

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 October-2019

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Vocabulary	Structures	Games and activities used
Superstition: Good luck (four leafed clover), bad luck (umbrella inside, bat cats, walking under ladders), charms (horse shoes, rabbit's foot), cryptozoolology (monsters: Loch Ness Monster, Bigfoot, Yeti), UFOs/Aliens, vampires, ghosts, other dimensions, time travel, conspiracy theory, demons, exorcism, magic (voodoo), religion, numerology, astrology, witches.	Phrases: Do UFOs exist? Do aliens exist? What is bad luck in Czech Republic? What is good luck? Do you have any charms? What is your lucky number? Have you seen a ghost? Do you believe in time travel?	Games Battle Boats: Students answer what vocabulary they see or answer a question. The first team to answer get to shoot a ball at a plastic ship. The first team to get all of ships out of the opposing team's side wins. Molding: Students use a piece of clay to try and represent a vocabulary word. The first time to guess correctly gets point.
Game Day: Guess What? Students roll a dice and get either pantomime, sculpting, or drawing with their eyes closed. They mush make the other person on their team understand a vocabulary word or word from the game cards. The team with the most cards wins.	Orders: Hello Sit down Stand up Get a pillow Make a circle Where is the Good bye	"Where is" game: Students look at a group of cards and find the correct card by the lectors clues. The person with the most cards wins.