

Learn and Play- Course Content Review

School and Grade: Learn and Play 10-12
 Time of lesson: Wednesday, 3:30 – 4:15pm
 Teacher: Ryan Sandoval

Program Learn and Play:

Počet dětí navštěvujících kurzy Learn and Play je maximálně 8, což umožňuje lektorovi pracovat s dětmi na osobnější bázi a být schopen zhodnotit a věnovat se jejich konkrétním potřebám. Lekce se zaměřují na komunikaci a tvorbu sebedůvěry, ale v pozdějším věku zároveň i na schopnost čtení a psaní. Menší počet dětí ve skupince umožňuje učiteli vést děti k tomu, aby využívaly svých znalostí v nenucené a zábavné atmosféře. Lekce jsou složeny především z her, říkanek, písniček tak, aby si děti co nejvíce zapamatovaly slovní zásobu a osvojily si jednoduchá slovní spojení a věty.

Month – Year January– 2020

Vocabulary	Structures	Games and activities used
<p>Inventors/inventions: Cars, Henry Ford, contact lenses, Otto Wichterle, penicillin, Alexander Flemming, smartphone, Steve Jobs, telephone, Alexander Graham Bell, airplane, The Wright Brothers, light bulb, Thomas Edison, printing press, Gutenberg, atomic bomb, Robert J. Oppenheimer, theory of relativity, Albert Einstein, radio, Marconi, internet, Caltech team, Windows (Microsoft), Bill Gates, dynamite, Alfred Nobel, aerial screw, Leonardo Da Vinci</p> <p>Food Revision Fruit Vegetables Meat Sweets Drinks Dairy</p>	<p>Phrases: Who invented the smartphone? What did Thomas Edison make? Where was the atomic bomb made? Where were the Wright brothers from? At what university did they make the internet?</p> <p>Orders: Hello Sit down Stand up Get a pillow Make a circle Where is the... Good bye</p>	<p>Games: Association: The students answer questions or what vocabulary is on a card. Whoever is first gets to roll a dice and see how many puzzle pieces they can collect (up to 6). The team to complete the most puzzles is the winner.</p> <p>Activity: Students roll a dice that has a different activity (molding, drawing, pantomime). They have one minute to have their teammate guess what vocabulary word they are indicating. The team to reach 20 cards wins the game.</p> <p>Basketball shoot: Students answer questions or name the vocabulary on a card. The winner gets to use a toy catapult to shoot balls. The first round is tic-tac-toe. The second is collecting point values. The team with the most points wins.</p> <p>Worksheets: Draw inventor and their inventions</p>