

**LESSON PLAN**

**Class: Six**

**Subject: English**

**Unit: 31**

**Title: Taking a test**

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| **Learning Outcomes** | **Strategies** | **Time (min)** |
| By the end of the lesson SS will be able to –   1. practice reading and writing skill. 2. apply gathered knowledge to fill up the gaps by playing a game using computer. 3. understand and follow different signs. 4. use some new words (*instruction, throw, drive, blow*) to make meaningful sentences. | **Step 1:**  **Motivation:** T will motivate the SS by demonstrating related pictures/videos or telling/sharing story of the lesson. | **5** |
| **Step 2:**  T will read the passages (Sec A) loudly in front of SS and make them understanding about the passages. After that T will ask SS to read the passages silently. SS will read the passages cautiously again. | **10** |
| **Step 3:**  **Vocabulary:** *instruction, throw, drive, blow.*  T will explain the meaning and uses of these words in sentences using blackboard. | **5** |
| **Step 4:**  T will open the game (Sec A1) first and instruct the SS about how to play the game. S/He will create a competitive environment among the SS and SS will participate/play the game to learn and obtain highest marks. | **10** |
| **Step 5:**  T will ask SS to look at the signs from textbook(Sec B). If SS won’t understand the signs he/she will make them clear. | **3** |
| **Step 6:**  T will open the game (Sec B1) first and instruct the SS about how to play the game. S/He will create a competitive environment among the SS and SS will participate/play the game to learn and obtain highest marks. | **8** |