

LESSON PLAN : TRAVELING ACROSS EUROPE

Teacher: Adelaida Cabañas
School: CEIP prof.Tierno Galván
Class: 6th
Level : Elementary
No students:20
Text book : Super Bus-4/ Unit-1
Time lesson: 45'



LESSON OBJETIVES

1. To learn different countries names in Europe and their situation on an european map
2. To realize the geographical distances between different partners countries.
3. To encourage their european feelings (feel as a real Europe where their partners-friends live)
4. To use ICT as a successful tool to find useful resurces
5. To develop speaking skills
6. To encourage cooperation

LINK TO OTHER AREA OF LEARNING

- Europe geography To Know where different countries in europe are

MAIN LANGUAGE CHILDREN USE

- Practice some directions : on my right
- Future: we'll go / we're going...

Assumptions:

At the begining of the lesson in their text book students are intoduced to Europe by listening about a great european sport meeting with a great parade of sportpeople from different countries.SS also have a picture about this event, so they can see their countries flags.

This activity is a warm up to learn in two directions:1-Sports/sportpeople

2-Countries/nationalities/some flags

So,Ss Know countries names/ natinalities and some flags

SS need to reiew some directions and future

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

Materials:

- Smart board
- computer
- markers
- notebooks
- Intructions worksheet
- map of Euope
- textbook

ACTIVITY 1- Warm up

Aims:

1. to make students interested in the topic (Europe Countries)
2. to develop speaking skills
3. to learn the countries which are integrated in our project and the corresponding nationalities
4. to share experiences about the mailing partners

Procedure:

Interaction

Timing

S-T-S

10'

- Students are asked about their mailing partners from the project:
- If they have similar likes, pets ,hobbies...
- Differences in houses, families, habits...

SS take turns and speak about their experiences.

ACTIVITY 2 –FIND YOUR PARTNERS COUNTRY BY GOING ALWAYS ON YOUR RIGHT

Aims:

1. to encourage their european feelings
2. To practise directions and Future
3. To raise students' awareness of the opportunities offered by ICT
4. To develop speaking and cooperation skills
5. To make teaching more fun

Procedure:

Interaction

Timing

S-S

20'

S-T-S

12'

The students are divided into pairs, each pair having access to a computer. Each pair of Ss have two wsh with a blank Europe map and a schedule for the three routes they have to trace. They also have three markers:red for Turkey,blue for Norway and yellow for Romania.The instructions will be on the smart board and on the worksheet.

The teacher monitors the students while working in pairs and checks the final product done in the wsh .

H/Se can also choose the best pair work .

Instructions for the students:

You have a blank European map and you have to draw three Routes in it, to go from Spain to:

1st Route _ Turkey (Trace in red colour)

2nd Route _Norway (in Blue)

3rd Route _ Romania (In yellow)

You can use different transport means:by train, bus ,ship,on foot,but never airplane.

Use an Internet browser to look for a political Europe map (www.google.es)

YOU ALWAYS HAVE TO GO ON YOUR RIGHT

You must write all the countries names where you'll travel across in your trip

When you have finished each route,you have to draw and colour the flag of this country

You have 20'

Homework assignment:

Using your map with the three routes traced, write in your notebook using immediate future with the necessaries links to make sentences about your trip.

LESSON PLAN : DESCRIBING PEOPLE

Teacher: Adelaida Cabañas

School: CEIP prof.Tierno Galván

Class: 6th

Level : Elementary

No students:20

Text book : Super Bus-4 -Introduction U - 1

Time lesson: 45'



LESSON OBJETIVES

1. To review descriptions of people
2. To review some vocabulary topics like clothes,parts of body,adjetives...
3. To use verbs as “ to be , To have, To wear...
4. To use ICT as a successful tool to learn english
5. To develop speaking skills
6. To learn about their colleagues
7. To encourage cooperation

LINK TO OTHER AREA OF LEARNING

- Ethics and tutoring

MAIN LANGUAGE CHILDREN USE

- Practice some vocabulary: clothes,parts of body,adjetives...
- Practice basic verbs: to be , To have,To wear...

Assumptions:

Ss are familiar with a lot of vocabulary used in basic descriptions and with basic verbs to do them. Also, students are able to work in pairs, and they can handle basic computer skills.

Materials:

- Smart board
- computer
- notebooks
- textbook

ACTIVITY 1- Warm up

Aims:

1. to make students interested in their colleagues
2. to develop speaking skills
3. to review descriptions

Procedure:

Interaction

T-S

Timing

10'

- T ask Ss describe one of them by answering some questions.eg.
Is s/he tall? / has s/he got long hair? /Is s/he wearing glasses?...

- T choose one of the student and ask him/her to close eyes then, Teacher choose another one and put him/her in front of the first one, who has to touch his/her classmate and guess who it is by answering questions as above

ACTIVITY 2 –Play the game WHO IS IT? The little blind hen

Aims:

1. To practise descriptions
2. To use ICT as a successful tool to learn english
3. To develop speaking and cooperation skills
4. To make teaching more fun

Procedure:

Interaction	Timing
S-S	10'
S-T-S	22'

The students are divided into pairs, each pair having access to a computer. Each pair of Ss have in their computer the game WHO IS IT ?.

First ,they have to read the instructions and when they are ready, they start to write sentences describing someone in the room.

When the time is over,each pair do their presentation and the other students guess who is every one

The teacher monitors the students while working in pairs and checks the final presentation . H/Se can also choose the best pair work .

Instructions for the students:

WRITE SIX SENTENCES TO DESCRIBE SOMEONE IN THIS ROOM.

It's better begin with a common quality and little by little your classmates will guess who it is.

You must write each sentence in the squares made for it.

LINKERS : Firstly, and ,and also,on the other hand moreover and finally.

You have 10'

Homework assignment:

Describe in ten sentences a famous character in your notebook using a picture from a magazine or a newspaper as a model.

Use the necessities links to make the description.

LESSON PLAN : REVIEWING VOCABULARY

Teacher: Adelaida Cabañas

School: CEIP prof.Tierno Galván

Class: 5th



Level : Elementary

No students:26

Text book : Super Bus-3-Review U-3

Time lesson: 60'

LESSON OBJETIVES

- 1. To review some vocabulary topics like clothes, musical instruments,actions,food..**
- 2. To use ICT as a successful tool to learn english**
- 3. To develop speaking skills**
- 4. To encourage cooperation**

LINK TO OTHER AREA OF LEARNING

- Phisycal Education / Music**

MAIN LANGUAGE CHILDREN USE

- Practice some vocabulary: clothes,musical instruments,actions,food..**

Assumptions:

Ss are familiar with a vocabulary used in this activities

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

Materials:

- Smart board
- computer
- notebooks
- textbook

ACTIVITY 1- Warm up

Aims:

- 1. to make students divided in two teams**
- 2. to develop speaking/listening skills**
- 3. To encourage cooperation**

Procedure:

Interaction

T-S

Timing

10'

- T write the numbers from 1 to 6 four times, in 24 pieces of paper.T draw in 12 of them a sun and in the other 12, draw a moon.(as below)**
- Ss must take one of these pieces of paper and look for their partner with the same number and symbol by asking other students :eg Are you moon-number-1?/are you sun-3? ,etc...**
- When they are in pairs ,T says number and symbol, previously marked on each computer and pairs will sit down in their place.**

1 ☀	1 ☾	1 ☀	1 ☾
2 ☀	2 ☾	2 ☀	2 ☾

3	☀	3	☾	3	☀	3	☾
4	☀	4	☾	4	☀	4	☾
5	☀	5	☾	5	☀	5	☾
6	☀	6	☾	6	☀	6	☾

ACTIVITY 2 –Play the game THE HANDKERCHIEF

Aims:

1. To practise vocabulary
2. To use ICT as a successful tool to learn english
3. To develop speaking and cooperation skills
4. To make teaching more fun

Procedure:

Interaction Timing

S-S 15'
S-T-S 25'

The students are divided into two teams(Sun and Moon) ,Each team have 6 pairs, each pair having access to a computer. We have two teams with numbered pairs in the activity before so,each pair compete in every activity, with the same numbered pair, but in the other team.

To win every activity is necessary to finish it or the time is over (3´activity)

Teacher says the activities in this order:Activity no 2- 4 – 1- 5 -3 or whatever s/he decides
Ss start the game ,they have a menu with five activities.They only play the activity that T says and when the time is over ,they have to stop playing.

Then, Teacher will check the answers and the winners pairs in each team which will be awarded an emoticon as in the table below

At the end ,the team with the most number of winner pairs (,emoticons)WINS the game

ACTIVITIES	☀TEAM	☾ TEAM
1	😊	😊
2		
3		
4		
5		

Instructions for the students:

- You only have to play in the activity T says and then come back to the menu
- When you have finished an activity or time is over you STOP and WAIT.
- The students in the same pair from different team in turn will say the results and

the T, after checking, will say the winner in each activity
- The Team with the best score wins the game.

Homework assignment:

Do in your notebook a wordsearch about one of the topics we have worked today. One of your classmates will solve it tomorrow in class.

LESSON PLAN : FORTUNE TIME

Teacher: Adelaida Cabañas

School: CEIP prof. Tierno Galván

Class: 5th



Level : Elementary

No students:26

Text book : Super Bus-3 / review U-2

Time lesson: 50'

LESSON OBJETIVES

- 1. To practise Present Simple and Present Continuous**
- 2. To use ICT as a successful tool to learn english**
- 3. To develop speaking skills**
- 4. To encourage cooperation**

LINK TO OTHER AREA OF LEARNING

- Craft /Maths**

MAIN LANGUAGE CHILDREN USE

- Practice Present Simple and Present Continuous**

Assumptions:

Ss are familiar with Present Simple and Present Continuous but they still have problems distinguishing one tense from another.

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

Materials:

- Smart board
- computer
- notebooks
- textbook

ACTIVITY 1- Warm up

Aims:

- 1. to make a fortune teller with paper**
- 2. to develop speaking/listening skills**
- 3. To encourage cooperation**

Procedure:

Interaction

Timing

T-S

10'

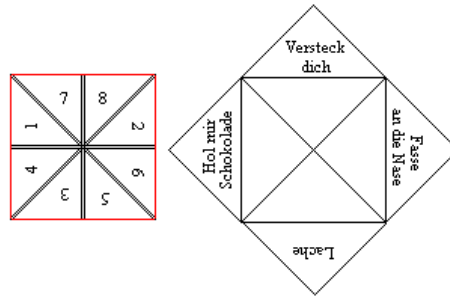
S-S

15'

- T give a piece of paper ,if possible, a square shape**
- Ss must take one of these pieces of paper and follow the instructions to do it.**

- How to make *Fortune Teller* * SEE spanish games :*The fortune teller***

When it has made, write the numbers 1 to 8 in any order on the reverse sides of the triangles. Then lift two triangles each and write funny statements in Present Continuous on the reverse side.



In the game the first player puts the thumb and the fingers in the bowls. The reverse side is closed. The second player chooses a number, i.e. 6. The first player must open and close the paper 6 times and end with opening. four triangles and so four numbers are to be seen. The second player must choose one of the numbers, i.e. 2. The other one lifts the triangle 2 (and 6) and reads the statements like "You' re smiling all day long", "You' re riding a giraffe in the park", "You're moving your ears .

Play in pairs, practicing Present Continuous.

ACTIVITY 2 –Play the computer game THE FORTUNE TELLER

Aims:

1. To practice Present Simple and Present Continuous
2. To use ICT as a successful tool to learn english
3. To develop speaking and cooperation skills
4. To make teaching more fun

Procedure:

Interaction Timing

S-T-S 25'

The students are divided into pairs, each pair having access to a computer. Each pair of Ss have in their computer the game THE FORTUNE TELLER

First ,they have to read the instructions and when they are ready, they make a choice and start to play the activities

There are four activities in Present ,if they do these activities right well,they'll pass to the activities in Present continuous.

When the game is over,each pair have the prize of knowing their present and future:A final statement

The teacher monitors the students while working in pairs and checks the different activities.

Final Statement: CONGRATULATIONS ! YOU'RE ENJOING NEW FRIENDS THIS AFTERNOON AND YOU'LL CONTINUE ENJOY THEM FOR A LONG TIME

Instructions for the students:

CHOOSE A BEAUTIFUL FAIRY IN YOUR FAVOURITE COLOUR.

Homework assignment:

Write 5 sentences in Present and 5 in Present Continuous in your notebook about actions you do all days in class and you are doing now.