



Bell Language Centre



Teacher:	Ed Rush	Date:	10-02-2026
CEFR Level:	B1	Duration:	46 Minutes
Lesson Shape:	E (Receptive Skills)	Assessment:	Formative (Recall tasks)
Main Focus:	Reading for Gist & Detail	Materials:	Oxford Discover Futures 2, 146-148

Main Aim: By the end of the lesson, learners will have practiced scanning and detail-reading sub-skills in the context of a science fiction play script.

Differentiated Input

Pedagogical Rationale: Differentiated Input & Learner Autonomy

Learners can choose between identifying characters (Standard) or analyzing the foreshadowing techniques (Extension) during the final stages.

Lesson Procedure

Time	Goal	Procedure	Int
STAGE 1: Lead-in			
5 Min	Activate schema & engage	Fact or Future? <ul style="list-style-type: none">T shows technologies: Time Machine, Invisibility, Mars Colony.Pairs discuss: Which will exist in 50 years? Which is literal fiction?Feedback: T reveals H.G. Wells (today's author) predicted these in 1895. T-Ss.	T-Ss
STAGE 2: Pre-teach Vocab			
8 Min	Remove lexical barriers	Tech Specs <ol style="list-style-type: none">Relativity (/rel.ə'tiv.ə.ti/)Prototype (/prəʊ.tə.tap/)Circuit BoardDigital Time DisplayLever <ul style="list-style-type: none">Ss match words to definitions from glossary.	Ss-Ss

Time	Goal	Procedure	Int
		<ul style="list-style-type: none"> Pairs check against text context. Ss-Ss. 	
STAGE 3: Gist / Scanning			
5 Min	Practice scanning for structure	<p>Scene Lock-up</p> <ul style="list-style-type: none"> Ss have 3 mins to match Scene 1-4 with summary sentences (Task 4). Solo work. Feedback: How did you find the scene? (Names, locations, keywords). T-Ss. 	Solo
STAGE 4: Main Task (Detail)			
13 Min	Practice reading for detail	<p>Character Recall</p> <ul style="list-style-type: none"> Ss identify character for 5 actions/lines (Task 3). Constraint: Must provide Scene number as evidence (e.g. [Scene 2]). Feedback: Peer-check in pairs then whole class. Ss-Ss. 	Ss-Ss
STAGE 5: Post-task			
15 Min	Language focus & Personalization	<p>The Foreshadowing Detective</p> <ul style="list-style-type: none"> Part 1 (Language): Pairs find 1 example of “Foreshadowing” in Scene 3 (e.g., Jasmine’s warning). Part 2 (Personal): Discussion: “Destination 3026” - If you had Dan’s machine, where would you go? Why? Ss-Ss. 	Ss-Ss



CLICK LINK FOR SLIDESHOW

<https://elwrush.github.io/actions-gh-pages/2026-02-10-B1-READING-THE-TIME-MACHINE/>

Answer Key:

Task 3 (Recall): 1. Dan’s mother, 2. Kai, 3. Jasmine, 4. Dan, 5. Maya.

Task 4 (Gist): Scene 1: (4), Scene 2: (2), Scene 3: (5), Scene 4: (3). Extra: (1).