**Sing Chia English Academy**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Theme** | Hotel | **Grade** | | 4th | |
| **Time needed** | 50 mins | **Date** | | 3/25/21 | |
| **Design concept** | The Hotel is a place for students to practice checking into a hotel. The lesson involves learning new vocabulary, roleplays, and a game for review. | | | | |
| **For Level 1 Students** | | | | | |
| **Teaching Goal** | To have students complete a short hotel check-in | | | | |
| **Teaching Materials** | Roleplay displays, hotel equipment, keys | | | | |
| **Vocabulary** | hotel, suitcase, bed, sink, cupboard, counter | | | | |
| **Sentence Pattern** | Multiple. | | | | |
| **Dialogue** | Receptionist: Hi, may I help you?  Guest: Yes, I want a room.  R: A single room or a double?  G: A single, please.  R: How many nights are you going to stay?  G: Two nights.  R: It will be $2000. Cash or credit card?  G: Credit card. Here you go.  R: Thank you. Your room number is \_\_\_\_\_\_\_\_\_\_.  Here is your key.  G: Thank you.  R: You’re welcome. | | | | |
| **Teaching Procedure** | | | **Time** | | **Teaching Materials** |
| **Introduction / Warm up**  Teacher gathers the students at the door. Teacher reviews the rules. Teacher asks them where they are. Then, Teacher divides them into three groups and have them sit in the lobby.  Teacher points out the suitcase and teach the intro roleplay. The students line up at the door again and they then take turns doing the intro roleplay. | | |  | |  |
| **Main Activity**  **Presentation**  The first set of flashcards are used at the beginning of class to talk about travel. First, Teacher tries to elicit “Chiayi” by asking students what school they are from. Then Teacher shows them the “take a trip” flashcard and asks where they want to take a trip to. Then, Teacher asks where they can sleep when they go to those places to elicit “hotel”. Teacher shows them the hotel flashcard and ask if it is their home. Of course it is not, so Teacher shows the next flashcard and says they are “guests”. Finally, Teacher shows the suitcase flashcard and asks what goes inside.  Next, Teacher asks for a volunteer to be a guest to roleplay the check-in dialogue with me. After the demo, Teacher drills the class twice (boys in one role, girls in the other). Then Teacher asks for two volunteers to be receptionists. The receptionist checks the other students in. At some point the receptionists are “fired” and replaced with other students so the original receptionists can have a chance to participate in the other side of the roleplay.  After everyone has been checked in, Teacher leads the children into the hotel room to introduce them to some of the hotel room facilities. Teacher mentions there will be a game later so students must pay attention to the vocabulary. Finally, there is a check-out roleplay. Teacher plays the role of the receptionist for this one. | | |  | |  |
| **Wrap up**  For review, there is a short game. Teacher gathers the students outside of the hotel. One student from each group gets an iPad. Each student chooses a slip of paper from a box. On the slip of paper is a vocabulary word. When Teacher says go, all the students must go into the hotel, take a picture of the item that corresponds to the word, and return to the teacher. The student can earn a maximum of three points. One point for being the fastest. One point for taking a picture of the correct item. And one point for being able to say “This is a \_\_\_\_\_”. | | |  | |  |
| **Additional Notes: (lyrics/ game rules)** | | | | | |