

**TOPIC: THE SEA KINGDOM**  
**AGE GROUP: 14-15 YEARS OLD/ 8 GRADE**  
**TIME: 45 MINUTES**  
**AIMS:**

**By the end of the lesson the students should be able to:**

- name sea inhabitants in English and recognize them on a picture
- use reported speech freely in oral and written speech
- talk about oysters in English

**Skills development:**

- to develop students' speaking skills – talking on a particular topic
- to develop students' reading skills and scanning and skimming skills
- to develop students' writing skills – write a story
- to develop students' creative thinking

**Pedagogical aims:**

- to arise students' interest in the topic and make them feel at ease with the new material
- to acquaint the students with new vocabulary
- to revise and extend students' knowledge of reported speech
- to give clear and comprehensible instructions for each activity
- to develop students' team spirit

**Activities:**

Number of Activity	Name of activity	Description of activity	Time
1	<b>Lead in - Discussion Holidays at the seaside</b>	Tell me about your seaside holidays, where and when were they? What did you do? Have you ever tried diving? Will you try it? Why/Why not? What can you see while diving?	7 min
2	<b>Sea Inhabitants</b>	<p>- Students will see 10 pictures of sea floor plants on a Power Point Presentation, fish and other sea animals with names written on the picture. Students will see each picture for 10 seconds and try to remember the name and the appearance of each sea inhabitant.</p> <p>- After the presentation is over the students will see another presentation, the presentation will have the same 10 pictures but this time the students will not see the name at first and they will try to name the sea inhabitant. Then the name will appear. 6 of the names will not be familiar to them, with 4- already familiar.</p> <p>- Students are divided into teams, each team having a name, no more than 5 students in a team. On the board are drawn 3or 4(depending on the number of teams) spidergrams with "sea inhabitants" written in the middle and 10 blanks to write the names of the sea inhabitants they saw in the pictures. The first team to write correctly all the words is the winner.</p>	15 min
3	<b>Interactive activity -</b>	A picture of the sea bottom appears and the following text above it:	13 min

	<p><b>Welcome to Pearls World!</b></p>	<p>This language game is about the sea and one of the most remarkable treasures it offers- the pearls. Pearls are beautiful and admirable. They are also very rare and that is the reason they are so valuable.</p> <p>On the picture below there are 10 oysters. In 8 of them there is a pearl. You can click on six of the 10 oysters. After you click on an oyster, a sentence in direct speech will come out. If you successfully turn it into reported speech, you get 1 pearl...or just nothing because not every oyster has a pearl in it. If you have 5 or 6 pearls, you can open the treasure box by clicking on it.</p> <p>When the treasure box opens, the following instructions appear, a short description of the formation of pearls and a picture of an oyster, containing a pearl:</p> <p><b>Read the description of pearls formation and try to remember as much of it as possible. You have 4 minutes. After the 4 minutes are over, 6 sentences will appear and you have to mark them as <i>true</i> or <i>false</i>. To do this, you have another 4 minutes. Once the sentences appear, you will not be able to see the description again.</b></p> <p><b>This game is not only about reported speech sentence construction. It shows us that not every oyster has a pearl in it, so it is not easy to reach your goal and open the treasure box. But if you are perseverant enough to do your task, you will be rewarded. The interesting part is that the reward is not something material, it is the most valuable thing – knowledge.</b></p>	
4	<p><b>Story-making</b></p>	<p>Students are divided into teams, the same teams as in the second task. Each team receives a set of 5 words. They have to make up a story, using these 5 words. The last part of the lesson focuses on creativity and on connecting students' knowledge of English with their interests and ideas.</p>	10 min