

LESSON PLAN : BROKEN TELEPHONE

Whispering Game

Teacher: Adelaida Cabañas
School: CEIP prof.Tierno Galván
Class: The learners will be 5th graders
Level : Elementary
No students: 26
Text book : Bugs World - 5 / Unit 4-5
Time lesson: Two 45' sessions



LESSON OBJECTIVES

1. To reinforce students to practice present continuous sentences.
2. To learn different actions they are doing at the moment.
3. To make students be able to correct sentences from other people and explain why they're wrong.
4. To use ICT as a successful tool to find useful resources
5. To develop reading, listening and writing skills
6. To encourage cooperation

LINK TO OTHER AREA OF LEARNING

- ▲ Ethics /Co-education

MAIN LANGUAGE CHILDREN USE

- Practice present continuous and present simple
- Use prepositions (on, in, at...) (Between, opposite, in front of...) to complete sentences and some links between sentences(and, but, otherwise, besides, on the other hand...)
- Basic vocabulary about some places in a town or rooms in a houses

ASSUMPTIONS:

Ss are familiar with most of basic vocabulary used in the different sentences.

Ss can play Broken telephone.

Also, students are able to work in pairs, and they can handle basic computer skills

MATERIALS:

Smart board
computer
markers
notebooks
textbook

ACTIVITIES 1- 2 Warm up

Aims:

1. To make students interested in playing by whispering to classmates in English
2. To practice grammar and syntax in a funnier and easier way
3. To develop listening and speaking skills
4. To review present continuous actions

Procedure:

Interaction

T-S

Timing

45'

The contents used are basic and can be thought of as an introductory and preparatory lesson, and they're used to motivate Ss in the topic and to learn to play the computer game.

These activities are a warm up to review in two directions:

- To practice present continuous, by speaking and listening carefully
- To complete present continuous sentences by adding some words, every time they have to pass (repete and complete) the sentence they listen to.

First of all

WHISPERING GAME:

The class is divided in 4 teams. (named by four numbers, or letters, colours...)

- T whispers a present continuous sentence to the first student of each group, but the game only starts when all the first ones know the sentence and T gives the starting signal.
- The message can be the same for each group or different but the same difficulty.
- Every student has to whisper the same has listened just once, and if the next mate doesn't understand, he can't repeat it. It's **BROKEN TELEPHONE**.
- T checks the sentence when it arrives to the last student of the team, beginning by the fastest team. If it's completely right, this team is the winner and score one point. The team with more points wins the game.

ADDING A WORD

Divided in six teams of 4 people, now T has 6 pieces of paper with six short present continuous sentences and gives one (upside down) to the first one of each team,

- When T says, the first one in each team, starts reading and completes, the sentence with one or two words, the others do the same and when the last one in each team finishes, read and write the complete message on the blackboard.
- T comment the text and correct the mistakes if there are some.
- It can be done the same but only whispering until the last student who writes the whole sentence and tells it to the T to correct it on the board

ACTIVITY 3 –Play the game THE BROKEN TELEPHONE on the COMPUTER

(ADD A WORD)

Aims:

- To use ICT as a successful tool to learn english
- To review and reinforce basic vocabulary topics (food,sports,clothes,rooms,places...)
- To develop interest on e- mail comunication
- To reinforce their writing, reading skills.
- To practice present continuous actions and links between sentences:and,but...
- To make teaching more fun
- To develop cooperation skills

Procedure:

Interaction Timing

S-T-S 45"

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- **The students** are divided in six teams of two pairs each team, sitting each pair having access to a computer.
 - Every pair has an e- mail count created by the teacher previously . **They open their inbox and wait for the message**
 - **The teacher** sends the same message (a short present continuous sentence) to the first pair in each team, they have to complete the sentence and start another one, but with a different verb and subje, send it to the other pair in their own team for they complete it too, and these ones have to send it to the teacher.
 - **T** has always opened her mail and can say what team is the first one to send the complete message.
 - **T and Ss** correct the sentence on the smart board, if it's right, this team is the winner but they can correct all the sentences in order to realize the different versions they can write with the same sentence.
 - **Then T can start again with other sentence, may be the same for all the teams or a different one for each one.**
 - **Ss** know how to play by doing the same that the previous activities, but now, on their computer: They have to complete and send their message as fast as they can, and the first team to do it, score 1 point.
 - Ss have to prove they can send an *email* correctly
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- **The teacher** monitors the students while working in pairs and checks the different answers.
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STARTER SENTENCES EXAMPLES

I'm reading
he's listening to
We're drinking
He's writing
Your friends are washing

You're sitting on
I'm wearing
They're whispering
She's making
dad is cooking...

I'm looking at
She's playing
I'm eating
My sister is watching
