

English Lesson Plan

Unit	Mysteries of the Past	Periods	1 (50 minutes)
Grade	12th	Class size	19 students
Objectives	Students will be able to : 1. obtain some basic knowledge of the four mysteries of the past: the pyramids, Stonehenge, statues of Easter Island, and the Nasca Lines. 2. work cooperatively for the assigned tasks. 3. fill in the graphic organizer worksheet 4. answer multiple choice questions to reinsure the students' understanding on the four mysteries.		
Methods	Student oral presentation, Discussion, Games		
Resources	Multimedia computer, Projector, Autocue, Slides, Graphic organizer, Computer game. prize		
Evaluation	Oral reports, Q & A in class, Worksheets		
	引導與簡介 ↓	Procedure	Resources
<p>Introduction:</p> <ul style="list-style-type: none"> • Teacher (T) begins the class by recalling the other mysteries in the world that have been taught in the previous semesters. And then brings the students (Ss)' attention to the four mysteries they will study today. • A world map is shown to locate the four mysteries so that Ss get an idea as to where each situates around the world. <p>Oral Presentation:</p> <ul style="list-style-type: none"> • Four pairs of Ss take turns reporting the four mysteries. Slides on each mystery are shown along with their oral report to intensify Ss' learning. 			Slides
		<ul style="list-style-type: none"> • T briefly summarizes after each report as a transition to the next pair. 	Slides Autocue

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Recapitulation:

- T makes a brief closure on the oral presentation by passing out a graphic organizer to each S. On the graphic organizer, Ss need to fill in some basic information on the four mysteries: “location”, “time of origin”, “feature”, and “purpose” for each mystery (See attached).
- Ss may refer to their books if needed.
- T then checks the answers with them on a Power Point slide. T reminds the Ss that this is their last chance to review on the lesson before a review game is played.

Graphic organizer

Jeopardy:

- T divides all the Ss into two groups. Ss then play a game called “Jeopardy” as a review exercise for them to reinforce on the concepts they need to know.
- The game is designed with the Power Point file, with four categories, each on a specific mystery. Ss have four multiple choice questions to answer under each category, each with a value (price) from \$100 to \$400.
- The two groups take turns picking a value. After the T reads the question, the two players from each team ring the bell to answer. The one who rings faster answers first.
- The game continues until all 16 questions are answered.
- T presents the winning team with a prize.

Computer Game

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Contingency

Too much time: Have ss share experiences on their trips to any of the four places.

Not enough time: Cut down the number of questions in Jeopardy.

prize