

New Taipei City English Wonderland GuangFu Campus

新北市英速魔法學院課程設計表

Lesson Plan

單元主題 Unit Theme	ABC	領域 Subject	English as a second language
教學對象 Target Audience	5 th grade camp students	設計者 Course Planner	Kenneth Burks
任教班級 Class	Pick a letter & word tag	教材來源 Source of Class Materials	Teacher made computer generated
教學時間 Course Duration and Time	Day 1 lesson 50 minutes		
教材分析 Resources Analysis	N/A		
單元目標 Course Objective	Students will: <ol style="list-style-type: none"> 1. Work in teams to meet class objectives. 2. Use the time given to meet class objectives. 3. Help other students with less English abilities to meet class objectives. 		
教學目標 Teaching Objective	Students will: <ol style="list-style-type: none"> 1. Spell words correctly. 2. Use prior knowledge vocabulary to make new words. 3. Write and say words related to and inclusive of those in the course objective for English. 		
教學資源 Teaching Materials	Teacher will use: <ol style="list-style-type: none"> 1. Alphabet letters of larger size and varied colors 2. White board and markers 3. 2 Games 1.cups and ping pong balls & 2. sticky ball and target poster 4. timer 		

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>Introduction</p> <p>lesson begins</p> <p>End game</p>	<p>greet students, give rules for the class, b vs g teams, rps who goes.</p> <p>Game # 1 / Pick a letter (ping pong ball game)</p> <ol style="list-style-type: none"> 1. In pairs of two, the students will perform a pong game to earn time to play the English game. 2. The team will pick a letter (A-Z) from the box (random). 3. The students will use the time they earned from the pong game and write all the words they can think of in the time earned with the first letter originally chosen. 4. The students will say all of the words written. <p>Each student in teams of 2 will perform the games task. All the words made will be added together and that number will be the score for the class.</p>	<p>White board Markers Alphabet letters Game material (ping pong balls and cups, sticky balls & target poster) Stop watch</p>	<p>50 minute Class (change game after 25 minutes)</p>	<p>Ping Pong game rules:</p> <ol style="list-style-type: none"> 1. Can throw directly in 2. Can bounce off wall or floor 3. Two throws per student/team of 2 4. All times together in game time to use in game. <p>Sticky ball game rules:</p> <ol style="list-style-type: none"> 1. Two students per team 2. One throw per person if it sticks to the target 3. The two times are added together to complete English game.

<p>lesson begins</p>	<p>Game #2 / word tag (sticky ball game)</p> <ol style="list-style-type: none">1. The students in teams of 2 will perform a sticky ball game to earn the amount of time to play the English game.2. To begin the English game the students will pick a letter from the box.3. 1st word made from the letter picked from the box.4. 2nd word made from the 2nd letter of the first word5. 3rd, 4th and so on word made from the first words letter base as prior made in the time earned to play the game.			
<p>End game</p>	<p>All words made by both teams will be added together for the score of the team.</p> <p>Any questions regarding the game will be answered in the end time permitted.</p>			