

English Time - Course Content Review

School and Grade: MS Hodolanska/Reznickova

Time of lesson: Thursday, 3:00-4:00pm

Teacher: Micah Reaves

Program English Time:

Děti jsou do lekce angličtiny vtahovány hrami, soutěžemi ve dvojicích, v týmech i samostatnou prací. Postupně se seznamují i s psaným jazykem. K seznamování dochází postupně a nenásilně v několika krocích. Tato metoda je tak vhodná i pro výuku angličtiny pro dyslektiky a dysgrafie. Lektor v lekcích vytváří přátelskou atmosféru, vede děti k vzájemné spolupráci a motivuje je k vlastnímu vyjádření.

Hodiny jsou především založeny na mluvení a jako takové nejsou podporovány psanými texty. Na základní škole může učitel nicméně čas od času přinést materiály používané v programech Learn and Play. Tento report také naleznete na našich webových stránkách v sekci reporty.

Month - Year

April – 2019

Vocabulary	Structures	Games and activities used
<p>Farm animals: Dog, cat, cow, horse, pig, donkey, rabbit, sheep, goat, chicken.</p> <p>Zoo animals: Lion, tiger, monkey, parrot, giraffe, zebra, elephant, turtle, crocodile, hippo, snake.</p> <p>Water animals: Polar bear, penguin, seal, fish, starfish, seahorse, whale, shell, jellyfish, shark, crab.</p>	<p>Phrases: Where is the goat?...yes there's the goat.</p> <p>This is lion.</p> <p>This is donkey.</p> <p>What animal is fast? Slow?</p> <p>What sound does a lion make?...roar!</p> <p>What animal has 5 arms?...starfish.</p> <p>Orders: Sit down in a circle. Hold hands. Pay attention. Be quite. Hello/Goodbye</p>	<p>Pairs (memory game): I choose two children and show them a card. The first one who says what the card is gets to turn over two circles and see if they match. If they do, then they get to go again. The winner is the one who has the most matches.</p> <p>Running game: I choose two children and then I say one of the cards we studied and then they must run to that card and be the first to pick it up.</p> <p>Hiding cards game: The students close their eyes and I then hide all the vocabulary cards around the room then the students open their eyes and try to find the cards. After they find the cards they have to tell me what is on the cards. The winner is the one who found the most cards.</p> <p>Stop and go: The kids stand in a line on one side of the room and I hold two cards in my hands. One of the cards mean go and one of them mean stop. For example, lion is go and pig is stop. If I say pig and they still go then they must start at the beginning. The first person to touch me wins.</p>