**2nd LESSON PLAN**

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| **SUBJECT:** | Kahoot game “Trees of the world” |
| **LEARNING AREA:** | Classroom |
| **GAINS** | * To encourage children to use IT * To educate children about the trees of the world * To give the opportunity for children and their families to engage into fun activities with IT * To diversify the activities in order to achieve better results * To play logical games. Improve children’s logical thinking skills. * To allow children to look for the answers themselves |
| **MATERIALS:** | SMART board (SMART screens, laptops, computers; whatever is available), tablets |
| **DURATION:** | 20-30 minutes |
| **Process:**   1. **Introduction to the lesson (Motivation - Attracting attention - activating preliminary knowledge)**   Open up the KAHOOT website: <https://kahoot.com/> → LOG IN → email: [darzelis287@gmail.com](mailto:darzelis287@gmail.com) → password: eglute.erazmus → on the left side of the screen you will see “My kahoots” → “Trees of the world”  Talk with children, discuss the variety of trees that is in the world. Children have to think. IN which country do the orange and mandarin trees grow? What do you think, how the tallest tree in the world is called?  I think you are ready, we can start the game!  Teacher motivates children.   1. **Exploring**   Teacher helps the children to log in into the KAHOOT game system (teacher opens up the game on the SMART screen or board, gives out tablets to children and asks them to find the KAHHOT application in the tablets, open it and press “play now”. Teacher helps the children to enter the code that is seen on the screen into the PIN code field on the tablets. After entering the code, children are asked to enter their names). When teacher on the screen sees that all children are connected, they press “Start now” and the game starts.  Children are being asked to concentrate, because the winner will be the one, who answers the most questions correctly.  Teacher reads out the questions and the possible answers. Children choose the answer and teacher selects the following question.   1. **Explanation**   Students have to open up the KAHOOT application, enter the PIN code provided by the teacher, create their own names and wait for the questions.  Children are being asked if they are ready to answer some questions about the trees of the world. If so, let’s start the game and see, how much do we know about the trees of the world.   1. **Elaboration**   Children are being asked the questions. All questions have 4 answer options, but only one answer is correct. After every question 5 best answers are seen on the screen. Other students can see their results in their devices.  **5) Evaluation**  \*Teacher takes pictures of children playing, answering the questions.  Children are being asked, if they enjoyed the KAHOOT game.  Questions about what could have been done better or different can be asked.  Evaluation:  1. Children know how to use IT.  2. Children have a ignificant amount of knowledge about the trees of the world.  3. Children understand that it is not that easy to correctly answer to questions with a time limit. | |