



## LESSON PLAN : THREE IN A ROW

### Tick, tack, toe

**Teacher:** Adelaida Cabañas  
**School:** CEIP prof.Tierno Galván  
**Class:** The learners will be 6th graders  
**Level :** Elementary  
**No students:** 26  
**Text book :** Super Bus-4 / Unit-1  
**Time lesson:** Three 45' sessions



### LESSON OBJECTIVES

1. To reinforce students knowledge about European countries in Comenius project: Diferences and similarities with our own country.
2. To learn different features of these countries : Situation on an european map, currency, flag, capital, sea or Ocean bordering, government...
3. to make students become acquainted with common words and expressions in English, Romanian, Norwegian and Turkish
4. To encourage their european feelings
5. To check some sports features
6. To use ICT as a successful tool to find useful resources
7. To develop reading, listening and writing skills
8. To encourage cooperation

### LINK TO OTHER AREA OF LEARNING

- Geography /sports/ foreing languages

### MAIN LANGUAGE CHILDREN USE

- Practice some positions on the board
- Prepositions ( on, in, at...) ( Between, opposite, in front of...)
- Basic answers to a multiple choice questions
- Directions: right/left  
At the top/ In the middle / at the bottom

### ASSUMPTIONS:

Ss are familiar with most of basic vocabulary used in the different questions.

Ss can play tick,tack,toe.

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

**MATERIALS:**

Smart board  
 Magnetic board  
 computer  
 markers  
 notebooks  
 Instructions worksheet  
 textbook

**ACTIVITY 1- Warm up****Aims:**

1. to make students interested in Comenius countries and their languages
2. To use ITC like resource
3. to develop listening and speaking skills
4. to review :countries features, some words from Pheasant and sports

**Procedure:**

**Interaction**  
T-S

**Timing**  
45'

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

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

- To get some information about countries and their languages with an Internet browser and translator
- To use this information to play an oral CONTEST about it.

And they're used to motivate Ss in the topic and to learn to play the computer game.

First of all

➤ T asks Ss to look up internet some features about Comenius countries and complete this grid with them.

ex:

Countries/ Features	NORWAY	TURKEY	ROMANIA	SPAIN
Nationality/Languag				
Currency				
capital				
Flag colours				
Location				
government				

Next, using some family names and common words from PHEASANT GAME, they have to complete this another table ( If they need it, they can use a translator in case or doubt or they want to listen to the word pronuntiation)

Languages/ words	NORWEGIAN	TURKISH	ROMANIAN	SPANISH
father				
mother				
grandfather				
grandmother				
brother				
sister				
child				
Boy				
girl				

When Ss have completed the table, they put in common all the information gathered and discuss similarities and differences between different countries and languages .

**Homework:** Learn the most of all this information collected

## **ACTIVITY 2**

### **Aims:**

- 1.to make students interested in Comenius countries and their languages
- 2.to develop listening and speaking skills
- 3.to review countries features, some words from Pheasant and sports

### **Procedure:**

**Interaction**  
T-S

**Timing**  
45'

- Divide the class into 4 teams .Teacher says a question in aloud voice, chosen among the questions she prepared for the computer game.
- The first one on each team has to answer, but it has to be the fastest, if the fastest one is wrong ,then the other team can answer and it is right, score one point and so on.

## **QUESTIONS**

- 1.A..Turkey's capital ISTAMBUL/ ANKARA / ANATOLIA
- 1.B. Turkey's currency is LEU / KRONE / LIRA
- 1.C. Turkey's goverment is a MONARCHY or a REPUBLIC

- 2.A. Norway's capital is STOCKHOLM / OSLO / HELSINKI
- 2.B. Norway's currency is EURO / KRONE / LEU
- 2.C. Norway's goverment is a MONARCHY or a REPUBLIC

- 3.A. Romania's capital is BUDAPEST / BUCHAREST / BELGRADE  
 3.B. Romania's currency is LIRA / LEU / KRONE  
 3.C. Romania's government is a MONARCHY or a REPUBLIC
- 4.A. England's capital is OXFORD / CAMBRIGE / LONDON  
 4.B. England's currency is POUND / KRONE / EURO  
 4.C. England's government is a MONARCHY or a REPUBLIC
- 5.A. Spain's capital is BARCELONA / MADRID / VALENCIA  
 5.B. Spain's currency is POUND / LIRA / EURO  
 5.C. Spain's government is a MONARCHY or a REPUBLIC
- 6.A. Norway is in the CENTRE / SOUTH / NORTH of Europe  
 6.B. Turkey is in the NORTH / EAST / CENTRE of Europe  
 6.C. Romania is in the CENTRE / WEST / NORTH of Europe
- 7.A. Father in Turkish means TATA / BABA / FAR  
 7.B. Mother in Turkish means ANNE / MOR / MAMA  
 7.C. Boy in Turkish means BAIAT / ERKEK / GUTT
- 8.A. Grandfather in Romanian means BUNIC / DEDE / BESTEFAR  
 8.B. Grandmother in Romanian means BESTEMOR / BÜYÜKANNE / BUNICA  
 8.C. Girl in Romanian means JENTE / FATA / KIZ
- 9.A. Brother in Norwegian means BROR / FRATE / KARDEÇ  
 9.B. Sister in Norwegian means SORA / KARDEÇ / SØSTER  
 9.C. Child in Norwegian means COPIL / ÇOCUT / BARN
- 10.A. Dog in Romanian means HUND / CÂINE / KöPEK  
 10.B. Cat in Norwegian means KEDI / PISICA / KATT  
 10.C. Mouse in Turkish means MUS / FARE / SOARECE
- 11.A. The number of players in a football team is TWELVE / ELEVEN / TWENTY-THREE  
 11.B. The American name for European football is RUGBY/AMERICAN FOOTBALL / SOCCER  
 11.C. You can do the butterfly and the crawl in SWIMMING / WINDSURFING / SAILING /
- 12.A. The number of kilometres run in a marathon is SIXTY-THREE / FORTY – TWO / FIFTY-SEVEN  
 12.B. The tour of France is a CYCLING / RUNNING / SWIMMING race  
 12.C. There are SIX / FOUR / FIVE sports in a penthalon.
- 13.A. The only type of animals that take part in olimpic competitions are HORSES / DOGS / ELEPHANTS  
 13.B. One of the rings of the Olimpic flag is ORANGE / RED / PURPLE  
 13.C. A different city organizes the olimpic games every SIX / FOUR / THREE years

T can do this CONTEST in one or two sessions if students are motivated, because they learn more easily.

In the second session the class is divided in two teams because they are going to play TICK-TACK-TOE by answering questions in the same way that before.

**Procedure:**

T draws a tic,tac,toa game lines on a magnetic board and prepares 6 magnetics counters in two different colours

The first team who answers the first question, chooses a counter colour and a first position on the board, and then the other team keeps playing and they place the counters until one of the teams wins the game.

To tell their position on the board, Ss use expressions such as: at the top/ in the middle/ at the bottom, and add right and left .

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Top-Left, Top-Center, Top-Right. Middle-Left, Middle-Center, Middle-Right. Bottom-Left, Bottom-Center, Bottom-Right. .

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**ACTIVITY 3 –Play the game THREE IN A ROW (Tic-tac-toe) on the COMPUTER**

**Aims:**

- To use ICT as a successful tool to learn english
- To review and reinforce some aspects on Comenius Countries and sports
- To develop interest on other European countries and sports and sportpeople
- To reinforce their writing, reading skills.
- To practice multiple choice questions
- To make teaching more fun
- To develop cooperation skills

**Procedure:**

**Interaction Timing**

S-T-S 45"

**The students** are divided in two teams, sitting each pair having access to a computer. Each pair of Ss have in their computer all the questions above, placed in groups of three .

**The teacher** has drawn a tick,tack toe board on a smart board or a magnetic board

Ss know how to play by doing the same that the two previous activities, but there, on the computer, They have to answer a set of three questions as fast as they can, and the first pair they do, choose their counters and position for their team. .

They can move all their counters up to one of the teams wins the game or if the match is tie, then they start again, answer the next question once more.

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

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## THREE IN A ROW( TIC-TAC -TOE)

### *Instructions for the students:*

*We are going to play THREE IN A ROW*

*HOW DO YOU HAVE TO DO IT?*

*You have on your computer a lot of questions organized in groups of three .*

*you have to answer a set of three questions correctly as fast as you can.*

*If you're the fastest, you win a position for your team on the tick, tack, toe, board:  
The team who puts their counters in a (Horizontal, vertical or diagonal )row, wins the match.*

*If there are questions left , the teams can start again .*

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**Homework assignment:**

**Do the SPORTS QUIZ on pages 12 and 13 in your activity book to check how much you know about sports.**

Search some information throught internet about ten famous sportpeople, five women and five men from different sports and do five multiple choice questions about them. to work in class.

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