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| **School: ………………………………………..** | **Date:……………………………………..** |
| **Class: …………………………….....................** | **Period: 65** |

**UNIT 4: ALL THINGS HIGH-TECH**

**Skill 4f (Cont, page 73)**

**1. Objectives**

By the end of this lesson, students will be able to…

**1.1. Language knowledge/ skills**

- learn and use vocabulary: *action, adventure, problem-solving, sports, simulation, strategy, platform.*

- practise talking about types of games.

- practise listening for details.

- practise listening and take notes, develop speaking skills.

- write a letter about a science competition.

- improve listening skills and pronunciation.

**1.2. Competences**

- improve Ss’ communication, collaboration, analytical, critical thinking skills.

**1.3. Attributes**

- become knowledgeable people.

- develop Ss’ studiousness and accountability.

**2. Teaching aids and materials**

**- Teacher’s aids:** Student’s book and Teacher’s book, class CDs, IWB – Phần mềm tương tác trực quan, projector/interactive whiteboard /TV (if any), PowerPoint slides.

**- Students’ aids:** Student’s book, Workbook, Notebook.

**3. Assessment evidence**

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| **Performance Tasks** | **Performance Products** | **Assessment Tools** |
| - Answer the questions.  - Listen and repeat.  - Talk about types of games.  - Listen and choose right/wrong statements.  - Listen and answer the questions.  - Write a letter. | **-** Ss’ answers.  - Ss’ pronunciation.  - Ss’ answers.  - Ss’ answers.  - Ss’ answers.  - Ss’ letter. | - Observation.  - Observation.  - Observation.  - Observation.  - Observation.  - Rubric. |

**4. Procedures**

**A. Warm up: 5 minutes**

a. Objectives: to help Ss brainstorm the topic.

b. Content: answering the questions.

c. Expected outcomes: Ss can think about the topic.

d. Organization

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| **Teacher’s activities** | **Students’ activities** |
| **Answer the questions:**  *Do you like playing games? What kinds of game do you play?*  - Ask Ss to answer the questions.  - Check Ss’ answers and lead to new lesson. | - Tell your answers to the class.  ***Suggested answers:***  *Yes, I usually play video games / mobile games/ games on PC/ online games/…* |

**B. Presentation: 10 minutes**

a. Objectives: to present some types of game.

b. Content: Task 5.

c. Expected outcomes: Ss can remember and understand some types of game.

d. Organization

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| **Teacher’s activities** | **Students’ activities** |
| **Task 5: Listen and repeat.**  - Ask Ss to look at the pictures. Explain the Vietnamese meanings of the words.  - Play the recording, using the IWB (if any) with pauses for Ss to repeat chorally and/or individually. - Check Ss’ pronunciation and intonation.  - Check if Ss remember the words. | - Listen to the teachers and take notes the meanings of those words.  - Listen and repeat chorally and individually.  - Answer the teacher. |

**C. Practice: 15 minutes**

a. Objectives: to help Ss practise talking about types of games; listen for details; develop speaking skills;

b. Content: task 6, task 7 and task 8.

c. Expected outcomes: Ss can talk about types of games: listen and take notes; do the task correctly.

d. Organization:

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| **Teacher’s activities** | **Students’ activities** |
| **Task 6**: **Talk about the types of games in Exercise 5 as in the example.** A: Do you like strategy games? B: No, I don’t. I think they’re difficult/boring/easy. A: How about sports games? B: I’m crazy about them. They’re fun/cool/interesting.  - Ask two Ss to model the example. - Then ask Ss to work in closed pairs and discuss types of games and express likes/ dislikes following the example. - Monitor the activity around the class. | - Model the example.  - Work in pairs to discuss the types of games which they like or dislike.  ***Suggested answers:***  *A: Do you like platform games? B: No, I don’t. I think they’re boring. A: How about simulation games? B: I’m crazy about them. They’re cool.* |
| **Task 7**: **Listen to an announcement about a competition and decide if the sentences (1-4) are R (right) or W (wrong).** 1 The competition is on Sunday.  2 People can dress as video game characters.  3 The shop opens at 10:30 a.m.  4 The competition starts at 11:00 a.m.  5 The first prize is a games console  - Explain the task using IWB. Ask Ss to read the sentences (1-5). - Play the recording, using the IWB (twice if necessary). Ss listen and complete the task. - Check Ss’ answers. You can play the recording with pauses for Ss to check their answers. | - Read the sentences and underline the key words.  - Listen to the recording to do the task.  - Listen again to check answers.  ***Answer Keys***  *1. W 2.R 3.W 4.R 5.R* |
| **Task 8: Listen to the recording in Exercise 7 again and take notes. Use your answers in Exercise 7 and your notes to ask and answer questions about the competition.**  - Play the recording, using the IWB in Exercise 7 again. Ss listen and take notes. - Then give Ss time to use their notes to ask and answer questions in pairs. - Monitor the activity around the class. | - Listen to the recording again and take notes about it.  - Use the notes to ask and answer questions in pairs.  ***Suggested answer***  *A: When is it? B: On Saturday 14th June. A: What should we dress as? B: Video games characters. A: What time is the competition? B: 11 o’clock, but we have to be there at 10:30. A: What’s the first prize? B: A games console, but you can win video games and T-shirts, too. A: Is there anything else to do? B: Yes, you can eat snacks and listen to local bands.* |

**D. Production: 10 minutes**

a. Objectives: to help Ss to use the language and information to write a letter about competition; explore the popular games in the UK.

b. Content: task 9 and culture spot part.

c. Expected outcomes: Ss can write a letter about a science competition; get information about the popular games in the UK.

d. Organization

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| **Teacher’s activities** | **Students’ activities** |
| **Task 9: Your school is holding a science competition. Write a letter to your friend explaining the rules and how to participate in it (about 60-80 words).**  **-** Explain the task using IWB.  - Elicit the structures of a letter.  - Give Ss time to complete a letter.  - Go around the class to help Ss.  - Ask Ss to submit the letter to teacher. | - Listen to teacher’s explanation.  - Take notes about the structures of a letter  - Write a letter.  - Submit the letter to teacher.  ***Suggested answer***  *Hi Amy, There’s an app competition on Sunday 24th November at my school. I thought you’d like to take part in because you love designing apps. It starts at noon, so you have to be there by 11:45. You have to design an app for teenagers and it should be easy to use. Also, it must be completely new. You don’t have to apply online or fill in a form – you can just turn up on the day. Let me know if you want to come. Nikola* |
| **Culture spot**  - Read out the box and then give Ss time to research online and find popular video/PC/ mobile games in the UK. Ask Ss to present them to the class. | - Read the box and find out popular games in the UK.  - Present the information to the class.  ***Suggested answer***  *The most popular video/PC/mobile games in the UK are Solitaire and Super Mario Bros.* |

**E. Consolidation and homework assignments: 5 minutes**

**-** Vocabulary: *action, adventure, problem-solving, sports, simulation, strategy, platform.*

- Do the exercises in workbook on page 37.

- Do the vocabulary exercise and complete the notes in TA7 Right On! Notebook page 33.

- Prepare the next lesson: CLIL (page 74).

**5. Reflection**

a. What I liked most about this lesson today:

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b. What I learned from this lesson today:

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c. What I should improve for this lesson next time:

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