

The Title of the Module
Seasons, Weather, Clothes

Grades: 5 - 7. grades

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Contributed in the final variety of the module (adepts of "bush-schools")

1..... 2..... 3.....

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School:

MODULE MAP

The general and main focus of the module: Getting to know the names of seasons, weather, different clothes which are need to different weather phenomenon. Besides learning how to talk about the weather and what to say in a clothes shop.

Content focus: Phrases about weather, dealing with certain situations at a clothes shop.

Development focus:

- flexibility, openness, curiosity, tolerance
- aesthetic sense, creativity
- communicative skills
- openness for new information
- intrinsic motivation
- social interaction
- developing the interest (length, lasting)

1. Title of the part module Seasons	2. Title of the part module Weather	3. Title of the part module Clothes
Goal/purpose The students learn the names of seasons and their features, the connected months and habits.	Goal/purpose The pupils are able to speak shortly about the weather, they know the expressions connected to weather.	Goal/purpose The pupils learn the names of clothes, they can class them they can link them to certain situations, seasons and weather phenomenon.
Competence development in this part module are: - communicative competence	Competence development in this part module are: - social competence	Competence development in this part module are: - social competence

<ul style="list-style-type: none"> - social competence - memory 	<ul style="list-style-type: none"> - communicative competence - memory - creativity 	<ul style="list-style-type: none"> - communicative competence - memory - creativity
<p>Content in draft:</p> <ul style="list-style-type: none"> • Names of the seasons • Months • Their features • Activities in each seasons 	<p>Content in draft:</p> <ul style="list-style-type: none"> • Weather phenomenon • Describing weather • Activities in different weather • Wears in different weather 	<p>Content in draft:</p> <ul style="list-style-type: none"> • Names of clothes • Different wears • Activities in certain wears • Investigations based on clothes
<p>Part module time frame:</p> <p style="text-align: center;">90 minutes</p>	<p>Part module time frame:</p> <p style="text-align: center;">180 minutes</p>	<p>Part module time frame:</p> <p style="text-align: center;">180 minutes</p>
<p>The total time of the module: 450 minutes (7,5 hours)</p>		

Description of the module

Detailed module description

Solutions and devices needed to the fulfillment of the module:

	Estimated costs
travel, organizing	-
physical means: computer, laptop, smartboard	-

material intensity: colour pencils, scissors, copier paper, markers, glue, beach ball, bean bags	apx. 2500, HUF
Other, special things needed:	-

Description of the tasks

Part module 1 Seasons

I.1.

Presentation:

The presentation is projected. First we discuss the names of the seasons. Then features are added so we can typify each season. Kids can add words like hot, cold, cool, rainy, snowy, foggy and so on. As the presentations has very nice pictures we talk about them, so we can practice the picture description. We focus on two things: the picture as a whole then the details. The last slide is an exercise which controls the given knowledge of the slideshow. So kids solve it.

Materials needed: SmartBoard, Internet connection, 1.1_seasons.pptx

Used method: presentation

I.2.

Matching:

Months are given in the document mixed up. Kids need to find the correct order. Then they have to match the months to the seasons. Teacher makes sure that the pupils have proper pronunciation.

Materials needed: 1.2_months.docx

Used methods: practice

I.3.

Bookmarks:

Teacher prints some bookmarks with the names of the seasons. Kids choose two or three raw bookmarks and their task is to beautify the bookmarks. Coloring is accepted but drawings are preferred.

Extension 1: they can make special frames to the bookmarks

Materials needed: 1.3_spring_colouring_bookmarks.pdf, 1.3_summer_colouring_bookmarks.pdf, 1.3_autumn_colouring_bookmarks.pdf, 1.3_winter_colouring_bookmarks.pdf

Used methods: project

I.4.

Dress the doll:

There are a male and a female out of paper and a lot of clothes. Kids have to dress them according to the added season. We try to name the pieces of clothes as well. Giving reasons is essential (he has coat and scarf as it's cold and snowing etc.)

Materials needed: paper dress up dolls, paper clothes

Used method: practice, game

I.5.

Wordsearch:

Words connected to spring is added. If discussion is needed then it'll be done. After this kids find the words in the wordsearch table.

Materials needed: 1.5_spring.pdf

Used method: practice, memory

I.6.

Project: Kids get a piece of brown paper and they draw the seasons on it like a project.

Materials used: brown paper, markers, color pencils, crayon

Used method: game, memory, practice

I.7.

Which season do the pictures refer to?

Kids get the appendix on which they can see some pictures which refer to certain seasons. Kids have to find out which season does each picture refer to. They need to give a brief explanation why they chose that one.

Materials used: 1.7_the-4-seasons.pdf

Used method: group work, revision

I.8.

Which is your favourite season?

After the question is asked each pupils has to give an answer angling on saying whole sentences. Teacher helps with the proper sentence structure usage. Kids need to prove, give reasons why the mentioned season their favourite is.

Materials used: none

Used method: revision, game, competition

I.9.

The Season Wheel

The printed appendix is handed out and the kids cut out the needed picture pieces to fill the wheel.

Materials used: 1.9_seasons-wheel.pdf, scissors

Used method: revision, game, competition

I.10.

Memory game

We play with the PPT memory game. Saying the seen pictures is essential.

Extension: Kids state some thoughts about the pictures.

Materials used: 1.10_summer_memory.ppt

Used method: revision, game, competition

Part module 2

Weather

II.1.

Reviewing seasons

Via the presentation we review the previous learnt material. The features and the sentences come up again. The presentation has interesting exercises which help to recall the topic seasons – we do them after one another. There is a quiz as well, that the kids do in pairs then we check the correct answers together.

Materials needed: 2.1_weather.ppt

Used method: memory, review

II.2.

Word practice

We practice the proper sentence creating with the help of the presentation. We point on the actual tense, the present continuous.

Extension: as the presentation has nice pictures kids can describe them.

Materials needed: 2.2_weather2.pptx

Used method: creativity, recalling knowledge

II.3.

Crossword

We practice the new phrases and words via the crossword.

Materials needed: 2.3_weather_crossword.pdf

Used method: recalling knowledge, memory, practice

II.4.

Wordsearch

We deepen the knowledge we've covered so far with a wordsearch game. The ones who are fast enough can add some thoughts to the pictures. At the end we class the words according to their meanings.

Materials needed: 2.4_weatherclothesearch.pdf

Used method: game, memory

II.5.

Quiz

It's a very good method to have more checking on the topic. Besides kids usually enjoy it. We discuss the unclear parts then kids solve do the quiz in pairs. Finally we discuss the correct solution

Materials needed: 2.5_weather-quiz.pptx

Used method: game, memory

II.6.

Weather Wheel

Following the presentation we try to create as many weather connected sentences as we can.

Extension: a darts game can be developed due to the adjustment of the material. When kids get a field they need to tell a sentence and/or a thought about the current weather phenomenon.

Materials needed: 2.6_weather-wheel-poster.pptx

Used method: game, memory

II.7.

Matching

As a referring to the next topic we match the different weather phenomenon to the different clothes. With the slides we learn new words as well.

Materials needed: 2.7_rain-or-shine.pptx

Used method: game, memory, review

II.8.

Crossword

A cooling exercise is coming, another crossword. As an extension pupils can create own sentences using the words given.

Materials needed: 2.8_weather-crossword.pdf

Used method: game, memory, review

II.9.

What is the weather like?

As a summary of the topic we solve this form with the sentences. Excellent review of the topic.

Materials needed: 2.9_whats-the-weather-like.pdf

Used method: memory

II.10.

Activity

This adored game is the final closing of the topic. Excellent fun and check.

Materials needed: none

Used method: memory, revision, game

Part module 3

Clothes

III.1

Review

As this topic needs some words we learnt before we recall all the words about colors, patterns and shapes.

These are needed to describe a clothes.

Teacher draws the current word on the SmartBoard, pupils say the word.

Materials needed: SmartBoard

Used method: game, memory, reviewing former knowledge

III.2.

Covering Vocabulary

Teacher performs the online slideshow attached and the group discusses the new words. We put the focus on the pronunciation of the words. Kids state the features of the clothing (colour, pattern, shape)

Materials needed: <http://www.slideshare.net/afofi/clothes-ppt-9716552>

Used method: game, memory, reviewing

III.3.

The Missing Clothes

The attached presentation is projected. We try to build the new words in: we say the words the kids can see, then some disappear and the guys need to find out the missing ones. There are more variations so kids can learn new words more effectively.

Materials needed: 3.1_clothes.ppt

Used method: memory

III.4.

Crossword

Solving the crossword helps children to spell the new words correctly. They have a competition so the faster the better.

Materials needed: 3.4_Clothes crossword.pdf

Used method: spelling, speed

III.5.

Wordsearch

As this type of exercise is quite popular among kids we try to do it in most of the lessons. In this case differentiation is solved as there are two types: an easier and for the faster pupils a harder one.

Materials needed: 3.5_clothing_wordsearcheasy.pdf, 3.5_clothing_wordsearchhard.pdf

Used method: game, memory

III.6.

The fashion show

Participants practice the new vocabulary and the present continuous tense. They only need the actual clothes they wear. We make a small catwalk and kids walk along it while a "reporter" describes what they have on them. The reporters are volunteers or if there aren't any more then the actual one chooses the next one.

Materials needed: none

Used method: game, practice

III.7.

Which picture do I think of?

The jpg files are projected. Using up today's material kids choose a person and they describe them according to their wearing. Others have to find out which person the speaker thinks of. If it's too difficult for a child then the teacher can create pairs or small groups to help.

Materials needed: 3.7_1.jpg, 3.7_2.jpg

Used method: game, practice, description

III.8.

Draw what I'm saying!

Every kid has a piece of paper and the pens and ink. When everybody is prepared the teacher starts to describe a piece of clothes with all the details it needs (colour, shapes, patterns). Unique features can be told as well (like there is a logo on the edge of the tie which forms a flying albatross)

Extension: If the group is well prepared a volunteer can stand in the place of the teacher and do the same. The teacher joins the group and draws as well.

Materials needed: crayons, colored pencils, markers, paper

Used method: listening, memory, drawing

III.9.

Seasonal clothes

The teacher puts some clothes on the board. Kids need to sort them out according to seasons. The faster is the better. So a small competition can be developed.

Materials needed: SmartBoard

Used method: memory, attention

III.10.

Match and color!

Every kid gets the handout. First they need to match the words to the pictures, then according to the teacher's instructions they need to color the clothes.

Materials needed: 3.10_Match and Colour.pdf, pen and ink

Used method: coloring, focusing

III.11.

Design your own T-shirt!

The participants get a sample of a T-shirt. Then they need to find out their own patterns, drawings, logos, colours etc. Once they've designed it they make it.

Materials needed: 3.11_Design your own tshirt.pdf, pen and ink

Used method: coloring, focusing, fantasy

III.12.

Design your own T-shirt!

This is a multiply choice questionnaire. Kids solve it one by one. If a student finds it difficult the teacher can give some hints to them.

Materials needed: 3.12_Choose the correct answer.pdf

Used method: memory, practice, review

III.13.

There's been a robbery!

Practice prepositions of place. Arrange several clothing items around the classroom which will be your "shop". Drape a sweater over a chair. Put a scarf under a desk, and so on. Ask your students, your "shop clerks" to take a long hard look at the classroom and try to remember where everything is. Ask a student to step out of the classroom. Take two or three items and hide them. Ask the student to come back and say there has been a robbery. They must report what was stolen from the "shop": There was a green sweater on the chair and a red scarf under the desk.

Materials needed: pieces of clothes

Used method: fantasy, logic, memory, practice

III.14.

There's been a robbery!

This is a fun way to practice possessive pronouns. Ask each student to bring an item of clothing to the class. It can be anything they want to bring. Before class they must give you their items without showing them to any of their classmates. Place all items in a bag or box and have each student take one. Each student has to guess whose it is. The student has three chances to say whose it is, and if they can't guess correctly they get to ask, "Whose belt is this?"

Materials needed: pieces of clothes, a middle sized box

Used method: fantasy, logic, memory, practice

III.15.

Clothes Bingo

As a loose ending of the topic we do another bingo game. Teacher cut out the clothes and give the pieces to the kids accidentally. Then according to the rules of classic bingo the game is played

Materials needed: 3.15_ClothesBingo.pdf

Used method: game, memory