

European Strategies of Implementing ICT in Teaching Foreign Languages(trough games)

LESSON PLAN
STOP

(Adapted teaching activity of the traditional game istop/stop)

Date: October,11 2010

School:Yeşilöz Primary School

Class:6th grade

Duration:40 minutes

No. Of students: 12

Level:Elementary

Lesson Objectives:

- 1.To make learners learn colours in an effective and enjoyable way.
- 2.To encourage interaction

Assumptions:

Learners know all of the colours

Anticipated problems:

Learners may find it difficult to reach some colours

Materials:

A ball
A large area

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Activity 1

Goals:

1. To use English language communicatively
2. To teach colours in English effectively
3. To make students interact

Game itself:

Students are supposed to make a circle and one of the students stand at the centre of this circle. This student is called 'Ebe'. 'Ebe' throws the ball into the air and calls a name and the student whose name is called tries to catch the ball. By the way the other students are trying to run away. Then, the student whose name is called catches the ball and says stop and tell a colour. This time the other students try to find that colour from surrounding and hold the object in mentioned colour. If they can't hold an object with that colour they will be shot by the student with the ball. Both the student that couldn't hold the object in that colour and the student that couldn't shoot the other student will be disqualified. Consequently, the last student is the winner. He may be awarded by the teacher. The prize may be coloured pencils.

Interaction:

Student-Student
Student-Teacher-Student

Timing

15 minutes

Assignment:

Students are to find one more game by which the colours can be learnt effectively.

