**LESSON PLAN**

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| **THE LESSON**  |
| Lesson Title: | date |
| Length of the Lesson : | Teacher |
| How does this lesson connects to prerequisites? |
| **LESSON OBJECTIVES** | **TOOL: SYNOPSIS/** |
| *At the end of this lesson, students will be able to:* | *page* |  |
|  | *page* |  |
|  |  |
| **GAME** | **MATERIALS** |
|  |  |
|  |  |
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| **OVERVIEW** |
| *( How will students know the purpose for this lesson?)* The lesson overview section includes an introduction to the activities  |
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| **TIMELINE** | NOTES (materials at each stage…. etc) | TIME |
| ***Warm up*** | *Inform the students they are going to play a game. Explain briefly the game and curiosity about the game so to inspire motivation and student's attention* |  |  |
| ***Present information*** | *explanation of the game and its rules which have to be clear, simple, synthetic.* *The teacher has to be well prepared🡪 read the game in the compendium and play it before. Distribution of materials.**(What questions will I ask to allow students to share their thinking and when will this happen in the lesson?)* | *How will students know the purpose for this lesson?* |  |
| ***Guided and freer practice*** | *Questions and other explanation about the game/games.* *Start to play .**At the beginning the teachers is a tutor, students then can play alone.* |  |  |
| ***Free practice*** | *How do they play? Is there a supervisor? Someone of them is watching or taking notes? etc* |  |  |
| ***Self-evaluation or Assignment*** | *Self evaluation: reflect on the adopted strategies; individuate their own point of strength or weakness. Students should have a clear understanding of the main concept of the lesson and how they can apply the concept to future situations.* *OR**Assignment and formal evaluation: the guidebook provides some example of sheets to be used for assignment but you can also produce by yourself to evaluate .*  |  |  |
| ***Conclusion*** | *How will I bring closure and provide opportunities for reflection on and transfer of knowledge/skills?* |  |  |