**3rd LESSON PLAN**

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| **SUBJECT:** | Learningapps.org crossword “World animals” |
| **LEARNING AREA:** | Classroom |
| **GAINS** | * Children are learning through games * To encourage children to use IT * To give children information about the animals of the world * To give the opportunity for children and their families to engage into fun activities with IT * With the help of games, children will improve their intellectual, emotional and social skills * Encourage children to take interest in new activities, raise their motivation * To play logical games. Improve children’s logical thinking skills |
| **MATERIALS:** | SMART board or screen (also can be used: laptops, tablets, computers) |
| **DURATION:** | 30-40 minutes |
| **Process:**   1. **Introduction to the lesson (Motivation - Attracting attention - activating preliminary knowledge)**   Open up the created game on the device that is suitable for you: <https://learningapps.org/display?v=ps85ndznj23&fbclid=IwAR2hVBJsDMBe-8Px1uKUI8EKsdEbfI3NUyxDqFUujxwuBuHLTY5q8E6OF38>  Talk and discuss with children, which world animals do they know. Children have to think about it. In which country a certain animal lives? What do you think, how is the biggest animal in the world called? Which animal has a sterling (pocket, pouch)?  **I think you are ready, so let’s start solving the crossword!**  Teacher motivates the children.   1. **Explore**   Children sit against the SMART board or screen (or any other device of your choice). Teacher asks the children about the animals of the world, which animals do they know.  Children are given the questions of the crossword and correct answers are being written into the crossword (if children are able to, they can write the answers themselves).   1. **Explanation**   Children are asked if they are ready to solve the crossword. If yes, then let’s take our knowledge about the animals of the world on a test!  Depending on the number of participating children in the activity, teacher can invite one student to answer one question (there are 10 questions in the crossword). The student can either say the answer or write it (if they have the skill to).   1. **Elaboration**   Which animal is known to be the “King of all animals”? Which animal has the longest neck?  Crossword has 10 questions. Children have to write in answers to unlock a hidden word.  **5) Evaluation**  \*Teacher takes pictures of children playing, answering the questions.  Children are asked if they liked solving the crossword.  You can also ask, if children enjoyed the activity, what could have been done differently, what could be changed.  Evaluation:  1. Children are capable to use IT.  2. Children have some knowledge about the animals of the world.  3. Children understand that it is not that easy to correctly answer to questions with a time limit. | |