

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

LESSON PLAN **What is it made of?** **(an adaptation of a game used by teachers in kindergarten)**

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Date: October 15th

Time of lesson: from 9.30 to 10.20

Class: 6th

Level: intermediate

No. of students: 30

Lesson Objectives:

- 1. to use ICT as a successful tool when learning and teaching a foreign language**
- 2. to develop computer-related skills**
- 3. to develop vocabulary**
- 4. to encourage cooperation**

Assumptions:

Students are aware of the different semantic categories such as colour, shape, size.

Anticipated problems:

Some vocabulary items may be found difficult by the students and working on the computer for so long may be tiring for them.

Materials:

- Smart board
- Computers
- Notebooks

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Activity 1- warm up

Aims:

- to raise students' interest
- to develop computer-related skills

Procedures:

Students are shown different drawings or photos of different objects on the interactive board. They answer very quickly the questions related to the material, shape and colour of those objects. Students are also shown on the interactive board how to find and save pictures from an internet source.

Interaction **Timing**
S-T-S 10'

Activity 2

Aims:

- to use ICT as a successful tool when learning a foreign language
- to develop vocabulary
- to encourage cooperation

Procedures:

Next, students work in pairs. First they look on the internet for photos of 10 objects made of: rubber, plastic, glass, wood, iron, gold, silver, silk, wool, leather. They will save all these photos in a folder called *Objects and what they are made of*.

They will be shown how to create a folder, open a Word document and draw a table.

Next they have to create a Word Document and draw in it, in the form of a table, a questionnaire to complete with the information related to the objects they have chosen as follows:

No.	Item	What is it made of? (material)	What is it like? (shape, colour, size)	Who makes it?
1.	Puppet	Wood	Brown and funny , irregular shape	The puppet maker
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				

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Interaction Timing

T-S-T 20'

S-S

Activity 3

Aim:

- to use ICT as a successful tool when learning a foreign language
- to develop vocabulary
- to develop computer-related skills

Procedures:

Individually, students draw and complete another table as follows:

No.	Word	What is it?(grammatical category)	What can you associate its meaning with?	Fixed expressions in which it appears
1.	Door	A noun	Entrance, house	-from door to door -knock on the door
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				

The words in the second column will be given/ suggested by the teacher with the help of pictures taken from internet sources.

Throughout both **activities 2 and 3**, students will be closely monitored either at their own computer or from the teacher's computer if the system allows it. They are also helped by the teacher whenever they ask for it. Students will be given marks based on the content and aspect of their tables.

Interaction Timing

S-T-S 20'

Homework assignment:

Complete the second table with 5 more rows and fill in the missing information about 5 words you choose. Send the final Word document to your teacher via the internet.