

LESSON PLAN

Name:

School:Norway

Date:

Time of lesson:

Class:

Level: 9-12

No. of students:

Unit: Textbook:

One Activity is one lesson!

Lesson Objectives: 1. To match idioms and meaning

2. To understand the meaning

3. To write a text

4. To play the game on a computer or a paper version

5. To encourage cooperation

Assumptions:

The students can understand the meaning of idioms in Norwegian too

Anticipated problems:

The students have to match correct idioms to correct meaning

Materials:

The game on a computer

Internet

Lexica

The paper version

The key

Activity 1

Aim:

To learn – what people say and what they mean

Cooperate

Procedure:

Interaction Timing

1. What is an idiom?

2. Explain

3. Give examples.

4. Work; use the game on a computer

5. Work together, use the game in the paper version

6. How to play

7. The teacher got the key.

Activity 2

Aim:

As previously mentioned

Procedure: The game on a computer

Interaction Timing

1. Match correct idioms and correct meaning
2. Choose four (the teacher tells the number) idioms, and write a small story to explain the correct meaning and understanding.

Activity 3 The paper version

Aim:

To learn

To cooperate

Procedure:

Interaction Timing

1. Match this idioms to the illustrations, and discover the meanings.
You have: 40 idiom cards and
40 picture cards showing the literal interpretation with the meaning on the reverse
2. Spread the idioms cards on the table, face down
Decide now whether the picture cards should be looked at picture side up, or text side up.
3. Players take turns to choose an idiom card from the table.
If it matches one of their pictures, or one of the descriptions, they keep that pair.
4. If they choose an incorrect card, it is returned to the table and play passes to next student.
5. The first player to collect 6 pairs (the teacher decide the number) is the winner.

Activity 4

Aim:

To learn

To speak

Procedure: The game in miming version

Interaction Timing

- 1. Teamwork**
 - 2. The group leader choose one idiom card**
 - 3. The group decides which of them who are going to mime the idiom**
 - 4. The other groups guess after each other**
 - 5. The teacher got the key, and supervise the students during the game.
Correct expression, correct pronunciation and correct word order.**
-