

New Taipei City English Wonderland GuangFu Campus

新北市英速魔法學院課程設計表

Lesson Plan

單元主題 Unit Theme	Computer Vocabulary, Typing, Fidget Blocks	領域 Subject	Information Technology
教學對象 Target Audience	Taiwanese 5 th graders	設計者 Course Planner	Nicholas Smith
任教班級 Class	2017 Fall Semester	教材來源 Source of Class Materials	<ul style="list-style-type: none"> • ABCya.com Kids Educational Computer Activities • PBS Kids Design Squad • School Equipment – Computer lab
教學時間 Course Duration and Time	50 minutes		
教材分析 Resources Analysis	Internet, Powerpoint, Computer Learning Website- the Lesson Resources are technology based and will help students use English in fun way where they can be creative.		
單元目標 Course Objective	Students will learn English words related to computer technology, sequencing words, and building.		
教學目標 Teaching Objective	<p>Students will be able to :</p> <ol style="list-style-type: none"> 1. To read, write, and describe simple computer vocabulary terms. 2. To use English description words to fit in the context of solving puzzles. 3. To listen to, then ask the teacher for correct English word meaning and context – finally employing the English in completing activities. 		
教學資源 Teaching Materials	Individual computer stations, projector, internet.		

	Websites: http://www.abcy.com/fifth_grade_computers.htm http://pbskids.org/designsquad/games/figit/index.html			
具體目標 Objective	教學過程及活動 Class Activities	教學資源 Teaching Materials	時間 Duration	備註 Notes
<p>2-1-9- Be able to ask, answer, and describe in English</p> <p>2-1-11- Be able to describe a picture in English.</p>	<p>DAY 1 - Computer Vocabulary & English Skills</p> <p>Class will begin with teacher introduction, rules on NO EATING or DRINKING in the classroom. Students will be placed into small groups of two or three people. Next, students will introduce themselves to each other and the teacher.</p> <p>Teacher will show a brief demo on how to begin the FIND THE TECHNOLOGY activity.</p> <p>The teacher will introduce, say, and have students repeat each technology item using English. Ex. "This is a monitor" "MONITOR" "The monitor looks likes this." "The monitor shows what the computer is doing."</p> <p>The FIND THE TECHNOLOGY activity has 22 individual slides that show a picture and easy definition – thus students will have</p>	<p>Computer Lab Stations</p>	<p>3 minutes</p> <p>10 minutes</p>	 <p><u>VOCABULARY WORDS</u> keyboard, mouse, monitor, DVD, USB, headphones, printer, scanner, router, computer case, etc.</p>

3-1-9 - Be able to infer the central theme of a photo, title, story, etc.

5-1-1 - Be able to distinguish, read out loud and write out all 26 alphabet letters.

6-1-1- Participate enthusiastically in all classroom activities.

ample opportunity to learn the vocabulary and pronunciation.

Once students memorize all 22 items, the teacher will demo the activity of locating the items in a room. Students will then work to find the vocabulary items and answer a simple multiple choice question about it.

The teacher will assist students in locating these items in order to improve their ability to recognize, differentiate and comprehend vocabulary used during class. The teacher will walk around the computer lab – assisting students who need help.

Once a student team as successfully completed finding and answering the questions on all 22 technology items – they will raise their hand. The teacher will verify the progress, and then switch them to the next activity – KEYBOARD CHALLENGE.

The KEYBOARD CHALLENGE is an activity that focuses on typing skills using the English alphabet. Students will type words and simple sentences – gaining familiarity with typing in English. The teacher will monitor class progress, assisting those students who may struggle.

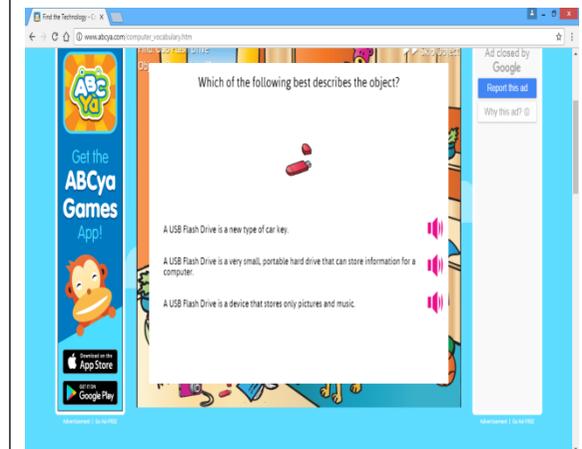
All-Stars will be awarded. Students pack up and log out of computers.

DAY 2 - PBS KIDS FIDGIT FACTORY

20 minutes



15 minutes



2 minutes

4-1-6- Be able to fill in important words with the help of illustrations and signs.

6-1-1- Participate enthusiastically in all

PUZZLE

Class will begin with a brief introduction and greetings.
Students will sit into small groups of two or three people – the same groups as Day 1.

Introduction to Fidgit Factory

The teacher will demo Fidgit Factory to the students. First, the teacher will explain the goal of each stage is to put the appropriate fidgit into the assigned box. Next, the teacher will demo stage 1 – describing the various tools and motions that are needed to complete the stage. This walkthrough will include having students say and repeat the vocabulary words.

Ex. *“How many fidgits are supposed to go there?” “What color should they be?” “Should the bounce be high, or low?” “Let’s rotate this block.” “We need to paint these red.” etc.*

The teacher will demo three different stages so students understand all the mechanics and controls of Fidgit Factory.

The teacher will now let the students begin working on the puzzles themselves.

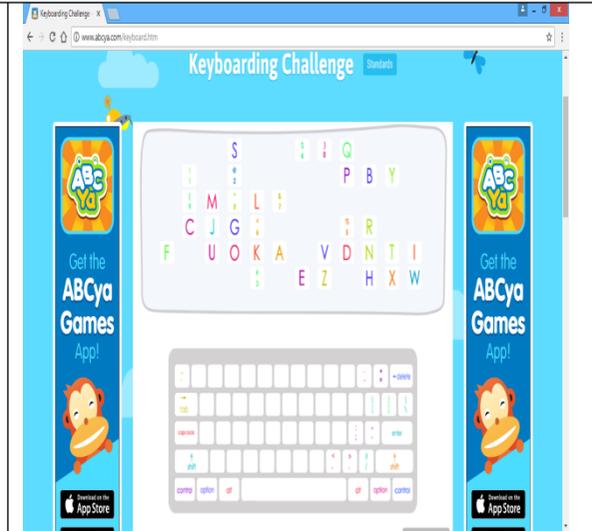
Students may ask the teacher for help on English words, directions, ideas etc.

Computer Lab Stations.

2 minutes

10 minutes

30 minutes



classroom activities.

The teacher will circulate around the classroom to ensure all groups are on task and successfully completing the stages. The teacher will give ideas and work with those students who may struggle.

Group Competition

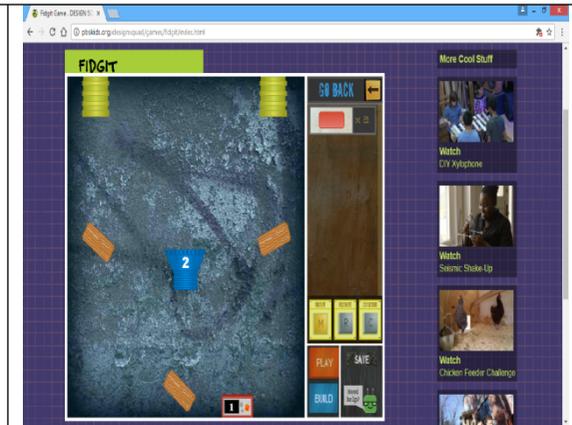
Groups will be competing against each other to finish each stage first.

Upon completion of each particular stage, the fastest group will get to share and present their puzzle solution to the entire class. The winning students will use English to describe how they solved the stage to the rest of the class – utilizing the projector and microphone.

All-Stars will be awarded. Students pack up and log out of computers.

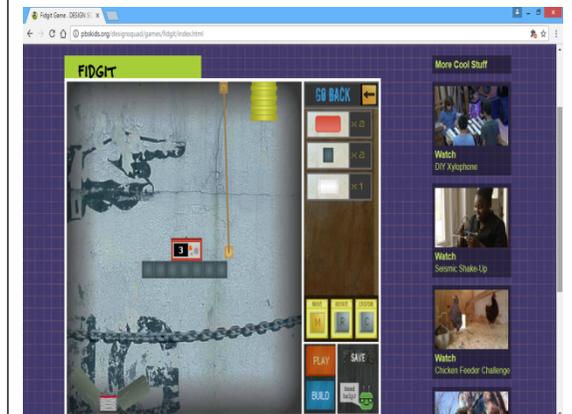
6 minutes

2 minutes



VOCABULARY WORDS

Move, rotate, turn, drop, lift, high, medium, low, rubber, wood, stone, bounce, paint, colors, etc



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