European Strategies of Implementing ICT in Teaching Foreign Languages(trough games)

LESSON PLAN PUZZLE

(Adapted teaching activity of the game 'puzzle')

Date: October, 14 2010 School: Yeşilöz Primary School

Class:6th grade Duriation:40 minutes

No. Of students: 12 Level: Elementary

Lesson Objectives:

1.To make students deal with the English language

2.To encourage cooperation

3.To use the time efficiently

Assumptions:

Learners have the knowledge of singular and plural nouns, have/has got,the simple present tense and 'to be'

Anticipated problems:

Students may find it difficult to answer the questions in a definite time and have difficulties in connecting the puzzle items

Materials

- Question papers
- Two tables
- Two puzzles
- Pencils and papers fort he answers

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Activity 1

Goals:

- To make students deal with the target language
- •To decide the first group to start the puzzle

Procedures

Learners are divided into two groups. They are asked ten multible choice questions and are asked to answer these questions. They will start the race 5 seconds later than the other group per each question they couldnt answer. The questions are as follows:

1 you a student or not?
a.am b.is c.are d.be
2.Are there any in the playyard? a.children b.childs c.child d.childes
3 there a kitten in the basket?
a.are b.1s c.am d.be
4. There are airplanes in the sky.
a.some b.any c d.a
5.There is cinema in front of the museum.
a.some b.any c.an d.a
6.Have you got eraser?
a.a b.some c.an d. Any
7.She a lovely cat. a.have got b.has got c d.are
8.Do you like English? a.Yes.I do b.No.Iam not c.Yes I can d. No I doesnt
9.She animals. a.like b.dont c.doesnt d.likes
10.Tina have any Money. a.doesnt b.dont c.can d
a.aoosii o.aoii c.caii a

interaction:	timing:	
	20'	
s-t-s		
SS		

Activity 2

Goals:

-to have enjoyable time and cooperate

Procedures

The teacher makes the students that answered all of the questions start the puzzle. And the others start the puzzle later than the winner group. At last, the group who complete the puzzle first win.

Assignment:

Think about another games which can be adapted to the language learning activities.