New Taipei City English Wonderland – GuangFu Campus

新北市英速魔法學院課程活動設計表

Lesson Plan

單元主題 Unit Theme	Describing People and Clothing	領域 Subject	Describing People and Clothing		
教學對象 Target Audience	5 th Grade	設計者 Course Planner	Bryce Chapman		
任教班級 Class	5 th Grade English Wonderland Guangfu	教材來源 Source of Class Materials	Guangfu English Wonderland		
教學時間 Course Duration and Time	Spring 2018, x2 50 Minute Classes per camp				
教材分析 Resources Analysis	Completed				
單元目標 Course Objective	Students will practice reading, writing and speaking in English and increase their listening comprehension.				
教學目標 Class Objective	Students will be able to use the following vocabulary when describing people and what they are wearing: a beard , shorts, a tattoo, big muscles, a sword, sunglasses, flip-flops, gloves.				
教學資源 Class Resources	Keynote presentation, Go Fish vocabula	ry cards, One Piece game boards, pl	ace-markers, flashcards		

具體目標	教學過程及活動	教學資源	時間	備註
Objective	Class Activities	Class Resources	Duration	Notes
Warm-up / ice-breaker	CLASS #1	Keynote presentation,		
	*Students line up outside of the door and drop their	Go Fish		
	backpacks.	vocabulary		
		cards, One		
	*Teacher hands students seating instructions	Piece game		
Students will be able to use the	one-by-one as they enter the classroom.	boards,		
following vocabulary when		place-markers,		
describing people and what they are	*Teacher collects seating instructions.	flashcards		
wearing: a beard, shorts, a tattoo,				
big muscles, a sword, sunglasses,	*Teacher models 3-4 group dance steps. Students		10 mins	
flip-flops, gloves.	practice. (7-10 minutes) and then sit down.			
	*Teacher shows Keynote presentation introducing			
	vocabulary.			
	*Students stand around the sides of a rectangle			
	while the teacher models how to play Go Fish with		15 mins	
	the vocabulary that has been introduced.			
	*Students form groups of 3-6, sit in a circle, are		20 mins	
	handed playing cards and begin playing. Teacher			
	distributes prizes for the winners.			
			5mins	
	*Teacher stops music. Students clean up and line up			
	inside of the room with 5 minutes remaining in class.			

*Teacher administers Ticket Out the Door, handing			
each students a card and asking them a question.	Keynote		
After students answer correctly, they line up outside	presentation,		
of the room with their T-Teacher.	Go Fish		
	vocabulary		
	cards, One		
CLASS #2	Piece game		
*Students line up outside of the door and drop their	boards,		
backpacks.	place-markers,		
	flashcards		
*Teacher hands students seating instructions		10 mins	
one-by-one as they enter the classroom.			
*Teacher collects seating instructions.			
*Teacher models 3-4 group dance steps. Students			
practice. (7-10 minutes) and then sit down.			
*Teacher shows Keynote presentation DAY 2,			
reviewing vocabulary and explaining how to play the			
Guessing Game.			
		35 mins	
*Students re-form groups and are given a box full of			
materials. Teacher picks up the card for Shanks and			
Sicilian.			
*Teacher continues to model how to play the game			
using the Keynote presentation. Scaffolding is			
removed until the students master the game.			

*Once the students have practiced the game, the teacher acts as facilitator, choosing a student to pick a card and answer questions, passing the microphone from group to group and awarding prizes.		
*With 5 minutes remaining, students are prompted to clean up and line-up.	5mins	
*Teacher administers a Ticket Out the Door, handing each students a card and asking them a question. Once the student answers correctly, they line up outside of the classroom.		