

# New Taipei City English Wonderland Guang Fu Campus

## 新北市英速魔法學院課程設計表

### Lesson Plan

單元主題 Unit Theme	PE	領域 Subject	Sailors and Ships  LESSON 1- Sink the ship.  LESSON 2- I see a sailor.
教學對象 Target Audience	5 <sup>th</sup> graders	設計者 Course Planner	Karien de Villiers
任教班級 Class	Regular Camp  2018	教材來源 Source of Class Materials	<u>PC</u> : Laminated A4 Vocabulary cards. (with sticky magnets)  <u>Other</u> : 4different color tape for floor. <u>Store room</u> : 30 balls, 4 bibs, 16 cones, white board and markers.
教學時間 Course Duration and Time	Two classes/ 50min		
教材分析 Resources Analysis	"N/A".		
單元目標 Course Objective	<ol style="list-style-type: none"> <li>1. Expanding English vocabulary. Learning unfamiliar words.</li> <li>2. Speaking and pronunciation of English with confidence, using unfamiliar words learned</li> <li>3. Be active and competitive.</li> </ol>		

	4. Have fun.			
教學目標 Teaching Objective	<p>1-1-7. Be able to understand words used in class and daily communication</p> <p>2-1-3 Be able to pronounce the vocabulary taught</p> <p>5-1-5 Be able to understand simple daily communications and make suitable responses.</p> <p>6-1-1 Participate enthusiastically in all classroom activities</p> <p>6-1-5 Be able to utilize nonverbal messages presented in the environment to help English learning.</p> <p>6-1-8 Ask questions enthusiastically.</p> <p>6-1-9 Eagerness to incorporate English into daily lives.</p> <p>6-1-12 Actively participates in English activities.</p> <p>6-1-13 Be able to complete tasks given by teacher diligently.</p>			
教學資源 Class resources	<p>- <b>PC for power point presentation</b></p> <p>- <b>White board and markers for score keeping and vocabulary cards.</b></p> <p>- <b>All store room equipment</b></p>			
具體目標 Objective	教學過程及活動 Class Activities	教學資源 Teaching Materials	時間 Duration	備註 Notes

<p><b><u>DAY 1: LESSON 1</u></b></p> <p>1-1-7. Be able to understand words used in class and daily communication</p> <p>5-1-5 Be able to understand simple daily communications and make suitable responses.</p>	<p><b>LESSON 1: Sink the Ship</b></p> <p><b>ENGAGE PHASE:</b></p> <p>-Meet and greet!</p> <p>-Establish class rules</p> <p>-Introduction:</p> <p><b>Pose questions:</b></p> <ol style="list-style-type: none"> <li>1) What is a ship? <ul style="list-style-type: none"> <li>- Transporting things on water</li> </ul> </li> <li>2) What do we call people on the ship? <ul style="list-style-type: none"> <li>-passengers/sailors/pirates</li> </ul> </li> <li>3) Who has been on a ship?</li> </ol>		<p><b>10min</b></p>	<p>-Elicit thinking and speaking in English.</p> <p>-To build <u>rapport</u> with the students.</p> <p>-Get students <u>engage</u>.</p> <p>-Set them at ease/<u>relaxed</u> and have <u>fun</u>.</p> <p>- <u>assess pre-existing knowledge</u>.</p>
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<p>2-1-3 Be able to pronounce the vocabulary taught:  <b>Team/sailor/captain/ball fetcher/ship/square/attack/defend</b>  <b>Cones/knock over/jumping jacks opponents</b></p> <p>5-1-5 Be able to understand simple daily communications and make suitable responses.</p> <p>6-1-1 Participate enthusiastically in all classroom activities</p> <p>6-1-5 Be able to utilize nonverbal messages presented in the environment to help English learning.</p> <p>6-1-8 Ask questions enthusiastically.</p>	<p><u>STUDY PHASE:</u></p> <p>1) <u>Teacher explain the vocabulary</u></p> <p>2) <u>Teacher demonstrate the game:</u></p> <p>-4<b>teams</b> of <b>sailors</b>,1 captain and 1 <b>ball fetcher</b></p> <p>-4<b>ships</b> outlined on gym floor.</p> <p>-4 <b>cones</b> on the corners of each <b>square</b> shaped ship</p> <p>-teams will <b>attack</b> and <b>defend</b> their ships by trying to throw /<b>knock over</b> the 4 cones of <b>opponent's</b> ship.</p> <p>-if this happens the team must do 25 <b>jumping jacks</b> to get back in the game.</p> <p><u>Student responses:</u></p> <p>-model chorus drilling.</p> <p>-Free to ask questions.</p>	<p>-Whiteboard</p> <p>-markers</p> <p>-Vocabulary cards</p>	<p><b>20min</b></p>	<p>-Explanation of the game is the actual <u>lesson point</u>- using an interesting combat game to learn unfamiliar words.</p> <p>-<u>Vocabulary cards on the white board</u> have English and Chinese, for immediate clarification but Teacher <u>doesn't use their native language</u> at all.</p> <p>-use <u>gesture</u></p> <p>-<u>speak slow /clearly</u></p> <p>-students <u>repeat vocab out loud.</u></p> <p>- check <u>pronunciation.</u></p> <p>-<u>repetition</u></p> <p>-<u>chorus drilling</u> again as we review.</p> <p>-<b>learners fill in the "gap"</b> as teacher complete sentence by indicating the correct vocab for the gap.</p> <p>-<u>controlled</u> phase where <u>teacher</u></p> <p>-<u>student interaction</u> is high.</p> <p>-teacher is <u>model</u></p> <p>-<u>accuracy</u> in pronunciation is important.</p>
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<p><b><u>DAY 2 LESSON 2</u></b></p> <p>1-1-7. Be able to understand words used in class and daily communication</p> <p>5-1-5 Be able to understand simple daily communications and make suitable responses.</p>	<p><b>LESSON 2 : I see a sailor.</b></p> <p><b>ENGAGE PHASE:</b></p> <p>-Meet and greet!</p> <p>-Review/revise new vocab learned day 1 by prompting what they can remember.</p> <p>-explain that the game of today will be similar to 'one, two, three...wooden puppet!'</p>	<p>white board/markers</p> <p>-Vocab word c</p>	<p><b>10min</b></p>	<p>-<u>Elicit</u> thinking and speaking in English.</p> <p>-To build <u>rapport</u> with the students.</p> <p>-Get students <u>engage</u>.</p> <p>-Set them at ease/<u>relaxed</u> and have <u>fun</u>.</p> <p>- <u>assess pre-existing knowledge</u>.</p>
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<p>2-1-3 Be able to pronounce the vocabulary taught  Safe/save/steal/stole/stolen  Pirates/sailors/defend/attack  “I see a sailor”/move back/don’t move</p> <p>5-1-5 Be able to understand simple daily communications and make suitable responses.</p> <p>6-1-5 Be able to utilize nonverbal messages presented in the environment to help English learning.</p> <p>6-1-8 Ask questions enthusiastically.</p>	<p><b>STUDY PHASE:</b></p> <p>-1) <u>Teacher explain the vocabulary</u></p> <p>2) <u>Teacher explain</u>  -difference between <b>safe</b> and <b>save</b>  -<b>Steal/stole/stolen</b></p> <p>3) <u>Explain the game</u>  -2 <b>pirates</b> will <b>defend</b> the <b>stolen</b> balls on one side of the gym  -rest of the <b>sailors</b> on other side will attack the pirates to steal the balls back</p> <p>-<b>GAME:</b>  -2 pirates close their eyes and while they shout out loud “<b>I see a sailor</b>”  -When they open their eyes the sailors that <b>moves</b> are out and must start at the back <b>again</b>.  -sailors steal balls back and game starts again with different pirates.</p> <p><b>Student response :</b>  -students repeat new vocab and model with teacher.  -Ask questions</p>	<p>-Whiteboard/  -markers  -Vocabulary cards  -power point  demo</p>	<p><b>20min</b></p>	<p>-<u>connecting with previous lesson.</u>  -<u>vocab cards</u> help with <u>recognition</u> and <u>drilling</u> for <u>pronunciation</u>  -Explanation of the move is the actual <u>lesson point-</u> using an interesting game to learn unfamiliar words.  -<u>Vocabulary cards on the white board</u> have English and Chinese, for immediate clarification-  -Teacher doesn’t use their native language at all.  -use <u>gesture</u>  -<u>speak slow /clearly</u>  -students <u>repeat vocab out loud.</u>  - check <u>pronunciation.</u>  -<u>repetition</u>  -<u>chorus drilling</u> again as we go over rules again.  -<u>learners fill in the “gap”</u> as teacher <b>complete sentence by indicating the correct vocab for the gap.</b>  -<u>controlled</u> phase where <u>teacher</u>  -<u>student interaction</u> is high.  -teacher is <u>model</u>  -<u>accuracy</u> in pronunciation is important.</p>
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<p>6-1-8 Ask questions enthusiastically.</p> <p>6-1-12 Actively participate in English activities.</p> <p>6-1-13 Be able to complete tasks given by teacher diligently.</p>	<p>-Answer provoking questions posed by teacher to elicit unders</p> <p><b>ACTIVATE PHASE</b></p> <p><b>ALWAYS: Start with warm up stretches</b></p> <p>-Students get ready and actively take part in doing /acting out the game</p> <ul style="list-style-type: none"> <li>- Teacher positions 2 pirates with bibs.</li> <li>- Opposing sailors on other side of the gym.</li> <li>- Engage in playing the game by controlling it with a whistle.</li> <li>- After the whistle blows pirates talk and sailors move forward.</li> </ul> <p><b>Pack up and greet:</b></p> <ul style="list-style-type: none"> <li>-All-star students are picked and allocated.</li> <li>-Students drink water and get bags</li> </ul>	<p>-power point demo and drums</p>	<p><b>20min</b></p>	<p>During this phase, the student to student <u>talk time is high.</u></p> <ul style="list-style-type: none"> <li>-<u>teacher less invasive/more facilitating.</u></li> <li>-changing the <u>way the sailors attack</u> by letting them jump on one leg and <u>alternating with different moves.</u></li> <li>-Students get to <u>practice new vocabulary</u> learned in a <u>safe</u> and <u>free</u> environment /context.</li> <li>- <u>Fluency</u> is more important than accuracy</li> </ul>
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