**Modern Language Method Lesson Plan Proforma**

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| **Date**  06/11/08 | | **Class**  7R | **Start time**  11.35 | | **Finish time**  12.35 |
| **Aim of lesson (plenary only)**  To determine level of learning regarding talking about rooms in the house and prepositions ‘neben’ and ‘gegenüber’ using correct case. | | | | | |
| **Forward Feed from Last Lesson**  N/a – will be determined by lesson taught in advance of the plenary.  **Targeted Learning outcomes**  By the end of the plenary:  all pupils will be able to use words for rooms in the house confidently.  most pupils will be able to talk about rooms and recognise which floor there on.  some pupils will be able to talk about rooms in relation to one another, using the correct case.  **Opportunities for Assessing Pupil Progress (formative/summative/formal/informal)**  The plenary will be used as assessment in itself with points awarded for correct guesses. | | | | | |
| **NC PoS refs, Attainment targets, National Strategy refs**   |  |  |  | | --- | --- | --- | | 1.1a | AT1, Level 2 | 7W1 | | 1.2a | AT2, Level 2 | 7L1, 7L2, 7L3 | | 2.1a |  |  | | 2.2c |  |  | | 4b |  |  |   **QTS refs**  Q3b), Q8, Q10, Q12, Q25d), Q28, Q32. | | | | | |
| **Opportunities to teach aspects of spiritual, moral, social and cultural development**  None | | | | | |
| **Opportunities to teach aspect of citizenship, numeracy, literacy and ICT**  None | | | | | |
| **Materials and preparation of resources**  PPT with pictures of rooms. | | | | | |
| **Management of Other Adults ( e.g Learning Support Assistants – LSAs)**  N/a | | | | | |
| **Use of ICT**  Using PPT for game. | | | | | |
| **Timing**  2 mins  5 mins  2 mins. | **Teacher**  No transitions, progression or differentiation as single task.  Explain objectives of task – “to see what you have learned about rooms in the house and prepositions.  Explain the rules of the game – the aim is to guess which room the dog will end up in.  Recap on the different rooms.  Divide class into two teams and get one person on each team to guess which room the dog will end up in.  Repeat for next five slides.  Give a point if either team guesses correctly.  Monitor flow of game to ensure all pupils are involved.  Correct any incorrect language.  If time, do ‘flash once’ activity. Picture of room flashes quickly on board.  Sum up any frequent mistakes and complements good work. Hands back to class teacher. | | | **Pupils**  Whole class teaching  Pupils listen to explanation. One pupil will repeat back instructions.  One pupil from each team makes his/her guess.  Pupils say which room has flashed up. (hands up) | |
| **Homework**  N/a | | | | | |
| **Evaluation of pupils’ learning**  Pupils all seemed to get involved and plenty were keen to put their hands up. The second time through the game, they had no problem remembering which rooms appeared then. Most pupils answered one question at least. | | | | | |
| **Evaluation of teaching and suggested change**  Pupils enjoyed the game but it went a bit quickly. I could have spent more time asking them to guess which room the dog will land in, giving more pupils the chance to provide a response. | | | | | |
| **Targets for future lessons** Teacher’s, Pupils’  Teacher’s – to watch pace and not move on too quickly. | | | | | |