Happy Everyday English Lesson Plan 1 Sample			
Animals Lesson 1			
Materials	• HEE Animals Lesson Software downloaded • HEE Animals flashcards • HEE Rules Software and Flashcards • Hello song		
Language	• **Vocabulary**: Dog, cat, bird, fish, panda, turtle, rabbit, pig • **Sentences**: Is it a dog? It's a dog.		
Note 1: There are a few optional activities that should be skipped depending on the length of class and how long it takes to complete the activities. Note 2: Activities are purely suggestions on what you can use in your class. The flow of the lesson is more important than following the games/activities directly. Substitute them at will to fit the needs of your class.			
Procedures			
Step	Objectives	Description	Time
Warm Up	Get students warmed up and ready to use English.	• Hello song and dance • Review previously learned content	5 mins
Rules	Reinforce rules to with the students.	• Use the rules software/flashcards to reinforce the rules with the students. • If students are familiar with the rules, allow them to tell you what the cards mean.	5 mins
Introduction	Introduce new vocabulary to the students.	• Animals software New Words Presentation • Present the new words to the students using a combination of the lesson software and flashcards. • Students should repeat and touch the flashcards while doing the TPR (body language) for the animals.	5-10 mins
Practice 1	Reinforce newly learned vocabulary.	• Listen and Touch Slide in software • Invite one student at a time to come to the front of the class. Say a word and the student touches that word and says it while doing the TPR. • Other students can also say the name of the animals and the active student should touch and say it.	5 mins
Practice 2	Reinforce vocab	• Flashcard Giveaway • Hold up a card and have students identify it.	5 mins

		• Do this while passing out the cards to the students. • Once all cards have been given out, say the name of a vocabulary word and the student holding it should give it to you. Do this for all of the cards.	
Presentation	Have students practice new vocabulary in the context of the presentation.	• Presentation slide in software • Guide students through the presentation slide. • Ask simple questions about the pictures. • Students should read the sentences or recite the lines if they can't read. • Point out sight words if necessary.	10 mins
Production 1	Reinforce new content	• Stand Up Sit Down slide • Touch a picture to make it flash. Make a statement about it. • "It's a dog." "It's a fish." "It's not a pig." • If the statement is true, the students stand and repeat the statement. • If the statement is false, they say nothing. • Allow a student to become the teacher if you feel they are capable of that.	5 mins
Production 2	Reinforce new content	• Likes slide • Start by dragging an animal or two onto the heart and giving a simple presentation. • It's a dog. I like dogs. • Have students do the same simple presentation using the animal(s) they like.	5-10 mins
Practice Game 1	Practice content while playing a game	• Bit by Bit • Reveal parts of the picture Bit by Bit by touching the covered blocks. • Students should identify what it is by using the target language: "it's a fish!"	5 mins
Practice Game 2	Practice content while playing a game	• Spin Off • Divide students into a few teams and have them compete to identify the word the spinner stops on first. The team that identifies the word the fastest and using the target language gets a point.	5 mins
Practice Game 3 (Optional Depending on the length of class)	Practice content while playing a game	• Castle Wreckers class mode • Have students work together to answer questions and fire cannons in order to destroy the evil shadow castle.	10-15 mins

Wind Down	Review vocabulary and dismiss students	• Review vocabulary using the High voice and Low Voice flashcard technique. Hold a card high and students say it in a loud voice. Hold it low and they say it in a low voice. • Count up points for the class/students and award students appropriately. • Dismiss the class	5 mins