

## English Teacher's Club

### Lesson plans



Here are some great tips and ideas borrowed from [www.englishclub.com](http://www.englishclub.com) that can be very helpful for any teacher of English. They will surely brighten up any English language class. They are meant for elementary students but if necessary, a teacher can adapt them for a different — usually higher — level.

#### Secret Code

This activity is useful at the beginning of the year after a long term holiday. This will break the ice in new groups as they will introduce each other and talk about themselves.

*Stage I:* Welcome your students to the class and invite them to pick a lollipop or a sweet. They will find a rolled piece of paper wrapped around their sweet or lollipop. It will contain a hidden message that they will have to solve individually first.

*Stage II:* Tell them the aim of the game, but make it clear that they will need to remember the letters of the alphabet to work out their hidden message. So make a quick revision by brainstorming the letters and writing them on the board. Next, tell students that each letter contained in their coded message uses the previous letter in the alphabet. That is to say that if they have for example: "TBZ ZPVS OBNF" this will mean "Say your name". Pick up one sweet for you and demonstrate the activity by writing the solution of your code on the board. Solve one or two clues as a demonstration, and once they know what they have to do, give them five minutes to solve the rest of the message.

*Stage III:* In turns then they carry out the instructions found in their hidden messages.

*Duration:* The whole activity takes up to 15 minutes. Not only can it be used as a socializing activity but a warmer activity as well whenever you need to revise structures or vocabulary previously taught.

*Optional:* If you have advanced levels you may adapt this activity in order to make them talk for about a minute on any topic they are familiar with, such as, "favourite pop music, video games pros and cons etc.". So this activity may be adapted to be used throughout the year.

#### The Noun Game

Divide a lined piece of paper into 4 columns like this:

Etc.			

In the first column, insert random letters chosen by the students, like this:

F			
B			
M			
Etc.			

Now fold the edge of the paper over so that the students cannot see the letters. In the second column, insert the same amount of nouns, again chosen by the students, like this:

F	Animal		
B	City		
M	Country		
Etc.			

NB: make sure the students understand it is important that the nouns begin on the same line as the first letter.

The students now have to think of an answer for each noun, that begins with the adjacent letter, like this:

F	Animal	Fox	
B	City	Bangkok	
M	Country	Mexico	
Etc.			

The game finishes when the students have completed all the answers or as many as they can. In the event they cannot finish, a time limit must be imposed. Scoring is as follows:

- no answer: 0 points
- same answer as another student: 1 point
- an answer nobody else has: 2 points

Scores are written into the end column on the sheet, like this:

F	Animal	Fox	1
B	City	Bangkok	1
M	Country	Mexico	2
Etc.			

The scores are then totalled up and the winner is the one with the most points. The length of the game can be extended or shortened by using more or less letters and nouns.

### “Odd-One-Out”

This simple activity practises vocabulary and to some extent speaking. Make a list of four or five words, all but one of which have something in common. Ask the students to find the “odd-one-out”.

Don’t be surprised if they come up with some surprising answers. Just ask them to justify their choice. You may find it logical. Take, for example:

- *dog, cat, donkey, dragon*

The answer could be *dragon* (because it is the only mythical creature) or *cat* (because all the other words start with “d”).

Ideally, the students should phrase their justification in a form such as:

- I think the "odd-one-out" is *dragon* because it is a mythical creature and all the others are real creatures.

Here are some suggested words. You can easily find more. And one good exercise is to ask your students to create some lists (along with valid justifications).

<i>Words</i>	<i>Some possible answers</i>
dog, cat, donkey, dragon	cat — begins with "c" dragon — mythological
banana, tomato, peach, apple, pear	banana — shape
Thailand, Singapore, Tokyo, England, Vietnam	Tokyo — a city, not a country England — not in Asia
car, aeroplane, truck, bus, train	aeroplane — flies truck — not for passengers train — guided by rails
camera, computer, television, telephone, fax-machine	camera — doesn't need electricity television — 4 syllables
love, hatred, fear, greed, anger	love — positive greed — not emotion
hotel, motel, town-house, condominium, classroom	condominium — 5 syllables classroom — not for residence
water, bottle, shop, pencil, river	water — uncountable noun
branch, strawberry, anvil, iceberg, boat	anvil — doesn't float in water