

Lifelong Learning Programme

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

LESSON PLAN

(An adaptation of the game'Hımbıl')

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Date: March 22th **Time of lesson:** from 09.00-09.40

Class: 6th grade Level: elementary

No. of students: 11

Lesson Objectives:

- To review some categories such as animals, vegetables, fruits, toys, and clothes.
- To have fun while learning
- To use ICT as a successful tool when learning

Assumptions:

Students are familiar with some categories such as animals, vegetables, fruits, toys, and clothes.

Anticipated problems:

The students may not be able to remember some categories.

Materials:

- computer
- Himbil 'the lazy man' software

Activity 1- Reviewing each categories

Aim:

1.To review some categories such as animals, vegetables, fruits, toys, and clothes.

Procedures:

1.Learners go through the images of each category and try to remember their names.

Here are some these categories

CLOTHES



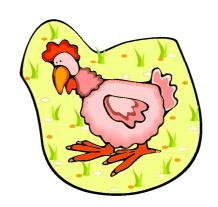
ANIMALS



























VEGETABLES

















FRUITS

















TOYS











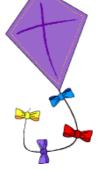






















Interaction: Timing:

S-S 10' T-S

Activity 2

Aims:

- To have fun while learning
- To use ICT as a successful tool when learning

Procedures:

1.Students open the himbil software. Here, there is a quiz including some categories. There are some words and they have to find the right category. They are to click the arrow and choose the word.

HERE IS THE QUIZ

A Balloon is a kind of TOY A Cherry is a kind of **FRUIT** A T-shirt is a kind of **CLOTHING** A Zebra is a kind of **ANIMAL** A Jacket is a kind of **CLOTHING** A Yo-yo is a kind of TOY An orange is a kind of **FRUIT** Shoes are kinds of **CLOTHING** A Trousers is a kind of **CLOTHING** A Cat is a kind of ANIMAL A Monkey is a kind of ANIMAL A Rabbit is a kind of ANIMAL A Turtle is a kind of **ANIMAL** A Duck is a kind of **ANIMAL** A Ball is a kind of TOY A Tiger is a kind of CLOTHING A Patato is a kind of **VEGETABLE** A Strawberry is a kind of FRUIT A Dog is a kind of **ANIMAL**

Interaction Timing

S-T 10' T-S

Homework assignment: Prepare a document of new flash cards including these categories.