##### LESSON PLAN 4

Date: 11.06.2020

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | **Student-teacher:** Esra Metin  **Size of Class:** 30  **Time:** 20 mins.  **AGE GROUP:** 12 **-** 13 (7th Grade) | **LEVEL OF PROFICIENCY:** A1-A2  **LESSON TITLE:** Dreams 2  **DURATION:** 20 mins.  **TEXTBOOK:** MoNE Official Textbook for 6th Grade  **EQUIPMENT NEEDED:** Visuals, some interactive exercise pages prepared with Hot Potatoes, a game which is prepared with Quandary. | |
| OBJECTIVES/GOALS:  By the end of this lesson;   1. Students will be able to produce future prediction sentences following the given prompts and the supplied visuals. 2. Students will be able to extract information from a written text, analyze and group the information into topics, and decide its accuracy. 3. Students will be able to follow instructions and decide what will lead them to success in a future prediction game. |
| 1. **INTRODUCTION (WARM-UP): (**How will you introduce the teaching skill/concept?) **(1-2 mins)**   The teacher begins by a short review of the previous lesson.  **2. PRE-READING (2-3mins)**   * 1. **VOCABULARY INTRODUCTION:** (What vocabulary must the students understand? How will the vocabulary words be taught so that all students can understand? Which stages will you use?)   The vocabulary is the same vocabulary which was introduced in the previous lesson. The teacher will only give a short review of the vocabulary.  **3. WHILE-READING (~15 mins.)**   * The students read about three people’s predictions. * Based on the information they read, the students group the given information and place them into the right group, (according to who said what, see Lesson 4 – quiz activity)  1. **POST-READING (Contingency or Homework)** 2. The students play a game which exposes them to language used in future predictions. (will structure). They need to select the right options to reach success. |