



' Smarter...Greener...Safer...'



LESSON PLAN_ONLINE WORKSHOP... 2 ITALY

Topic: THE EARTH DAY : SAVE THE PLANET

Brief description of the lesson: Students have to guess **“What day is it today?”**...they organize a game . These projects include health protection and incitement towards entrepreneurship. Inventing your own word shows creativity and vision... Management of creativity is a key to monetising innovation.

Objectives:

- ✚ Using a scientific observation
- ✚ To discover the sky and to identify different layers of the atmosphere
- ✚ To understand that the sun has beneficial and harmful effects for living things
- ✚ To be aware and discuss pollution consequences
- ✚ To understand the importance of the recycling
- ✚ To make realistic predictions based on experiences and observations
- ✚ To describe the problem and the solution with the scientific method
- ✚ To use specific language related to topic and subject
- ✚ To make predictions and draw conclusions
- ✚ To formulate questions modelling linguistic structures
- ✚ To answer questions about their experiences and in response to event

Methods and techniques:

- ✚ Warm up
- ✚ Brain Storming
- ✚ Scientific method
- ✚ Problem Solving
- ✚ Cooperative learning and team work
- ✚ Role play
- ✚ Learning by doing

Materials and tools:

- ✚ coloured marker pens
- ✚ Some A4 paper
- ✚ 4 boxes
- ✚ Newspaper
- ✚ Milk cartoon
- ✚ Plastic Water bottle
- ✚ Glass water bottle
- ✚ A cornflakes packet

SGS_LESSON PLAN_ONLINE WORKSHOP ...

- ✚ An old exercise book
- ✚ A yoghurt pot
- ✚ Different kind of rubbish

Preparation:

- ✚ Organize the classroom and teacher 's going to split students up randomly into groups of four.
- ✚ A group prepare a "Junktown" : the rubbish is everywhere.

Class duration: a week

Class activities:

- ✚ The idea is that students will create different rubbish banks with cartoon boxes.
- ✚ The question is **"What day is it today?"**. Discuss about it (brainstorming) and write the answers.
- ✚ A student plays the role of a Robot and says: **"That's a good question. Type in the password and come with me!"** .
- ✚ Students with eyes blindfolded have to look for the rubbish and put it in the right bank.
- ✚ The winner is the team that finishes first after three laps

Evaluation:

The students concerned should be involved in the preparation, monitoring and evaluation of programming. Project reporting, monitoring and evaluation are adequate. Students work in team and they are satisfied because they can use their ideas , they can decide, discuss with their friends and they product. They show a great interest; they enjoy their time working.

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