

Lesson Plan: Leisure Time

<p>Warm-up: Conversation circle Time: 10 minutes Focus points: Build schema for lesson, cross-cultural sharing Materials: Conversation Card: <i>Games</i></p>	<ul style="list-style-type: none"> • Show students Conversation card: <i>Games</i>. Talk about the pictures. • Questions for discussion could include: <ul style="list-style-type: none"> ○ Have they ever played any of these games? Which ones? ○ Are any of these games played in their home country? By whom? ○ Do families play games together, or friends? ○ What games do they play? ○ Do they like to play games? ○ Would they be willing to teach our group a game they know some time?
<p>Activity: Animal charades Time: 20 min Focus points: Whole group game, introduce vocabulary: <i>my turn, your turn, first, next, last</i> Materials: Animal picture cards (2 of each)</p>	<ul style="list-style-type: none"> • Pass out animal cards. Have them share what sound that animal makes (it might be different in different cultures). • Collect and re-pass out cards. Students stand up and find their partner by making the sound of the animal on their card. Have them sit next to their partner. • Tell the students that you are going to play a game. • In this game, someone will go first. Write <i>first</i> on the board. Someone else will go <i>next</i>, then someone else, etc., and finally someone will go <i>last</i>. Write words in order on the whiteboard. • Explain that when a student (or pair) comes up, it is their <i>turn</i>. Write <i>turn</i> on the board. • Write <i>my, your, his, and her</i> on the board. Have students point to themselves and say “<i>my turn</i>”, make their animal sound, then to a neighbor, “<i>your turn</i>”, then point to someone across the circle “his/her turn.” • Choose a student to go <i>first</i>. Write the sentences, <i>It is _____ turn</i>, on the board. Have student say it, using <i>my</i>. Ask the other students <i>Whose turn is it?</i> They respond, <i>It is his/her turn.</i>” • Have the student pick an animal card. They act it out (charades) until someone guesses. Then someone else has a turn, etc. They could also do this in pairs if they group is large or if they would feel more confident. • As you play, continue to reinforce vocabulary.
	<p>The following activities are designed to be played simultaneously. Groups of 4-5 students with a teacher or volunteer are ideal.</p>
<p>Activity: Checkers Time: 20-30 minutes Focus points: Learning game rules and vocabulary, social interaction Materials: Checkerboards (students can play on their own, or with a partner)</p>	<ul style="list-style-type: none"> • Teach game vocabulary using the Total Physical Response method (TPR). Give each player a checker and together move <i>forward, backward, & diagonally</i>. Put it on a <i>dark square, light square, jump over another checker, build a king</i>, etc. Students say the phrases as you all do them together. • When students demonstrate confidence with these moves, set up the game and show them the basic rules, i.e, staying on their colored square, how to jump to take an opponent’s checker. Most rules can be

	<p>learned as they play, so introduce only the basics. (Some students will already be familiar with this game).</p> <ul style="list-style-type: none"> • Continue to monitor until students are able to play independently.
<p>Activity: Uno Time: 20 minutes Focus Points: Learning game rules and vocabulary, social interaction Materials: Uno card deck, vocabulary cards, instruction card</p>	<ul style="list-style-type: none"> • Using the card deck, review numbers. • Show a <i>Skip</i> and <i>Reverse</i> card. Pass a pencil around the circle. When you hold up a <i>Reverse</i> card, reverse the direction of the pen. Likewise, skip a player when the <i>Skip</i> card is shown • Show a <i>Draw 2</i> and <i>Draw 4</i> card. Model. Then show a card randomly to each player and they pick up the correct number of cards. • Deal three cards to each player. Have them lay them face up in front of them. • Play a game to model. Show them they must match the color or number. • Finally, show them a Wild card. Explain that they can play any card and choose a new color if they use this card. • Continue to play the model game until someone has <i>UNO</i>, and then until a player is 'out'. • Now deal 7 cards to each play and play according to the traditional rules.
<p>Activity: Dominoes Time: 20 minutes Focus Points: Learning game rules and vocabulary, social interaction Materials: Dominoes, instruction card</p>	<ul style="list-style-type: none"> • Lay out domino tiles face up • Have students count the dots on several tiles • Teach <i>doubles</i>. Have students find examples of doubles in the tiles • Teach <i>match</i>. Have students find two tiles that match • Turn the tiles over and have each player choose 7 tiles. They can place these face up in front of them • The player with the highest double begins by placing that tile in the center • The next student has to match a tile perpendicular to that tile • Play continues, with tiles being matched end to end, or perpendicular if it is a double • Play for points if desired. Rules for a basic domino game can be found here: https://www.dominorules.com/straight-dominoes
<p>Activity: Go Fish! Time: 20 minutes Focus Points: Learning game rules and vocabulary, social interaction Materials: Card deck, vocabulary cards, instruction card</p>	<ul style="list-style-type: none"> • Using the card deck, review numbers. Either teach <i>Jack</i>, <i>Queen</i>, <i>King</i>, and <i>Ace</i> or remove them from the deck. • Start with a mini-demonstration of the game: Give each student 3 cards to lay face up in front of them. • Write the question, <i>Do you have a _____?</i> on a sentence strip or whiteboard. Practice saying it. Fill in a number and have them point to it if they have one in front of them. • Write, <i>Go Fish</i> on the board. Practice saying it. Teach them if that if they don't have the number, this is what they say. • Model choosing someone to ask, making a pair, and drawing another card if the person answers, <i>Go Fish</i>.

	<ul style="list-style-type: none"> • Continue to play the game with the three cards face up in front of everybody. • Now tell them you will make it harder. Deal out 5 or 7 cards and play the traditional way.
<p>Wrap-up: Domino video Time: 5 minutes Materials: Video link</p>	<p>These are links to amazing constructions made from Domino tiles that are fun to watch</p> <ul style="list-style-type: none"> • https://www.youtube.com/watch?v=lo6x4eulY9g (3 min) • https://www.youtube.com/watch?v=16eF8IQzgP8 (10 min)
<p>Extension Activities</p>	<ul style="list-style-type: none"> • Visit to a neighborhood senior or community center