

## LESSON PLAN TEMPLATE

Name: XX

Surname: XX

Subject: Dialogue through the rhythmical recitation

Level: 6<sup>th</sup> Level (ages 11-12 years old)

Lesson duration: 20 minutes

Lesson Objectives: (e.g.)

1. To help students understand the rhythmical pattern and its circular flow by linking it to the shapes
2. To develop teamwork skills

Summary of Activities : (e.g.)

1. Activity 1: Introduction to the concept of rhythmical meter
2. Activity 2: The dialogue of the group / subgroups in the rhythmical circle

...

Gamification Elements:

1. Use of game cards to spark interest on developing communication skills
2. Use of lego blocks for developing creativity and collaboration skills for collective making
3. Use of Scratch for helping students to create their own rhythm-based game

Assessment strategy: (e.g.)

1. Giving formative feedback on student's Scratch game creations
2. Giving formative feedback on student's communication skills development

Materials / equipment

1. A board maker
2. Question / answer cards
3. Computers or tablets
4. Lego blocks
5. pen, papers, plasteline, markers for creative ideation
6. Scratch software available from [www.scratch.mit.edu](http://www.scratch.mit.edu)
7. Game cards available from <https://remixplay.gchangers.org>