

World Landscapes

Teacher: Gustav Visser

Duration: 50 minutes

Level: Grade 5

Objectives

1. Students should be able to identify different landscapes.
2. Students should be able to name examples of these landscapes in Taiwan.

Introduction (10 minutes)

1. Students take turns reading sentences from different characters as an introduction to the lesson disguised as an RPG (Role playing game). Characters are used from the cartoon series: One Piece.
2. Introduce the landscapes to be taught by altering images to draw attention to different features, i.e. I start with a plain, then add a mountain, then add hills etc.
 - a. Plain
 - b. Mountains
 - c. Hills
 - d. River
 - e. Forest
 - f. Lake
 - g. Ocean
 - h. Beach
 - i. Islands
 - j. Waterfall
 - k. Canyon/Gorge

Sentence structure 1. It's a/an _____.
2. Those are _____.

Body (20 minutes)

1. Map of Taiwan:
 - Teach directions (North, East, South, West, Northeast, Northwest, Southeast, Southwest)
 - Substitute functional English (Up, Right, Down, Left, Up to the right, Up to the left, Down to the right, Down to the left)
2. Progression: Show examples of the landscapes in Taiwan by following instructions on an interactive map.
 - a. Plains: Jianan Plains

- b. Mountains: Mount Jade
- c. Hills: Maoli Hills
- d. River: Danshui River
- e. Forest: Taipingshan Forest
- f. Lake: Sun Moon Lake
- g. Ocean: Pacific Ocean
- h. Beach: Kenting Beach
- i. Islands: Penghu Islands
- j. Waterfall: Shifen Waterfall
- k. Gorge: Taroko Gorge

Evaluation (20 minutes)

Crocodile's quiz

A bomb game where the knowledge of students will be tested based on the highly popular ***One Piece*** anime series.

1. Divide students in two teams (Boys and Girls)
2. Explain the rules of the game.
3. Teams take turns answering simple questions on landscapes.
4. If they answer correctly, they can choose a cup to lift.
5. The team that saves the most friends at the end of the lesson will be declared the winner.

Comparisons

Teacher: Gustav Visser

Duration: 50 minutes

Level: Grade 5

Objectives:

1. Students should be able to compare animals by using different adjectives
2. Students should be able to engage in conversation by asking and answering questions

Introduction

Introduce different attributes and explain how to measure them.

1. height
2. weight
3. speed
4. agility
5. life span

Body (25 minutes)

1. Compare animals for each attribute.
Animals: lion, elephant, giraffe, cheetah, bear, wolf, gorilla, panda, tiger, orangutan, monkey, moose, cougar, eagle, jaguar, llama, tortoise, sloth, kangaroo, koala, dingo, platypus, lynx, reindeer, boar, wolverine, penguin, walrus, albatross and seal
2. Degrees of comparisons
 - (1) Tall-taller-the tallest
 - (2) Heavy-heavier-heaviest
 - (3) Fast-faster-the fastest
 - (4) Far-farther-the farthest
 - (5) Long-longer-the longest
3. Use graphs to visually show differences between animals.
4. Example sentences:
The ostrich is tall.
The elephant is taller
The giraffe is the tallest

Progression

Conversational English

Questions

1. Height: how tall are you?
2. Weight: How much do you weigh?
3. Speed: How fast are you?
4. Agility: How far can you jump?
5. Life span: How long do you live

Answers

1. "I am _____centimetres tall."
2. "I weigh _____kilograms."
3. "I run _____ km/h."
4. "I jump _____metres far."
5. "I live for_____ years."

Game (10 minutes)

Animal trump

1. Divide student in pairs.
2. Each pair will get a deck of 30 animal cards.
3. Students divide the cards equally and proceed to play the game taking turns to ask and answer question.
4. The student with the higher stat each round can take the opponents card
5. After 10 minutes the student with the most cards is the winner.

Assessment Activity (25 minutes)

Pokémon bomb game

6. Divide students in two teams (Boys and Girls)
7. Explain the rules of the game.
8. Teams take turns answering simple questions on prepositions.
9. If they answer correctly, they can choose a pokeball to open.
10. The team with most Pokémon at the end of the lesson will be declared the winner.

Resources

1. PowerPoint
2. Deck of cards (x12)
3. Dice

Prepositions

Teacher: Gustav Visser

Duration: 50 minutes

Level: Grade 5

Objectives:

1. Students should be able to identify prepositions
2. Students should be able to use prepositions correctly to answer questions.

Introduction (5 minutes)

1. Introduce the topic by asking students to say where the ball is.

Body (25 minutes)

1. I have students draw simple pictures in their books for each one of the prepositions taught.
 - a. Prepositions of location: Where is the...?
 - b. Prepositions of movement: Where does the...go?
2. Target Vocabulary
Prepositions of location:
In, On, Under, In front of, Behind, Between.
Prepositions of movement:
Into, Out of, Onto, Off, Up, Down, Through, Around, Over.

Progression

I use animated pictures to move an object around another object and asking appropriate questions.

- On. ---On the box. ---The lion is on the box.
Into. ---Into the box. ---The tiger goes into the box.

Game (20 minutes)

“Naruto Game”

1. Divide students in two teams (Boys and Girls)
2. Explain the rules of the game.
3. Teams take turns answering simple questions on prepositions.
4. If they answer correctly, they can roll the dice.
5. The game will randomly award stars for correct answers and take stars away for incorrect answers.
6. The team with most stars at the end of the lesson wins the game.

Resources

1. PowerPoint
2. Flashcards (x15)
3. Ball
4. Chair
5. Box