**Lesson Plan: Unit 7 “Most of us wanted to eat at the steak house”**

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| **1. Information** | | | | |
| Name: Sheli Squire | Subject: English | | Grade: 8 | Topic: Unit 7 |
| Dates: May 18-24, 2017 | | | Length of Classes: 45 minutes | |
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| **2. Goals** | | **3. Content** | | |
| book 4 (grade 8), unit 7 | | *fork, butter, toast, menu, steak, straws, French fries, ham, fast food, knife, beans, spaghetti, lettuce, cheese, bread* | | |
| [unit 7 vocabulary] | |
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| **4. Learning Context** | | | | |
| A. Students   * special needs students can join in as their comprehension and participation levels allow | | | | |
| B. Environment   * classroom of 7 table groups * 4 students per group | | | | |
| C. Resources / Materials Needed   * numbered lanyards, team names on tables, team names listed on board, happy & sad magnets, numbered student name list * unit 7 PPTs (“U7L1 Hungry Game” and “U7L1 Hungry Game KEY”) * scrap paper ¼ A4 size (7/class) | | | | |
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| **5.Lesson** | | | | |
| A. Introduction (CT & FT)   * How are you? | | | | |
| B. Teaching (CT)   * introduce or review unit 7’s food-related vocabulary | | | | |
| C. Consolidation (CT)   * worksheet or talking activity | | | | |
| D. Application (FT)   * students open books to page 142 (unit 7 vocabulary list) * each team uses one piece of scrap paper to write their team name and member numbers at the top, and their answers below * Hungry Game PPT   + slide 2: go through instructions   + slides 3-17: say “What is this?” while showing the slide picture; teams write their answers in English on their papers   + when finished, teams exchange papers * Hungry Game KEY PPT   + slides 2-16: ask “What is this?” or “What are these?” while showing the slide picture; show the answer and have students read the sentence aloud   + students count the number of correct answers, then call it out so a teacher can write their score on the board | | | | |
| E. Closing   * count team points to determine winning team; give all winning team members a stamp in their books * award the Best Team Leader a point on ClassDojo * after farewell, winning team can leave first, followed by all other teams; the losing team or other chosen students should stay to help clean up | | | | |