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Resursă Educațională Deschisă pentru Proiectul Erasmus+ nr.2021-1-RO01-KA122-SCH-000013250

LESSON PLAN

School: Șura Mică Secondary School

Teacher: Bujor Raica Alexandra Maria

Grade/Level: Preparatory Grade

Number of students: 16

Time: 45 minutes

Unit /Lesson title: Animals

Type of lesson: Revision

Competences: 1.2 Recunoașterea denumirilor unor animale din universul familiar

2.1 Reproducerea unor informații simple cu ajutorul profesorului

2.2 Formularea unor mesaje scurte de prezentare

Aims of the lesson:

To give practice on vocabulary related to animals

To review and give practice on using the modal *can*

To revise colours and grammatical structure *This is*

Objectives:

By the end of the lesson the students will be:

O1 – able to recognize and identify the animals

O2 – able to use language related to describing animals

O3 – able to talk about what animals *can do*

O4 - encouraged to talk freely about animals

Students' problems

Some children may not remember all the names of the animals.

Some children may have problems in completing the task in due time and they may also need some of the indications to be given in Romanian.



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Resources: worksheets, blackboard, pictures, squash rackets, dice.

Stages of the lesson	Timing	Interaction	Objectives	Activities		Obs.
				Teacher	Students	
1. Warm-up	4'	T – ss ss-ss	- to warm students up	Greets students and asks them how they are.	Greet the teacher and say how they feel by showing the appropriate emoji.(sad, happy, angry, sleepy, scared)	Cards
2. Lead-in	9'	T – ss	O1	Introduces the new activity. Explains the rules: The blackboard is divided in two equal parts. On one part there is a drawing of a farm and on the other a jungle. Teacher will choose two students to come to the blackboard and will give each a squash racket. When the teacher	Listen to the teacher. Start playing the game. Listen carefully. Quickly touch the correct side of the board when the Teacher pronounces the name of the animal. Shout “It is <i>domestic/wild</i> ”	



				pronounces the name of the animal the students must touch with the racket the correct part. The first who does it has to shout <i>it's domestic/wild</i> and gets a point. The one who was too slow or didn't know is replaced by another classmate.	The slowest student lets another class mate take his/her place and the game continues.	
3. Presentation	8'	T-ss	O1 O2 O3	Shows students that on the teacher's desk there are some pictures (face down). Asks one student to come at her desk and to choose one picture from there. The student describes what she/he sees using colors, saying if it's a domestic or wild animal and what it can do so that the other students can guess the animals.	Choose a picture without showing it to the classmates. Describe what they see without mentioning the name of the animal. Identify the animals.	
4. Practice	12'	T-ss	O2 O4	Introduces the following game 'Throw the dice': students throw a dice which has 6 animals drawn on it, they have to name the animal and say what it can	Repeat after the teacher. Throw the dice, name the animal they get (This is a dolphin.) Say what the animal can do(It	



				<p>do.</p> <p>Helps the students by drawing on the blackboard different symbols (waves to express the action of swimming, wings for flying etc). Students repeat after the teacher some sentences like: The dolphin can swim./The parrot can fly./The rabbit can jump.</p> <p>and then they start throwing the dice, name the animal and say what it can do, following the model provided by the teacher.</p>	<p>can swim).</p> <p>Answer any questions the teacher may ask</p>	
5. Consolidation/ Feedback	12	T-ss	O3 O4	<p>Tells the students that they will receive a worksheet containing images of different animals. Under each animal there is a small square in which the students have to draw the symbol of what each animal can do(run/jump/fly/swim)</p> <p>Supervises the students.</p>	<p>Draw the symbols.</p> <p>Ask Teacher's help if confused.</p> <p>Say what animals can do.</p>	



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				<p>Encourages them to take action and speak.</p> <p>Checks students' answers and gives feedback.</p>		
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SAD



HAPPY



SLEEPY



ANGRY



OK



SCARED



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IMAGES





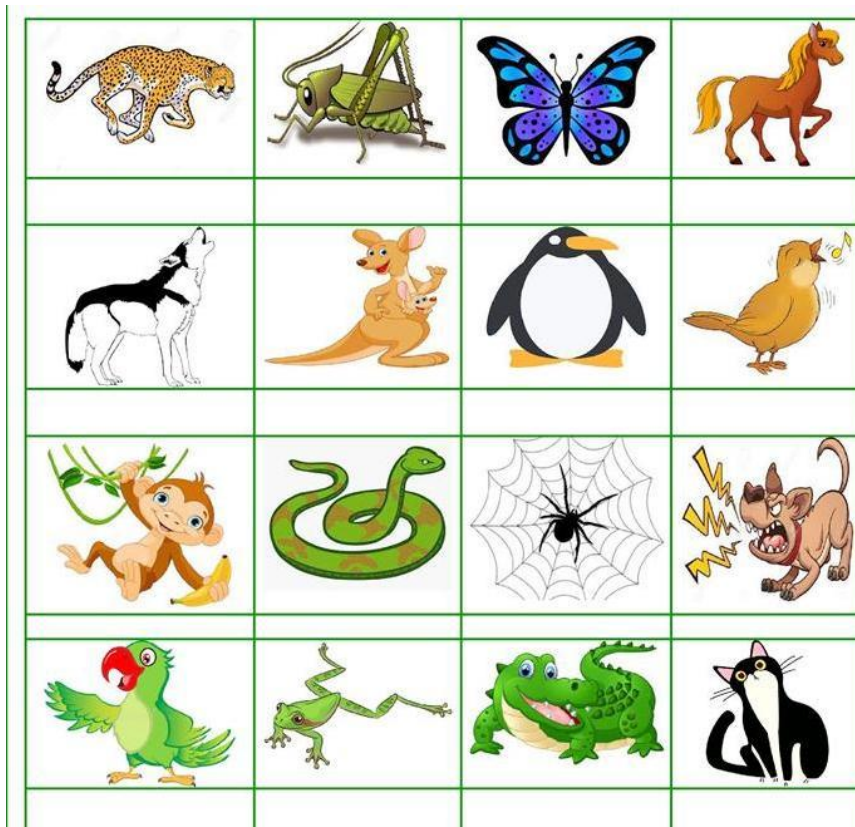
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Worksheet



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