Dinosaur Car</p> <p>My favorite mode of transportation is a dinosaur car.</p> <p>Dinosaur car is amazing and cute.</p> <p>Traveling by dinosaur car is convenient and fun.</p> <p>Going to school by dinosaur car is fast and fun.</p> <p>Eating in a dinosaur car is safe.</p>	
5	Pakwalan Theprangsirikul	<p>Mouse Car</p> <p>My favorite mode of transportation is a mouse car.</p> <p>Ticket for mouse car is expensive.</p> <p>It's 500 dollars.</p> <p>Mouse car can have 10 passengers.</p> <p>Traveling by mouse car is slow and expensive but it's fun.</p> <p>It can travel on land.</p>	
6	Thanavit Koonkitti	<p>Water Park Boat</p> <p>My favorite mode of transportation is a water park boat.</p> <p>Ticket for Water Park Boat is 300 dollars. It's expensive.</p> <p>It can have 1000 passengers.</p> <p>Traveling by Water Park Boat is comfortable and exciting but slow.</p>	




ลำดับ	ชื่อเจ้าของผลงาน	ชื่อผลงาน/แนวคิด	ผลงาน
7	Phatcharakan Winaikosol	<p>Rabbit Van</p> <p>My favorite mode of transportation is a rabbit van.</p> <p>Tickets for rabbit van are cheap. It's 3 dollars and 50 cents.</p> <p>Rabbit van can have 10 - 12 passengers.</p> <p>Rabbit van can travel on road and water.</p> <p>Traveling by rabbit van is fun and exciting but slow.</p>	 <p>Rabbit Van</p>
8	Kwansawarun Nimitnoppasit	<p>Watermelon Toy</p> <p>This was an old pringle tube and cardboard.</p> <p>I cleaned it, cut and glued it together to make a drum.</p> <p>I drew a watermelon and colored it on both sides of the drum.</p> <p>I glued a string with beads on both sides. I put a handle on the drum using a chopstick.</p> <p>Now, the old pringle tube and cardboard is a watermelon toy like a Chinese rattle drum.</p>	 <p>Peiing Watermelon Toy</p>
9	Natchayada Homjoo	<p>Bear Car</p> <p>This was an old empty plastic bottle.</p> <p>I cleaned it and washed it. I put holes on it.</p> <p>I decorated it with ears and eyes.</p> <p>I also reused chopsticks to add wheels.</p> <p>The old plastic bottle is now a bear car.</p> <p>It can be a toy or a piggy bank.</p>	 <p>Proud Bear Car</p>
10	Churnkwun Kulwedchakit / Phatcharakan Winaikosol	<p>Veggie Sport Game</p> <p>Our project is called "Veggie Sport Game".</p>	





ลำดับ	ชื่อเจ้าของผลงาน	ชื่อผลงาน/แนวคิด	ผลงาน
		<p>In this game, you will answer questions about sports.</p> <p>It has three levels - easy (carrots), medium (potato), and hard (cabbage).</p> <p>Example questions: What sport are you good at? / Which sport is played on a rink and uses a stick? / When is the first Olympic?</p>	
11	<p>Nattakorn Kaenkong Akekasing Srirungpanich</p>	<p>Sport Gachapon</p> <p>"Our project is called "Sport Gachapon". We made our own Gachapon machine with a carton box that now looks like a vending machine.</p> <p>It has capsules inside with questions about sports. Playing is easy, you must twist the smiley button until one capsule is dispensed. Answer the question correctly and win a price.</p> <p>Example questions: What sport is played on a table with a net and paddle? How many players are there in a football team?</p>	
12	<p>Sirin Julrach</p>	<p>My Chores</p> <p>I have to make the bed every day. I have to set the table once a week. I have to water the plants twice a week. I have to mop the floor three times a week. I have to wash the dishes every day.</p>	



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13	Thanawat Thienniwet	<p>My Chores</p> <p>I have to make the bed three times a week.</p> <p>I have to set the table once a week.</p> <p>I have to clear the table twice a week.</p> <p>I have to water the plants every day.</p> <p>I have to take out the trash twice a week.</p> <p>I wrote on a digital board.</p>	
14	นักเรียนยูนิท A1/1	<p>A1/1 Creative Innovative House project</p> <p>In this Grade 1 English craft project, students will create their own mini storybooks, choosing a theme, developing characters, and writing simple sentences using vocabulary they've learned. Each page will include both written content and illustrations drawn by the students to complement their stories. The project helps reinforce vocabulary, sentence structure, and creativity, while also engaging students in reading and writing practice. Materials required include construction paper, markers, crayons, glue, and scissors. This project fosters language skills, creative thinking, and artistic expression, allowing students to share their personalized storybooks with classmates.</p>	
15	นักเรียนยูนิท A1/2	<p>A1/2 Innovative Creativity House Project</p> <p>In this Grade 1 English craft project, students will design their own mini storybooks, selecting a theme, creating characters, and writing simple sentences using the vocabulary they've acquired. Each page will feature both text and illustrations created by the students to enhance their stories. This project aims to strengthen vocabulary, sentence formation, and creativity, while also</p>	

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		<p>providing opportunities for reading and writing practice. The materials needed include construction paper, markers, crayons, glue, and scissors. It encourages language development, imaginative thinking, and artistic skills, allowing students to share their unique storybooks with their peers.</p>	
16	นักเรียนยูนิท A2/1	<p>A2/1 Innovative Creativity Hub project</p> <p>In this Grade 1 English craft project, students will create their own mini storybooks by choosing a theme, developing characters, and writing simple sentences with the vocabulary they've learned. Each page will include both written text and illustrations drawn by the students to bring their stories to life. The goal of the project is to improve vocabulary, sentence structure, and creativity, while offering practice in reading and writing. Materials required include construction paper, markers, crayons, glue, and scissors. This project promotes language growth, creative thinking, and artistic expression, giving students the chance to share their personalized storybooks with classmates.</p>	


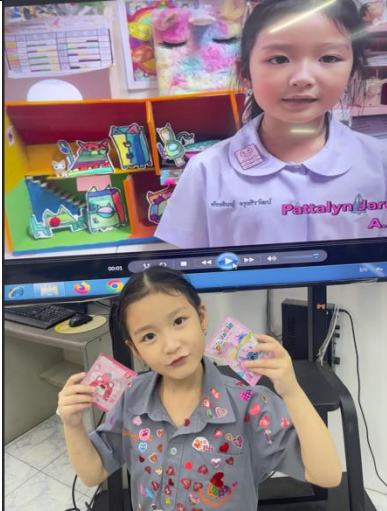

ระดับชั้น Unit A1/1 10 Berst Practice

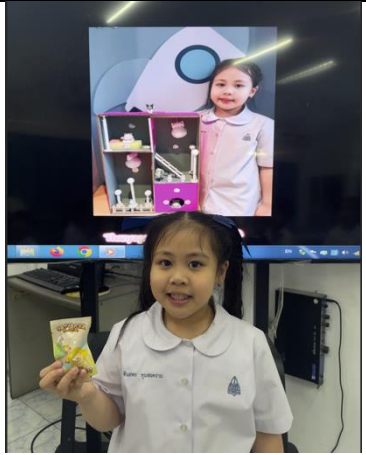


ลำดับ	ชื่อ - สกุล	ชื่อผลงาน	ระดับ คะแนน	ภาพผลงาน
1	เด็กหญิงพุทธรักษา ศรเสนา A1/34	Chompu's House	1	
2	เด็กหญิงภาณิชา ดิเลิศรณกร A1/35	Jenta's House	1	
3	เด็กหญิงเจณีนัน คริสต์ A1/21	Sprunki House	1	
4	เด็กหญิงปยุณณา สุริหาร A1/29	Family House		




ลำดับ	ชื่อ - สกุล	ชื่อผลงาน	ระดับ คะแนน	ภาพผลงาน
5	เด็กหญิงภิญญาพัชญ์ เพิ่มวณิชกุล A1/33	Ami House		
6	เด็กชายต่อบุญ หาญชัยสุขสกุล A1/3	Happy House	1	
7	เด็กชายอชิระ โนนใหม่ A1/18	Modern House	1	
8	เด็กชายปิติภัทร ไตรศุภมงคล A1/9	Strong House	1	

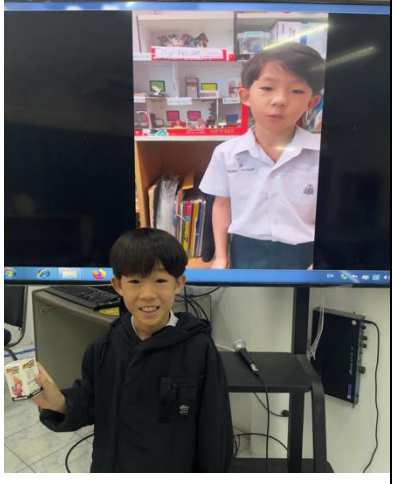
ลำดับ	ชื่อ - สกุล	ชื่อผลงาน	ระดับ คะแนน	ภาพผลงาน
9	เด็กหญิงวีรินทร์ สรณอนุศาสตร์ A1/37	Lucky House	1	
10	เด็กหญิงอชิรญาณ์ แอบอิง A1/39	The Beautiful House	1	

ระดับชั้น Unit A2/1 10 Berst Practice

ลำดับ	ชื่อ - สกุล	ชื่อผลงาน	ระดับ คะแนน	ภาพผลงาน
1	เด็กชายพุดิ ศรเสนา A2/14	Clock House	1	
2	เด็กหญิงพัทธลินัญ จรุงศิริวัฒน์ A2/28	Kitty House	1	
3	เด็กหญิงลลณ์ลลิน ชาติอุดมพันธ์ A2/36	Vava's House	1	




ลำดับ	ชื่อ - สกุล	ชื่อผลงาน	ระดับ คะแนน	ภาพผลงาน
4	เด็กหญิงธัญพร ทุมสงคราม A2/24	My Dream Cat House	1	
5	เด็กชายทีเบต จารุกิจจรูญ. A2/6	Minecraft House	1	
6	เด็กชายบุรินทร์ วงศ์ฟูเฟื่องขจร A2/10	Farm House	1	

ลำดับ	ชื่อ - สกุล	ชื่อผลงาน	ระดับ คะแนน	ภาพผลงาน
7	เด็กชายณภัทร สุขหงษ์ A2/1	Transformer House	1	
8	เด็กหญิงอริชชา คำภาสัน A2/38	Rainbow Cat	1	
9	เด็กหญิงจุฑาเพชร วรวิวงศ์ A2/22	Milkcake House	1	


ลำดับ	ชื่อ - สกุล	ชื่อผลงาน	ระดับ คะแนน	ภาพผลงาน
10	เด็กชายทินกฤต ธารธเนศ A2/5	Mickey Mouse House	1	


ระดับชั้น Unit A2/2 Best Practice


ลำดับ	ชื่อ - สกุล	ชื่อผลงาน	ระดับ คะแนน	ภาพผลงาน
1	เด็กหญิงสิริรดา ศิริโคจรสมบัติ A2/73	Anchan's Hamster Show	1	

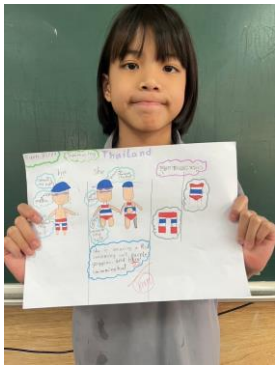
ลำดับ	ชื่อ - สกุล	ชื่อผลงาน	ระดับ คะแนน	ภาพผลงาน
2	เด็กหญิงบุรุษกร สีผาอ่อน A2/62	Pin's Hamster Show	1	
3	เด็กหญิงณฐา ตุละทา A2/54	Tatar's Cat Show	1	
4	เด็กหญิงตราซังทอง พรหมอ่อน A2/59	Changthong's Rabbit Show	1	

ยูนิต B

ลำดับ	ชื่อเจ้าของผลงาน	ชื่อผลงาน/แนวคิด	ผลงาน
1	เด็กหญิงรินรัตน์ ธารเอี่ยม	<p>Tean Nana</p> <p>For this Grade 2 English project, she designed her own Tean Nana sports clothes for Archer using vocabulary related to clothing and sports, such as T-shirts, shoes, shorts, and so on. She then described their designs using the sentence structure "She/He is wearing..." (e.g., "She is wearing a red T-shirt and blue shorts"). She chose a sport, created an outfit for an athlete using colored paper or fabric, and presented her designs, practicing their English speaking skills. This project encourages creativity, reinforces vocabulary, and helps students use full sentences in a fun and engaging way. It also provides an opportunity for public speaking as they present her designs to the class.</p>	
2	เด็กชายกวิรินทร์ ปัญญามี	<p>Innovative Racing sportswear</p> <p>For this Grade 2 English project, he designed his own Innovative Racing Sportswear using vocabulary related to clothing and sports, such as sweater, radio, head</p>	


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		<p>phone, helmet, and jeans. They will then describe their designs using the sentence structure "She/He is wearing..." (e.g., "She is wearing a red racing suit and blue sneakers"). This student chose a racing sport (e.g., car racing, cycling, or running), created an outfit for an athlete using colored paper or fabric, and presented his designs, practicing his English speaking skills. The project encourages creativity, reinforces vocabulary, and helps students use full sentences in a fun and engaging way while introducing them to the concept of innovative sports fashion. It also provides an opportunity for public speaking as they present their designs to the class.</p>	
3	เด็กชายเพชร พากเพียร	<p>Proudly embodying Thai golf wear</p> <p>For this Grade 2 English project, students will design a Proudly embodying Thai golf wear for Golf Sport using vocabulary related to clothing and sports, such as polo shirt, shorts, hat, shoes, and golf club. He then described their designs using the sentence structure "She/He is wearing..." (e.g., "She is wearing a green polo shirt and white shorts"). He created an outfit inspired by traditional Thai</p>	


ลำดับ	ชื่อเจ้าของผลงาน	ชื่อผลงาน/แนวคิด	ผลงาน
		<p>colors, patterns, or symbols, incorporating them into a modern golf outfit. He used colored paper or fabric to design the clothes and present their creations to the class. The project encourages creativity, reinforces vocabulary, and helps students practice using full sentences in English while learning about Thai culture. It also provides an opportunity for public speaking as students describe his outfits with pride and confidence.</p>	
4	<p>เด็กหญิงจิรสิตา เอื้อประเสริฐ</p>	<p>Mermaid dancing dress</p> <p>For this Grade 2 English project, she will design a Mermaid Dancing Dress for a Dancer using vocabulary related to clothing and dance, such as dress, shoes, tutu, sparkles, and skirt. She then described her designs using the sentence structure "She is wearing..." (e.g., "She is wearing a sparkly blue mermaid dress with a flowing pink skirt"). She created a beautiful mermaid-inspired dancing outfit using colored paper or fabric, incorporating shimmering elements or flowy designs to represent the magical look of a mermaid. She presented her outfits to the class, practicing their English speaking skills. The project encourages</p>	


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		<p>creativity, reinforces vocabulary, and helps students form full sentences while having fun with the theme of dance and fantasy. It also provides an opportunity for public speaking as students describe her designs with excitement and confidence.</p>	
5	เด็กหญิงอวัศยา แวงโสธรณ์	<p>Proudly Embodying Thai Swimming Suit</p> <p>For this Grade 2 English project, she designed a Proudly Embodying Thai Swimming Suit for a Swimmer, incorporating traditional Thai colors, patterns, or symbols into a modern swimming outfit. Using vocabulary related to clothing and sports, such as swimsuit, cap, goggles, and fins, students will create a unique Thai-inspired design. She then described their creations using the sentence structure "She/He is wearing..." (e.g., "She is wearing a blue swimming suit with gold Thai patterns and a red cap"). She used colored paper or fabric to design their outfits and present their creations to the class. This project encourages creativity, reinforces vocabulary, and helps students practice full sentences in English while exploring Thai culture. It also gives students an</p>	


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		opportunity for public speaking as she confidently described her designs.	


ยูนิต C


ลำดับ	ชื่อเจ้าของผลงาน	ชื่อผลงาน/แนวคิด	ผลงาน
1	เด็กหญิงเบจาร์โน กัวเตียร์เรซ เด็กหญิงชนัดดา คำสมหมาย เด็กหญิงมินญาดา ไชยวิเศษ เด็กหญิงสุชญา บัวขวา เด็กหญิงพราวพรรณ กาญจนวรางกูร	C2/2 Pink Pony board game 2025 In this project, Grade 3 students will design their own board game with the theme "Pink Pony Adventure," using the vocabulary and structures they have learned in class. The game will revolve around a pink pony going on exciting adventures, and students will incorporate concepts from subjects like English, Math, Science, and Social Studies into the game. For example, players might solve math problems to help the pink pony cross a river or answer science questions to discover magical plants. Students will create a board with spaces that represent different parts of the pony's journey, such as forests, mountains, and meadows. The rules of the game will include clear sentence structures, and students will use vocabulary related to the pony's adventures, like "gallop," "rainbow," "friendship,"	

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		<p>or "journey." They will also use their creativity to design the board, game pieces, and visuals, ensuring a fun and engaging experience. After creating the game, students will present it to the class, explaining how they used their learning and how to play. This project encourages students to apply their knowledge in an imaginative and playful way, while also fostering teamwork, creativity, and communication.</p>	
2	<p>เด็กหญิงปวันรัตน์ อมรพิสุทธิ์ เด็กหญิงพิชชาภา บัวระภา เด็กหญิงศรัณย์พร คนงาม เด็กหญิงอรนันท สัจจ์บัวแก้ว เด็กหญิงอารีญา นันทโพธิ์เดช</p>	<p>C2/2 abstract board game 2025</p> <p>In this project, Grade 3 students will design their own abstract board game, using the vocabulary and structures they have learned in class. The game will not be based on a specific theme but will focus on strategy, problem-solving, and creativity. Students will incorporate concepts from subjects like English, Math, Science, and Social Studies into the gameplay. For example, players might use math skills to calculate moves, solve puzzles to advance, or apply science knowledge to overcome challenges. Students will create a board with spaces that can represent different paths, obstacles, or challenges, and</p>	

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		<p>develop a set of rules using clear sentence structures. The abstract nature of the game will allow students to think outside the box and design unique mechanics, such as using color-coded spaces, symbols, or dice rolls to determine movement. After creating the game, students will present it to the class, explaining how they used their learning and how to play. This project helps students apply their knowledge in an engaging, imaginative way while developing critical thinking, teamwork, and communication skills.</p>	
3	<p>เด็กหญิงณัฏฐ์ชาพร โมฆะรัตน์ เด็กหญิงพัชรिता ผิวขาว เด็กชายเอื้ออังกูร แท่กาฬสินธุ์ เด็กชายพิชณุตม์ บุญมา เด็กชายวรพงศ์ ลุนพุด</p>	<p>C22 Snow's & Nammon's doctor c</p> <p>In this project, Grade 3 students will design their own abstract board game with the theme "Making Sentences with Can or Can't." The game will focus on using the structures and vocabulary students have learned to form sentences using "can" and "can't." Players will move around the board by creating correct sentences based on different prompts, such as "I can swim," "I can't fly," or "He can jump." Students will design spaces on the</p>	

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		<p>board that challenge players to make sentences with different subjects, verbs, and activities. For example, some spaces might ask players to create a sentence about a hobby or a sport, while others could involve answering questions like, "Can you read?" or "Can the dog bark?" The rules of the game will require players to use "can" and "can't" correctly in full sentences, reinforcing grammar and sentence structure. After creating the game, students will present it to the class, explaining how the game works and how they used their learning. This project helps students practice their sentence-making skills in a fun and interactive way, reinforcing language learning while developing creativity, communication, and teamwork.</p>	
4	<p>เด็กหญิงสิริวิภา ศิริโคจรสมบัติ เด็กหญิงพิชชาภา บัวระภา</p>	<p>C22 Snow's & Nammon's doctor cards</p> <p>In this project, Grade 3 students will design a business card for a doctor, using the vocabulary and structures they've learned in class. They will include key details such as the doctor's name, title (e.g., Pediatrician, Dentist), contact information, and a description of</p>	

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		<p>the services they offer, such as “Helping kids stay healthy” or “Caring for your smile.” Students will incorporate vocabulary from subjects like Science (human body, health), English (sentence structure), and Math (contact information, time). They will also add creative elements such as medical symbols or colors that represent health. After designing their cards, students will present them to the class, explaining their choices and how they applied what they learned. This project helps students understand professional communication while practicing design, vocabulary, and presentation skills in a fun, practical way.</p>	
5	<p>เด็กชายวรพงศ์ ลุนพุด เด็กชายภัทรธรา ปากแก้ว</p>	<p>C22 Nava’s & Tara’s Business cards</p> <p>In this project, Grade 3 students will design a business card for a doctor, with the theme "Healthy Kids, Happy Lives." Using the vocabulary and structures they've learned in class, students will include key details such as the doctor's name, title (e.g., Pediatrician, Family Doctor), contact information, and a brief description of the services they</p>	

ลำดับ	ชื่อเจ้าของผลงาน	ชื่อผลงาน/แนวคิด	ผลงาน
		<p>offer, like “Preventive Care for Kids” or “Helping Children Stay Healthy.” They will incorporate vocabulary from Science (e.g., health, body, medicine), English (sentence structure and vocabulary), and Math (contact details, time). Creative elements such as medical symbols (e.g., stethoscopes, bandages) and colors associated with health (e.g., green or blue) can be added to make the card visually appealing. After creating their cards, students will present them to the class, explaining their choices and how they applied their learning. This project encourages students to think about health-related topics, practice professional communication, and develop their design and presentation skills in a fun and educational way.</p>	
6	<p>เด็กหญิงเบญจพร ฤทธิ์นอก เด็กหญิงพัชรรัตน์ ไกรพิรพรรณ</p>	<p>C22 Ben’s & Veva’s Business cards</p> <p>In this project, Grade 3 students will design a business card for a clinic, with the theme "Caring for Your Health." Using the vocabulary and structures they've learned in class, students will include key details such as the clinic's name, contact information, and services offered, like “General Health</p>	

ลำดับ	ชื่อเจ้าของผลงาน	ชื่อผลงาน/แนวคิด	ผลงาน
		<p>Care,” “Check-ups for Kids,” or “Treating Colds and Flu.” Students will apply vocabulary from Science (e.g., health, medicine, body), English (sentence structure and vocabulary), and Math (contact details, times, and dates). They will also add creative elements like medical symbols (e.g., a stethoscope, thermometer) and colors that represent health and care (e.g., green, blue, or white). After designing their cards, students will present them to the class, explaining their choices and how they used their learning. This project helps students practice communication, design, and presentation skills, while gaining a better understanding of a clinic's role in promoting health and well-being.</p>	