

Farm Animals - Suggested Lesson Plan

This lesson should take about 4 or 5 academic hours to teach and practice. One academic hour is 40 minutes. However, if you have a class of very smart kids, this should take less time.

Goal: Teach students how to express preference by using vocabulary related to farm animals.

Vocabulary : *dog, cat, sheep, cow, horse etc.*

PRESENTATION STAGE

Video/Powerpoint: Use the powerpoint or the video tutorial to present the language of the lesson. If you do not have a computer or video playing equipment, another option will be to use the flashcards to present the new language.

COMPUTER-ASSISTED PRACTICE

Games: Let kids play the interactive games of this unit or play with them in class. Provide guidance where necessary.

PRACTICE STAGE

Flashcard Game - slap and say: Cut out the small-sized flashcards and bring to class. Get the kids to sit in a circle. This is usually possible when you have a small group. Show them the cards and say the words. Then put the cards on the floor or table and when you say a word, the kids slam the card. This game helps with listening and speaking.

Sound Game: Use the farm animal sound game powerpoint to practice vocabulary.

Flashcard Game – Flyswatting with big cards: Stick flashcards to the wall around the classroom. Say a word and kids run and slam the card, then repeat what you said to gain a point for their team. This game helps with listening and speaking.

Worksheets: Use the worksheets to give practice in reading, writing and reinforcing of vocabulary. Give guidance and support to students as they probably won't know what the instructions say.

PRODUCTION/OUTPUT STAGE

Short Dialogue Role Play : Show the video slide with the volume turned off. Students tell you what they see on screen. Also do a little quiz with students on all the vocabulary learnt.