

## Learn and Play- Course Content Review

School and Grade: Learn and Play 7-9  
 Time of lesson: Friday, 2:45 – 3:30pm  
 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><b>Technology</b></p> <p><b>Past</b>            Automobile, flashlight, light bulb, aerial screw, battery, contact lenses, dynamite, clock, atomic bomb, printing press, plane, telephone</p> <p><b>Present</b>            computer, notebook, smartphone, printer, console, joystick, sports car, camera, tablet, mouse, jet, internet</p> <p><b>Future</b>            Jetpack, teleportation, light speed, clones, 3D printer, nanobots, robots, AI artificial intelligence, VR (virtual reality), hologram</p>	<p><b>Phrases:</b>            Do you have a smartphone?</p> <p>When did they make the light bulb? Past? Present? Future?</p> <p>On what invention can you play a video game?</p> <p>Which technology can take pictures?</p> <p>Do you think jetpacks will exist in the future?</p> <p><b>Orders:</b>            Hello            Sit down            Stand up            Get a pillow            Make a circle            Where is the...            Good bye</p>	<p><b>“Where is” game:</b>            Students look at a group of cards and find the correct card. The person with the most cards wins.</p> <p><b>Activity:</b>            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><b>Basketball shoot:</b>            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><b>Worksheet:</b>  <b>Draw technology in a specific group: past (circle), present (square), future (pentagon).</b></p>