

# **LESSON PLAN-3**

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**Date:** 30 November 2009 **Time of lesson:** 60 minutes

Class: 5<sup>th</sup> grade Level: Elementary

No. of students: 8 Unit: 3 Textbook: Time for English

# **Lesson Objectives:**

- 1. Students will listen, speak, read and write in English for information and understanding.
- 2. Students will tell the names of classroom objects.
- 3. Students will know the objects when they see the pictures of them.

#### **Materials:**

- Whiteboard
- Computer and projection with screen
- markers
- notebooks
- worksheet
- textbook

# **Activity 1**

#### Aims:

to develop speaking skills

to take the attention of the students

to learn the names of the classroom objects

**Procedure:** Interaction→ S-T-S Timing→10 min

- 1. The teacher asks the students about classroom objects.
- **2.** The students tell the objects existed in the classroom.

# **Activity 2**

## Aims:

to use ICT as a successful tool when learning a foreign language

to learn and practice about the names of classroom objects

**Procedure:** Interaction→ S-T-S & S-S Timing→15 min

- 1. The teacher loads the game on each computer.
- 2. Students take the squirrel to the hazelnut step by step.
- 3. They answer questions until they choose the correct option.
- 4. When they answer correctly, the squirrel goes further step by step.
- 5. When the squirrel reaches the hazelnut, the game is over.

## **Activity 3**

### Aims:

to practice about the names of classroom objects

to develop pronunciation of words

**Procedure:** Interaction→ S-T-S & S-S Timing→35 min

- 1. The teacher delivers bingo cards to the students.
- 2. The teacher delivers bingo cards and small cartoons to the students.
- 3. Students select their own bingo cards.
- 4. The teacher announces the classroom objects one by one.
- 5. When the teacher announces the object students have the picture of it on their own card, they cover that picture with small cartoons.
- 6. When the student covers all pictures on the card, s/he announces "BINGO" and s/he wins the game.

**Assessment** Interaction→ S-T-S Timing→5 min

The following rubric may be used to assess students by the teachers:

#### Response

- *Excellent* Student listens attentively and responds with one or two words contributions, as well as participating in extended activities beyond discussions.
- Good Student listens attentively and responds with one or two word contributions.
- Satisfactory Student listens attentively and responds non-verbally (facial expressions and gestures).
- *Needs Improvement* Student has great difficulty attending to the video and/or read aloud and cannot offer any responses.

## Vocabulary

- *Excellent* Student can read all of the descriptive terms independently and consistently offers the correct choices for completing sentences.
- *Good* Student can read many of the descriptive terms independently and can offer the correct choices for completing sentences.
- Satisfactory Student can read many of the descriptive terms independently.
- *Needs Improvement* Student cannot read any of the new terms independently.

## Concepts

- Excellent Student is able to identify several associations between a traditional character and a relevant occupation or recreation AND can also assist other students with the projects and role playing AND can compare these features to those of another culture.
- Good Student is able to identify several associations between a traditional character and a relevant situation AND can also assist other students with the projects and role playing.
- Satisfactory Student is able to identify several associations between traditional characters and a relevant situation.
- Needs Improvement Student cannot make a connection between traditional charactes and their relation to different situations.