

Appendix 2: Lesson Plan on Luko’s Journey

Table 6: Lessons Contents, Aims and Resources

contents	aims	resources
Lexical <ul style="list-style-type: none"> animals feelings countries typical objects 	<ul style="list-style-type: none"> to express feelings in English; to learn words from different animals in English; to sing and dance to a tune, by integrating rhythm and movement; to strengthen the respect towards the other and other languages and cultures; to develop group working skills; to create projects and stimulate creativity 	<ul style="list-style-type: none"> paper animals for every student typical objects in a suitcase (Eiffel Tower, Pizza, Brezel...) book: 'Luko' song: 'Don't give up' Snap cards and coins Masks for roleplaying Chalk for the map
types of work	<ul style="list-style-type: none"> Group Work Plenary 	

Table 7: Lesson Procedures

Steps	Strategies	Time
Step 0	<p>The teacher starts the lesson by greeting pupils. The class forms a circle. The teacher starts asking a question (How are you?, How old are you?, What is your name?...) and throws a ball to a pupil. The pupil who catches the ball answers the question and passes the ball on to another pupil.</p> <p>In another round the teacher asks the pupils which countries they have already visited. The students can answer when they have the ball and pass them over to the other pupils.</p> <p>Pupils: I have been to Spain, Portugal and France.</p> <p>Teacher: On my way to school this morning, I have found this suitcase. I have not opened it yet. Let us do it together.</p> <p>A pupil comes to the front and picks up an object from the suitcase. The pupil tells the others what he thinks the object is. The other pupils guess to which country the object belongs to. The pupils repeat the English word of the object and its origin.</p> <p>Pupil: This is a ... from</p>	25'
Step 1	<p>Each pupil gets 7 cards. Every card shows an animal. The teacher asks the pupils what they see. The class repeats the English words for the animals.</p> <p>Pupil: This is a donkey.</p> <p>And the pupils show the right card.</p> <p>Afterwards the teacher performs the story of the book 'Luko's journey', with gestures, mimics and objects to help the comprehension. While telling the story, the teacher uses backgrounds the children created for each country. If the teacher talks about a new animal, the children have to raise the right one.</p> <p>In order to memorize the names of the animals,</p> <p>Teacher:</p> <p>Which animals did Luko already meet?</p> <p>Which animal did Luko meet in Slovenia?</p> <p>Where does Maria come from?</p> <p>The teacher leaves the end of the story out.</p>	30'
Step 2	<p>The teacher discusses with the students about the content of the story. The students find out what Luko experienced.</p> <p>Teacher:</p> <p>"Where does Luko come from?"</p> <p>"How many friends did Luko made?"</p> <p>"How did Luko and his friends travel from Slovenia to Slovakia?"</p> <p>"How does Luko feel in Italy?"</p> <p>"How do people greet in Germany?"</p>	10'
Step 3	<p>In order to memorize the new vocabulary related to animals, the pupils play the Snap game. The class forms different groups of 4-5 students and each group sits around a table. In the middle of the table there are cards with animals, facing up. The teacher names an animal and the pupils try to find the right picture by laying flight swaters on it. The pupil who finds the right picture first receives a coin. The pupil with the most points wins this gamified activity.</p>	15'
Step 4	<p>The class gets divided in small groups. Together the students think about how the story of Luko will end. With new ideas, the pupils try to perform their version.</p> <p>Afterwards the different groups show their performance to the class wearing masks representing the animals of the story.</p>	30'
Step 5	<p>Pupils play a game which helps the comprehension of the story and teaches words for feelings.</p> <p>The teacher draws a large circle on the black board, with eyes, nose and ears. The teacher asks the class different questions.</p> <p>"How does Luko feel like when he arrived in Italy?"</p> <p>"How does Luko feel on his long journey?"</p> <p>The students answering the question walk up to the board and create a facial expression describing the feeling. The students have space for discussion if the expression characterizes the right feeling and to adopt the feeling to the story.</p>	15'
Step 6	<p>In order to check on the comprehension of the story, the teacher uses a Quiz, which were developed within Kahoot application. This Quiz focuses on the repetition of feelings and the comprehension of the story.</p>	10'
Step 7	<p>Afterwards the teacher lays a big map on the ground, focusing on the countries which can be found within the story. The class forms groups and each group analyses the map, recognising the shape of the country they researched on earlier. When they find it they have to stand beside the country shape.</p> <p>The teacher revises the different greetings of the story. He/she says a greeting (<i>Hello, Ciao, Živjo, Ahoj, Hallo, Salut, Olà</i>) and pupils have to identify the country which this belong to, by moving towards its shape.</p>	35'
Step 8	<p>In order to end the lesson and sum up the subject, the students perform a song together.</p>	5'