

LESSON PLAN : THE HALLOWEEN BELT

Teacher: Adelaida Cabañas
School: CEIP prof.Tierno Galván
Class: The learners will be 5th graders
Level : Elementary
No students: 26
Text book : BUGS WORLD-5 Extra lesson
Time lesson: 60'



LESSON OBJETIVES

1. To know some topics about halloween (English Traditional Festival). Historical origin, traditions, superstitions, games...
2. To reinforce their knowledge about festivals in other European countries : Diferences and similarities with our own country
3. To review some vocabulary topics like clothes, season food, adjectives
4. To use basic present simple structures when write costumes descriptions: to be, to have, to wear..
5. To learn and review action verbs they can/can't do
6. To practice There is/there isn't- There are/there aren't
7. To use ICT as a successful tool to find useful resources
8. To develop reading, listening and writing skills
9. To encourage cooperation

LINK TO OTHER AREA OF LEARNING

- Traditions of Anglo-Saxon Culture (Geography-history)

MAIN LANGUAGE CHILDREN USE

- Practice some descriptions (Phisycal , clothes...)
- Present Simple (To be, to have , to wear, to like, to drink...)
- There is/there isn't- There are/there aren't
- can/can't

ASSUMPTIONS:

Ss are familiar with most of vocabulary used in basic descriptions and with basic verbs to do them.

Also, students are able to work in pairs, and they can handle basic computer skills

MATERIALS:

Smart board
computer
markers
notebooks
Intructions worksheet
textbook

ACTIVITY 1- Warm up

Aims:

1. to make students interested in Halloween topics
2. to develop speaking skills
3. to review descriptions

Procedure:

Interaction

Timing

T-S

10'

S-S

10'

The contents used are basic and can be thought of as an introductory lesson.

These activities are a warm up to review in two directions:

- Clothes, colours (vocabulary)
- Present simple /continuous / can (Grammar)

And they're used to motivate Ss in the topic.

We can do one or more activities eg:

- As it's not the first time, these students have learnt about Halloween costumes and traditions, T show them some flashcards about this topic, and they have to identify and name what they are.
- With T help, they are making short sentences about when and how Halloween is celebrated, using the vocabulary checked previously.
- T deliver some flashcards between Ss and they have to ask for them, use this structure :
Can I have the ghost costume, please?
Can I have the pumpkin?
They have to answer: Yes, Of course you can (if the question is right and polite)
No, Sorry You can't (if the question is wrong or they forgot to tell: please)

This way, they review right and polite questions and answers.

- T collects the flashcards again and distributes them face down among other children, and only the child who is in front of each one, can see them.
Then, the rest of the class try to guess it by asking him/her some questions.eg.
Can it fly/ run/ scratch/ tell spells...? / has it got long hair/big teeth/nose/horns/? /Is it wearing a white sheet/ a big hat/huge shoes...?
- Ss play to guess them, telling riddles.eg :
It has got a black and big hat, a black and old dress, and a black and fat cat, Who is it?
- Finally T have one of the flashcards and Ss (one of them or a team) have to describe and name them .

ACTIVITY 2 –Play the game THE HALLOWEEN BELT – Drop The Belt

Aims:

- To use ICT as a successful tool to learn english
- To review and reinforce some aspects on Halloween topic
- To develop respect to other cultures and customs and cooperation skills
- To reinforce their writing, reading skills.
- To practice descriptions
- To make teaching more fun

Procedure:

Interaction Timing

S-T-S 40"

This game has been prepared to be played in Halloween Time and has been made as complement to the other activities done in this week.

The students are divided into pairs, each pair having access to a computer. Each pair of Ss have in their computer the game THE HALLOWEEN BELT.

First ,they have to read the instructions and when they are ready, they begin the game at the presentation screen, suddenly three doors appear and they start to play by clicking on 1st door.

The three doors represent three opportunities they have, to catch the belt or handkerchief during their race around the circle in the traditional game.

When a pair finish all the activities from one of the doors, Teacher will check it and the pair will win a award: The belt, (made of some sweets T have prepared) if they say the magic sentence that children say on Halloween night: 'Trick or Treat'

The activities in each door, are about different aspects of the topic:

Traditions,games and superstitions

Costumes and fancy dresses

Celebration of a Halloween party as a final task where they are invited

When the game is over, the winner pairs have their prize and if the T wants ,S/he can deliver some sweets among the other children in the class.

The teacher monitors the students while working in pairs and checks the different activities.

Final Statement: CONGRATULATIONS ! YOU'RE INVITED TO A GREAT HALLOWEEN PARTY. TAKE YOUR COSTUME AND YOUR MASK AND COME WITH ME THIS HALLOWEEN NIGHT.

THE HALLOWEEN BELT

Instructions for the students:

We are going to play THE BELT but the race is on your computer, not in the playground and it's HALLOWEEN TIME, so your award will be a HALLOWEEN GIFT. What will be, will be?

To get it ,you have to click on 1st scary DOOR, and do all the activities the better and faster you can .

If you weren't the first , try with the second one, If you didn't get it either, try with the third one .

When you finish all the activities in the three doors you will have a Halloween invitation.

COME WITH US!

Homework assignment:

Write an invitation to your Halloween party dinner for your friends, tell them what games you are going to play, what they can do at the party, what they can eat and drink and what kind of costumes they can wear. You can decorate it properly

,
