



Erasmus+

ENGLISH CLASS

BASIC LEVEL

EXAMPLE OF SCENARIO FOR

ADULT STUDENTS

Lesson number 3 - *to be or not to be...*

goals - the student is able to conjugate the verb *to be* and uses this verb to build simple sentences. For their construction, he/she uses all the expressions learned earlier

working methods: verbal, action learning, gamification.

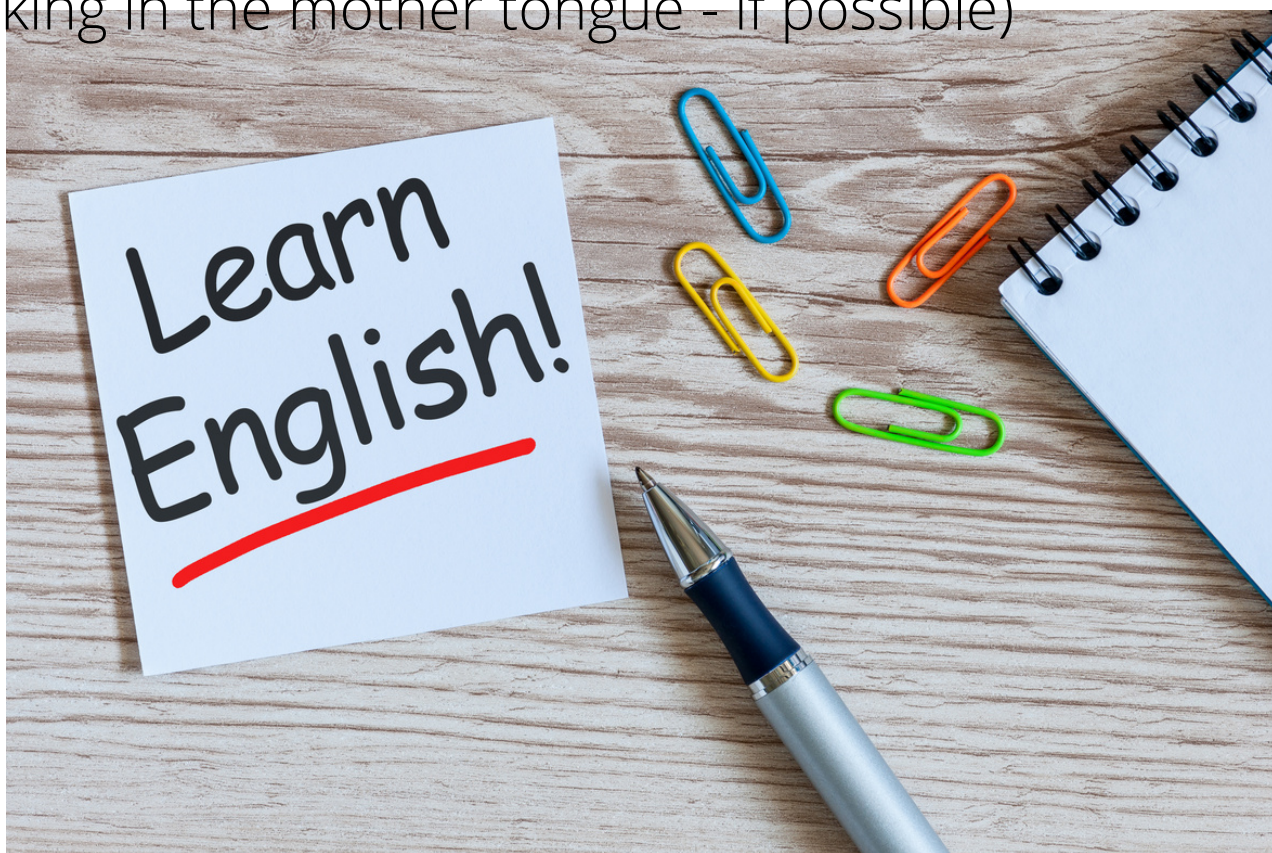
teaching aids: a question game, flashcards, an excerpt from a feature film.

course of the lesson: 1. question game - students choose the cards on which the scores are listed. After discovering the card, they find a phrase / sentence which they must answer correctly to. Scoring depends on the difficulty of the selected sentence. Students earn points for each correct answer. The sum of the points scored is added to their total score. They can get new ones during each class. At the end of the semester, the competition is won by the student with the highest number of points.

2. conjugation of the verb *to be*, oral exercises.

3. an attempt to build sentences with its use, motivating independence in this regard, correction of mistakes.

4. a simple conversation with the use of the known verbs and phrases from previous classes. 5. presentation of a fragment of a feature film in the original language - improving the skills of active listening. 6. an attempt to translate the dialogues of the film's protagonists. 7. summary of the classes - space for free expression of students - encouraging discussion in English (avoiding speaking in the mother tongue - if possible)



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SPZ