



## Popis jedné vyučovací hodiny (lesson plan)

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Vytvořte plán vyučovací hodiny v délce nejméně 20 min, který čerpá z titulů z řady Macmillan Readers.

**AIM:** Teaching Vocabulary in Mixed Ability Classes using new technologies in the classroom (incorporating ITC into English)

**Language level:** mixed A2 – B1

**Lesson duration:** 45 min + homework

**Lesson plan objectives:** Language focus on enhancing vocabulary and independent writing/reading

**Tools:** tablets/ laptops for each student, students should be logged into LMS (learning management system) where the teacher has prepared the links. Can be solved through BYOD approach (bring your own device).

Usable LMS might be:

[www.easyclass.com](http://www.easyclass.com)

<https://classroom.google.com>

[www.edmodo.com](http://www.edmodo.com) depending on the teacher's preferences. If the above mentioned is not available or possible, the lesson can be carried out with printed handouts)

**Macmillan Reader Chapter:** <http://www.macmillanreaders.com/wp-content/uploads/2012/05/HoundBaskervillesChapter.pdf>

## Lesson procedure:

### 1. Warm up: 5 min

Explain students that today you are going to talk about a famous story by a world-known writer. Ask them to play a guessing game *Who is the writer?*

<https://view.genial.ly/5dbea36d4c9dba0f659dc21b/game-british-writer-1ready>

- let the students guess just according to the pictures
- let them read the tips (hover the pointer over the pictures)
- FAST FINISHERS – can do the test on the slide Nr3; can be graded as an extra activity during the lesson (optional)

If they can't do it on their individual devices, show it to the classroom and discuss.

**2. Reading:** Read the Extract from the Macmillan readers: time (out of lesson timing but time expected to finish reading: 1086 words → fastest reader expected time 5'/slowest reader expected time 8-10')  
silent reading, concentration on the content of the story

### 3. Vocabulary work:

- Task One: max 10min: Crossword puzzle.** In the story you've just read look up the adjectives which would fill in the crossword.  
**Online:** [https://www.educaplay.com/learning-resources/5021905-vocabulary\\_enhancement.html](https://www.educaplay.com/learning-resources/5021905-vocabulary_enhancement.html)  
**Standard classroom approach:** Do the crossword on the separate task sheet. After the time has elapsed, show and share the solution on the board.
- Task Two: 5 min: Match the synonyms.** Fast finishers only, Optional for lower level students (graded for extra activity); Try to find synonyms to the verbs from the story (matching exercise), if you do not know the verb in a pair, look it up in a dictionary (online/standard)  
**Online:** [https://www.educaplay.com/learning-resources/5023188-match\\_the\\_synonyms.html](https://www.educaplay.com/learning-resources/5023188-match_the_synonyms.html)  
**Standard classroom approach:** Do the matching exercise on a separate handout. After the time has elapsed, show and share the solution on the board.
- Task Three: 5 min: Verb Hunt.** Retell/rewrite a part of the story using correct verbs. If you are not sure, go back to the story and check the verbs.  
Students with learning difficulties work in a group with the help of a teacher and the do the exercise



orally; the others solve the story independently.

**Online:** [https://www.educaplay.com/learning-resources/5023204-verb\\_hunt.html](https://www.educaplay.com/learning-resources/5023204-verb_hunt.html)

**Standard classroom approach:** Fill in the suitable verbs to retell a part of the story.

**FAST FINISHERS:** Try to retell the story using some verbs from the task two.

After the time has elapsed, show and share the solution on the board.

Ask some of the fast finishers about their extra solution.

**D. Task Four 7min: Pair work:**

Explain what a SPIN-OFF is. Let the students discuss in pairs what the continuation of the story might be from the girl's point of view. Emphasise that Hugo DID NOT CATCH the girl.

Ask them to continue the story from a moment in the TASK THEREE: ... *She opened the window and.... from the Baskerville Hall*: The students can choose if they want to continue the story in the 1<sup>st</sup> person/3<sup>rd</sup> person/theatre monologue.....

The questions which might help:

Where did she go?

Did she hear Hugo and the gang?

What did she hear?

Where did she hide?

Did she what happened to Hugo?

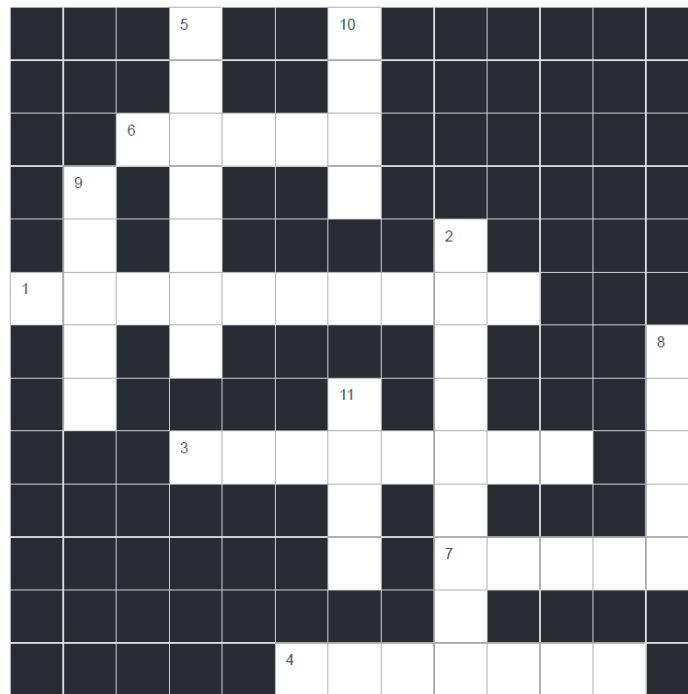
Did her family have to do anything with the dog?

Did she stay in Dartmoor? etc.

**4. Closing the lesson: Homework: 3min** Each student is asked to write a piece of writing he/she discussed with a partner. They are writing in LMS through the form for an assignment, negotiate the time for handing in/uploading the homework so as you, as the teacher, have time to correct it and post it back and let the students vote for the best spin-off (classroom management vote tools) – bringing in the natural reading.

## TASK SHEET:

### Task One:



#### HORIZONTALS

1. How did the girl feel while waiting in the darkness?
3. How big were the dog's footprints?
4. What sound was loud and deep?
6. What was Sir Hugo like?
7. The dog's eyes were not only huge but also \_\_\_\_\_.

#### VERTICALS

2. What was the farmer's daughter like?
5. What sort of a story does Dr. Mortimer tell Mr. Holmes?
8. How did Sir Hugo feel when the farmer told him to stay away from the girl?
9. Dr. Mortimer describes Dartmoor as a \_\_\_\_\_ and wild place.
10. What were Hugo's friends like?
11. What was the moor like when the girl escaped?

## Task Two:

lock
show
believe
catch
jump
knock
shout
stay
escape
report

hang around
break free
tap
yell
give an account of
shut
display
hop over
capture
be convinced of



## Task Three:

### Complete this text

One day Dr Mortimer \_\_\_\_\_ on Sherlock's door. He had a strange story to \_\_\_\_\_. He was doubtful if Sherlock would \_\_\_\_\_ his story. The story was about a curse on the Baskerville family.

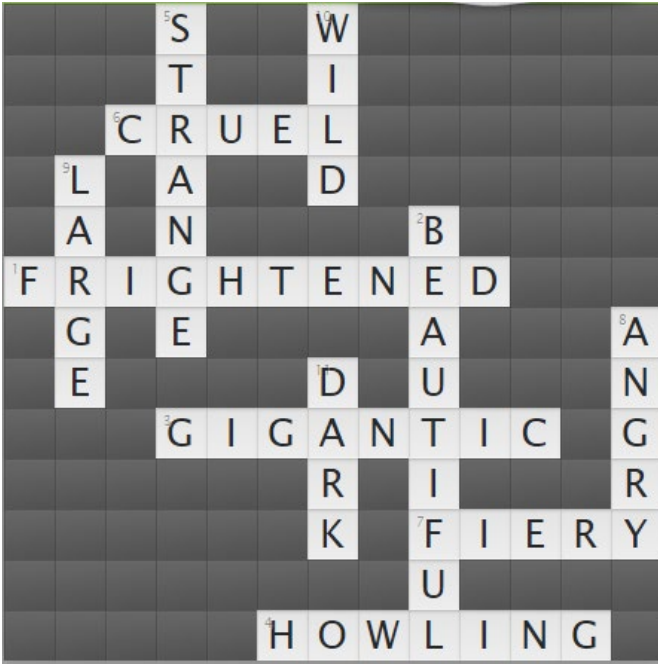
One day Hugo Baskerville \_\_\_\_\_ out hunting when he saw a beautiful farmer's daughter. The farmer \_\_\_\_\_ Hugo to \_\_\_\_\_ away from the girl, but Hugo \_\_\_\_\_ the girl and \_\_\_\_\_ her to the Baskerville hall. He \_\_\_\_\_ the girl in his bedroom and went on drinking with the gang of his friends. The girl was frightened, but she was courageous and had a plan. She opened the window and \_\_\_\_\_ from the Baskerville Hall.



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## TASK SHEET – KEY TO THE EXERCISES

### Task One



### Task Two

knock	→	tap
believe	→	be convinced of
report	→	give an account of
show	→	display
stay	→	hang around
catch	→	capture
lock	→	shut
shout	→	yell
escape	→	break free
jump	→	hop over

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## Task Three

One day Dr Mortimer knocked on Sherlock's door. He had a strange story to tell . He was doubtful if Sherlock would believe his story. The story was about a curse on the Baskerville family.

One day Hugo Baskerville went out hunting when he saw a beautiful farmer's daughter. The farmer told Hugo to stay away from the girl, but Hugo caught the girl and took her to the Baskerville hall. He locked the girl in his bedroom and went on drinking with the gang of his friends. The girl was frightened, but she was courageous and had a plan. She opened the window and escaped from the Baskerville Hall.

**All activities designed and programmed in free teaching platforms by Mgr. Martina Dočekalová.**