

Learn and Play- Course Content Review

School and Grade: Learn and Play 7-9

Time of lesson: Friday, 2:00-2:45

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

April - 2018

Vocabulary	Structures	Games and activities used
<p>Past technology: Telescope, light bulb, old plane, automobile, dynamite, telephone, first computer, aerial screw, battery.</p> <p>Present Technology: Computer, notebook, smartphone, light bulb, printer, keyboard, camera, video camera, telescope, television, radio, modern plane, car,</p> <p>Future technology: VR (virtual reality), Time machine, robot, nanobot, hologram, teleportation, 3D printer, clones, light speed engine, cybernetics.</p> <p>Sports: Skiing, bowling, athletics, gymnastics, football, baseball, floorball, volleyball, basketball, rugby, skating, skateboarding, karate, swimming, tennis, badminton, golf, cycling, diving, water skiing, mountain climbing</p>	<p>Phrases: Do you have a computer at home? What needs a battery? Is a plane from now or the future? Does your mom/dad have a smartphone? Will teleportation exist in the future? Do you play golf? Do you play football? Do you watch hockey? What do you need to play badminton?</p> <p>Orders: Hello/goodbye, Everyone. Sit down. Stand up. Come here please. See you next week.</p>	<p>Flashcard race: Use the clues given by the lector to get to the flashcard the fastest.</p> <p>Pins: Students listen to the vocabulary or a clue and use a ball to knock down a pin that has the correct flashcard. The team with the most cards wins.</p> <p>Fishing: When a student correctly identifies a vocab word, they are given 10 seconds to catch a fish. The team with the most fish wins.</p> <p>Worksheet: Technology: Draw a technology in the right category of past, present, and future. Sports: Connect the sport with the object that is used in the sport.</p>