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| X Listening - Speaking  Reading  Grammar  Writing | | | |
| **Topic: Future Technologies** | | | |
| **Instructor:**  **Mina** | **Students Competency Level : Intermediate** | **Number of Students: 15** | **Lesson Length:**  **50 minutes** |
| Materials:**(List the Names of all materials used in the lesson. Materials must be shown at the end of this document)**  - White Board and Markers  - List of Future Technologies  - SF Movie Posters  Titanic  Avatar  Jurassic Park  Avengers | | | |
| Aims:**(What students will be able to achieve by participating in the activities of the lesson. (Ss gain or get by doing…)**   * Improve speaking skills by the game and discussion with a group and answering a teacher * Activate, increase interest, and participate with fun in the communication activity by * Improve listening skills by the game and discussion with a group, responding to a teacher * Improve interaction and communication skills by having discussion in a group and playing the game | | | |
| Language Skills:**(Lists what activities language skills students will be using by participating in the activities of the lesson.)**   * Reading: **(Where did reading occur in the lesson?)**   List of Future Technologies, note taking   * Listening:**(Where did listening occur in the lesson?)**   Teacher talk, during the game, discussion   * Speaking: **(Where did speaking occur in the lesson?)**   Playing the game, small group discussion, answering teacher   * Writing: **(Where did writing occur in the lesson?)**   Notes, preparing the game | | | |
| Language Systems: **(Lists what language systems students will be using by participating in the activities of the lesson.)**   * Phonology: **(sound)**   The game, discussion, teacher talk   * Function:**(situation)**   Introduction, perspective, effects of future technologies   * Lexis: **(meaning)**   Vocabulary about new technologies   * Grammar:**(language structure)**   Future tense and description   * Discourse: **(communication)**   Discussion, responding a teacher, playing the game | | | |
| Assumptions:**(What students must already be able to do and what concepts must already be mastered before the lesson in order to achieve the aims of the lesson.)**   * All Ss understand the basic knowledge about technologies * All Ss have watched SF movies * All Ss have opinion about the effect of technologies on life | | | |
| Anticipated Errors and Solutions:**(What things might go wrong in the lesson and what the solution will be. An SOS activity should also be included)**   * If Ss may have trouble to understand the new technologies.☞ Solution:T gives more detailed explanation. * If more than two groups choose the same technology for the game.☞ Solution: T prepares a spare list of the new technologies. * If Ss my not understand. ☞ Solution: T shows demonstration. * If certain Ss are too shy to participate in the game actively.☞ Solution: T encourages them, gives positive feedback, and promote ideas. | | | |
| References: | | | |

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| **Lead-Inor Pre-Task Part (Warm-Up Part to activate and create interest in the lesson.)** | | | |
| Materials: **(List the Names of all materials used in the Lead-Inor Pre-Task Partof the lesson. Materials must be shown at the end of this document)**  - SF Movie Posters  Titanic  Avatar  Jurassic Park  Avengers | | | |
| **Time:** | **Classroom Set Up:** | **Student Activity and Goals:** | **Teacher Procedure &Instructions:** |
| 1min  5min  5min | Whole  Whole  Ss | Ss greet the teacher.  Ss listen to the teacher and respond  Ss talk their stories. | Greeting.  T shows SF movie posters. Ask short questions to Ss. T tells a story related to the topic.  T elicits the stories from Ss.  Let’s play the game about the amazing future technologies. |

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| **Pre-Activity or Task Familiarization Part (Presentation Part Presenting the language structure to be covered in the lesson. Prepares students for the communication activity.)** | | | |
| Materials: **(List the Names of all materials used in the Pre-Activity or Task Familiarization Part of the lesson. Materials must be shown at the end of this document)**  - White Board and Markers  - List of Future Technologies | | | |
| **Time:** | **Classroom Set Up:** | **Student Activity and Goals:** | **Teacher Procedure &Instructions:** |
| 2min  1min  4min  5min | Whole  Group  Whole  Whole | Ss listen what the teacher says.  Ss move into group.  Ss read the list and ask Qs to T about it.  Ss discuss to choose items.  Ss make notes to prepare the game. | T hands out lists of the new technologies and explain about the list.  T divides Ss into groups.  If Ss finds anything they can’t understand, they ask Qs to T and T gives an detailed explanation.  T asks Ss to choose items(advantageous/disadvantageous to the human life) and prepare for the game. T facilitates. Ss make notes to play the game.  Transition time to present the game. |

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| **Main Activity or Task Realization Part(Practice to Production Part Teacher leads practice of the language presented and move to communication based more student centered activity)** | | | | | | |
| Materials: **(List the Names of all materials used in the Main Activity or Task Realization Part of the lesson. Materials must be shown at the end of this document)**  - White Board and Markers  - List of Future Technologies | | | | | | |
| **Time:** | | **Classroom Set Up:** | | **Student Activity and Goals:** | | **Teacher Procedure &Instructions:** |
| 2min  3min  2min  10min  2mins | | Whole  Whole  Group  Whole  Whole | | Ss shares what they chose and choose the extra item if needed.  Ss listen to T.  Ss discuss what they think about other groups’ choices.  Ss play the game. When two groups plays, the others watch and listen.  Ss applaud the winning group. | | T writes down all items chosen by each group on the board. If there is any item overwrapped, T provide the extra item list and make them choose another one.  T explains the rules.  -One group pick one item among other groups’ choices. Raise an objection and explain why.  -The original group which picked that item must accept/defend themselves.  -If they accept the opposing opinion, the other group win one point.  -If they defend themselves successfully, they win one point and the other group lose one point.  -Every group take turns.  T gives time Ss to go over other groups’ choices.  T facilitate the game and writes down the score on the board. T gives positive comments during the game.  T adds up the scores and announce the winning group. T congratulate them and give feedbacks for every S. |
| **Post Activity or Post Task Part (Wrap-Up Part Close the Lesson on a high note to and consolidate language learned in a communication based activity new situation.)** | | | | | | |
| Materials: **(List the Names of all materials used in the Post Activity or Post Task Part of the lesson. Materials must be shown at the end of this document)** | | | | | | |
| **Time:** | **Classroom Set Up:** | | **Student Activity and Goals:** | | **Teacher Procedure Instructions:** | |
| 5min  5min  3min | Whole  Whole  Whole | | Ss discuss as a group.  Ss share their idea and play the game.  Ss listen. | | T asks Ss to think of the most advantageous future technology. T gives Ss time to discuss it as a group.  T write down each group’s idea on the board and facilitate the game under the same rules.  Close by giving Ss feedback about their accomplishment and improvement. | |





**<A List of theFutureTechnologies>**

-a beam which can immobilize people

-androids which look exactly like human

-being able to read minds

-bionic eyes which have an ability to record what you see

-breeding of extinct animals, including pre-historic ones such as mammoths and dinosaurs

-bridges or tunnels between all continents

-bullet-proof clothes

-car-free cities

-CGI character indistinguishable from real actors

-colonization of other planets

-communication with aliens

-computer chips in your brain

-drugs which eliminate the desires of criminals

-enhanced hearing

-the IRON MAN suit

-time machines

-bio stamps which contain all medical records and health issues

-a machine which can eliminate memories

-a common language for the entire human race

-mass production of bio-artificial human organs

-transplantation a human head to an another human body

-move all prisons to other planets

-alter DNA to eliminate all disease

-pills which can replace food

-virtual reality which perfectly feels like reality

**<Extra items>**

-mind-controlled robots

-being able to program your dream

-a flying car

-enhanced intelligence

-cloned animal production to save endangered animals

-robots which replace human soldiers

-a super computer with emotions

-personalized android nannies to raise a child in the place of busy parents

-eradication of every harmful insects

-the BAT mobile