**LESSON PLAN – GRADE 3**

**UNIT 7: CLASSROOM INSTRUCTIONS**

**Lesson 1 – Activity 1 - 3**

**I. Objectives**

**1. Language**

By the end of the lesson, pupils will be able to:

- Use the words *open, close, stand up, sit down, go out, come in, speak, English, Vietnamese* and *please* in relation to the topic “Classroom instructions”.

- Use , \_\_\_\_\_\_\_ *please!* to give instructions.

- Listen to and demonstrate understanding of simple communicative contexts in relation to the topic “Classroom instructions”.

- Understand and correctly repeat the sentences in two communicative contexts (pictures) focusing on classroom instructions.

**2. Core Competencies**

Decision making, teamwork, work standards, reliability, motivation

**3.** **General Competences**

Listening: listen and recognize the contexts, focus on introducing someone, then repeat

Critical thinking: talk about friends

Oral communication: speak about friends, ask and answer the questions

Self-control & independent learning: perform listening tasks

Communication and collaboration: work in pairs or groups

Sociability: talk to each other, say good words to others

**4.** **Attributes**

Kindness: help partners to complete learning tasks

Diligence: complete learning tasks

Honesty: tell the truth about feelings and emotions

Leadership: collaborate with teachers to enhance language skills

**II.** **RESOURCES AND MATERIAL**

- Student’s book Page 50

- Audio Tracks 67, 68

- Teacher’s guide Pages 90, 91

- Website *sachmem.vn*

- Flashcards/pictures and posters (Unit 7)

- Computer, projector…

**III. PROCEDURE**

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| **Procedure** | **Teacher’s activities** | **Pupils’ activities** |
| **Warm-up and review:** 5 minutes | | |
|  | Greet the class.  - Divide the class into 2 teams. Each team chooses one carrot to go to the question.  - Have pupils listen and choose the right answer.  - Back to the menu for another question.  - Pupils take turns to play the game until there are no carrots left.  - The team who gets the most carrots is the winner. | Whole class |
| **EXPLORATION**  **Activity 1. Look, listen and repeat.** 8 minutes | | |
| a. Goal | To understand and correctly repeat the sentences in two communicative contexts (pictures) focusing on classroom instructions | |
| b. Input | – Context **a**: Class: Good morning, Ms Hoa.  Ms Hoa: Hello, class. Sit down, please!  – Context **b**: Ms Hoa: Open your books, please! | |
| c. Outcome | Pupils can understand and correctly repeat the sentences in two communicative contexts (pictures) focusing on classroom instructions. | |
| d. Procedure | **Step 1:** Have pupils look at Pictures **a** and **b** and identify the characters in the pictures.  **Step 2:** Ask pupils to look at Picture **a**. Play the recording for them to listen. Play the recording again, sentence by sentence, for pupils to listen and repeat. Follow the same procedure with Picture **b**. Correct their pronunciation where necessary.  **Step 3:** Play the recording again for pupils to listen and repeat in chorus sentence by sentence.  **Step 4:** Invite a few pairs to the front of the class to listen and repeat the sentences in the recording.  **Step 5:** Draw their attention to the sentences *Sit down, please!* and *Open your books, please!* Tell pupils that they are classroom instructions. | Whole class  Whole class  Whole class/ Individual work  Pair work  Individual work |
| **KNOWLEDGE CONSTRUCTION**  **Activity 2. Listen, point and say.** 9 minutes | | |
| a. Goal | To correctly say the words and use *\_\_\_\_\_\_\_\_ , please!* to give instructions | |
| b. Input | – Picture cues:  **a**. a book opening **b**. a book closing  **c**. a girl about to stand up **d**. a boy about to sit down  – Speech bubble: \_\_\_\_\_\_\_, please!  – Flashcards for “open your book”, close your book, stand up and sit down  **Audio script:**  a. open your book b. close your book  c. stand up d. sit down  Open your book, please! | |
| c. Outcome | Pupils can correctly say the words and use *\_\_\_\_\_\_ , please!* to give instructions. | |
| d. Procedure | **Step 1:** Have pupils look at the pictures and elicit the school thing and the character in each picture.  **Step 2:** Have pupils point at Picture **a**, listen to the recording and repeat the phrase (*open your book*). Follow the same procedure with the other three pictures.  **Step 3:** Point at the bubble and Picture a and have pupils listen and repeat after the recording (*Open your book, please!*).  **Step 4:** Have pairs practise saying \_\_\_\_\_\_, please! with Pictures **b**, **c** and **d**.  **Step 5:** Invite a few pairs to point at the pictures and give instructions for the class to act out  **Game: Slap the board.**  - Divide the class into four teams.  - Stick the pictures of activities on the board.  - Teacher says a sentence, a pupil from each team has to point/slap the right picture and says the sentence again.  - The one who says faster will get points. | Whole class/ Individual work  Whole class/ Individual work  Whole class/ Individual work  Pair work  Group work |
| **PRACTICE**  **Activity 3. Let’s talk.** 8 minutes | | |
| a. Goal | To enhance the correct use of *\_\_\_\_\_\_ , please!* to give instructions | |
| b. Input | – A picture of a classroom in which pupils are asking the teacher for her permission to *open the book / close the book / stand up / sit down.*  – Speech bubble: *\_\_\_\_\_\_\_, please!* | |
| c. Outcome | Pupils can enhance the correct use of *\_\_\_\_\_\_\_\_\_, please!* to give instructions. | |
| d. Procedure | **Step 1:** Draw pupils’ attention to the picture. Ask questions to help them identify the context (see Input).  **Step 2:** Put pupils into pairs. Encourage them to give and respond to instructions. Go around the classroom to offer support while they are acting out the instructions.  **Step 3:** Invite some pairs of pupils to the front of the class to act out the instructions  **Preparation for the project:**  Tell pupils about the project on page 55. Ask them to prepare it at home by writing classroom instructions on pieces of paper and bring their work to the classroom at the project time to choose one instruction and read it to the classmates to act out. | Whole class/ Individual work  Pair work  Pair work  Individual work/ Whole class |
| **Fun corner and wrap-up:** 5 minutes | | |
|  | **Game: Wheel of Fortune.**  - Divide the class into 2 teams.  - Each team chooses one umbrella to go to the question.  - Have pupils unscramble the sentences.  - Back to the menu for Wheel of Fortune.  - The pupils can spin the wheel to get points if they answer correctly.  - The team who gets more points is the winner. | Group work |