

Subject: English

Grade: 2nd grade

Timing:

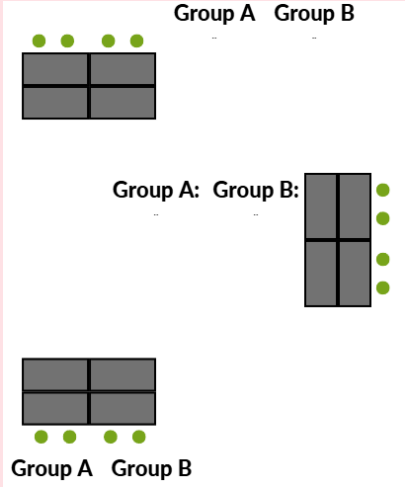
Week 3: 1 hour

Competence aims:

- "Ask and answer simple questions, follow simple instructions, and use some polite expressions and participate in rehearsed dialogues and spontaneous conversations about one's own needs and feelings, daily life and interests" (Ministry of Education and Research, 2019).

Learning aims:

- I can ask for things in English

Week:	Time:	Activity:	Materials:
Prep		<u>In advance:</u> - Cut and laminate pictures of fruits, vegetables, and snacks - Cut and laminate signs, menus, and price lists for each shop - Prepare play money for learners - Gather aprons for shop clerks (optional) - Collect tablecloths for shop stands (optional)	Props
		Day of, before learners enter classroom: - Rearrange desks and chairs to create space for movement.  - Set up three shop stands:	Laminated props Aprons (optional) Tablecloths (optional)

		- Fruit stand - Vegetable stand - Snack stand - Cover each stand with a tablecloth. - Place the laminated food items, menus, and a money box at each stand. - Display menu posters at each stand. - Hang signs indicating: - The start of the queue. - That customers may only purchase one item at a time.	
3	60 min	<u>Introduce the Activity</u> - Meet learners outside the classroom before entry. - Instruct learners not to touch any materials when they enter. - Ask learners to sit in a circle on the floor. - Explain the role-play and learning objectives. - Review classroom expectations and behavior rules. - Explain how the shopping activity will work. <u>Assign Roles</u> - Divide learners into two pre-planned groups: - Shop clerks - Customers - Give each shop clerk an apron. - Give each customer a shopping bag containing play money. <u>Role-Play</u> - Assign Group 1 as shop clerks and Group 2 as customers. - Instruct shop clerks to: - Welcome customers. - Listen to requests. - Accept payment. - Give customers the requested item.	

		- Instruct customers to: - Request one item in English. - Pay for the item. - Move to a different shop line after each purchase.	
		<u>Shopping Rules</u> - Give each customer \$7 in play money. - Require customers to spend: - \$2 at the fruit stand. - \$2 at the vegetable stand. - \$2 at the snack stand. - Allow customers to spend the remaining \$1 at any stand of their choice. - Remind learners that they may only buy one item at a time.	
		<u>Rotation</u> - Allow all customers to complete their purchases. - Switch roles so that the shop clerks become customers and the customers become shop clerks. - Repeat the activity using the same procedures.	
		<u>Observation Focus (Optional- This was used for data collection)</u> - Assign one observer to each shop stand. - Ask observers to focus on a designated group of learners during the role-play. - Listen carefully to each request produced by the learners. - Record the request as accurately as possible on the observation form. - Rate the level of directness of each request immediately after it is produced.	Observation form