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| **Topic/Goal 目標:**  How do you \_\_\_\_\_\_ | | | | | **Date:** | |
| **School:** | | | **Class年:** | | | **Students:** |
| **JTE:** | **ALT:** William Norton | **Time:** 50 min | | **Start: End:** | | |
| **Grammar文法:**  How do you come/go to \_\_\_\_\_\_  I go to \_\_\_ by \_\_\_\_\_  I walk/run to \_\_\_\_\_\_  **Vocab言葉:**  Car, train, bus, plane, bike, unicycle, I walk, I run | | | | | | |

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| **Time** | **Activity** | **Notes** | **Resources** |
| 0-2 | Greeting | Asking date, day and weather |  |
| 2-10 | Teach | Dialog between ALT and JTE  ALT/JTE: How do you come to school? ALT/JTE: By car  ALT/JTE: How do you come to schoo? ALT/JTE: By train  ALT/JTE: How do you go to X? ALT/JTE: By X  Sensei confirms student’s understanding |  |
| 10-25 | Activity: Janken Cards | 1. Students recieve card with picture of method on it (train, bus, etc) 2. They walk and janken. 3. Winner asks looser “How do you come to school? 4. Looser answers. 5. If cards match, winner can take the card. 6. If cards don’t match, looser can ask 7. Students come to ALT/JTE if they loose a card. 8. Prize for most cards | -Method cards |
| 25-48 | Game: Squares | Students play squares game in pairs.   1. They make sentences on the worksheet to draw lines. 2. Student can draw one line (between two dots) and then it goes to the next student. 3. Goal is to complete a square. 4. If a student completes a square, they get 1 point and another turn. | -Squares game sheet |
| 48-50 | Good bye | ALT says good bye |  |

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| **Note/Memo お願い**  ALT will make resources. |