Five Step Lesson Plan Examples

(For instructions on how to play the games, see "Games" under Teaching and Learning Resources on this website)

© Sarah Supahan after Kirkeby 1999

EXAMPLES OF "SETS" (SETTING THE STAGE)

- Tell a Story with dramatic actions, read a picture book or give a puppet show of a story you are going to teach
- Sing or play a recorded song or music that relates to the lesson
- Demonstrate what you expect the students to be able to do when the unit is complete
- Perform a funny skit that relates to the vocabulary
- Decorate the room with the theme of your language unit
- Show a short video that relates to the language topic

EXAMPLES OF "INPUTS" (COMPREHENSIBLE INPUT)

- Total Physical Response: Point, touch, walk to, pick up etc. First by teaching demonstrating w/students imitating, then by giving commands without modeling
- "Tracers" on an overhead with a picture to "trace" a route across the drawing. Students will perform following your instructions
- Response cards - Students draw cards or provide pictures of vocabulary items on cards for students to hold up or show you as you instruct them
- Students draw images of the vocabulary on their own paper to your instructions & modeling
- Students color in drawn vocabulary items as instructed and modeled by teacher
- Number the images drawn on paper and ask questions about them such as "Is #3 an apple?"
- Demonstrate a process (or sequence) and then have students act out while you narrate it.
- Draw pictures on an overhead as you explain a process or tell a story

EXAMPLES OF "GUIDED PRACTICE"

- Bingo game - students draw the vocabulary items or numbers on their own game card or you provide one already completed
- Hot Potato game - "tossing" phrases to each other
- Telephone game - whispering phrases down the line of students
- Relay games
- Numbered sides, TPR game
- Match up words or phrases to pictures of vocabulary items or a story
- Use a Jepardy board for matching different grammatical phrases
- Find your partner - using pictures and phrases or grammatical structures
- Numbered Heads Together - in groups of 4 students come up with answer to a question you've asked. Students are numbered. Teacher calls on group & number
- Play Pictionary

EXAMPLES OF "INDEPENDENT PRACTICE"

- Go fish
- "Memory" or "Concentration" game
- Lotto - "Find someone who..."
- A/B pictures - to find differences in pictures
- Re-telling a story in their own words or story inventions with magazine pictures
- Interviews
- Students themselves giving "TPR" commands
- Play "Outburst" - teacher must prepare 10 responses which fit into a specific category