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FUTURE CLASSROOMS' LEADERSHIP SCENARIO

Thanksgiving

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TOPIC: Thanksgiving

GRADE: 8th (A2/B1)

APPROACH: transdisciplinary, collaborative, project-based learning, technology-based learning, multiply intelligence approach

DURATION: 45 min

Summary: The main trend used in this lesson is based on project-based learning with a transdisciplinary approach. The scenario refers to students' multiple intelligences and combines English language learning, critical thinking, cultural knowledge and cooperative work. Above all, the activities of the lesson develop students' IT skills through the use of the Internet, VR glasses, laptops and educational applications.

During the lesson, the students get to know the facts/symbols/food and the story of Thanksgiving. Moreover, the students are allowed to perform chosen tasks on the topic of Thanksgiving applying to different learning styles. As a result, the student plays the centered role and the lesson develops the learner's autonomy and multiple intelligences.

At the end of the lesson, students will know the most important facts on Thanksgiving, and they will be able to answer 'Thanksgiving quiz' questions successfully and present the final productive work among the others.

Learning Objectives, Skills and Competencies:

What are the main objectives? What skills will the learner develop and demonstrate within the scenario?





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- Students will be able to independently search for and select information from various sources of knowledge (authentic materials) using modern technologies.
- They will develop their language skills (listening, reading, writing, speaking).
- Students will deepen their knowledge about Thanksgiving- they will know basic facts about Thanksgiving history and its purpose; they will be able to identify typical food connected with Thanksgiving.
- As a result of group work, students will develop the ability to formulate statements correctly and logically in an atmosphere of mutual respect.
- Students will be able to combine knowledge and skills from different fields to achieve the goal.
- Students will have the opportunity to foster their cognitive curiosity, creativity, imagination and autonomy in learning.
- The activities of the lesson will implement students in the project work.

Learners' role:

What sort of activities will the learner be involved in?

Methods: working with a computer, using the Internet and its resources:

- Reading comprehension tasks - searching for information, filling in gaps.
- Listening comprehension task based on the video - close and open questions, arranging information in order.
- Speaking/communication practice - discussion (sharing an opinion, giving justification, brainstorming).
- Writing practice- writing a short diary from the Mayflower journey / designing a Thanksgiving comic / creating a Thanksgiving crossword / designing a Thanksgiving menu.
- Vocabulary practice: matching, filling in gaps.
- Taking part in a virtual tour with the use of VR glasses.
- Taking part in an interactive quiz.
- Presentation of the students' works (a short diary from the Mayflower journey / a Thanksgiving comic / a Thanksgiving crossword / a Thanksgiving menu).





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Tools and Resources

What resources, particularly technologies, will be required?

10 tablets with QR code scanners (depending on the number of students), a projector, an interactive board, headphones for each student, VR glasses, 3/4 laptops or computers.

Learning space

A room equipped with the necessary IT equipment is large enough to ensure that students can work comfortably.

Future Classroom Scenario Narrative

Describe in max 10 sentences the main ideas of the scenario

At the beginning of the lesson, students will be divided into three/four groups of 3 people in each group. Each group will be given a workstation with a computer and 3 tablets and access to the network where they will perform tasks. The tasks are presented on the 'Thanksgiving choice board' and given to groups. Each group must complete 3 tasks in a row (the central square is obligatory for everyone).

The purpose of the tasks is to improve language skills (listening and reading comprehension, writing and communication skills, consolidating and expanding lexical set), deepening the knowledge about Thanksgiving as well as using students' IT skills in practice. In addition, students acquire the ability to work and cooperate in a group and develop their learning autonomy.

After completing the tasks the students take part in a Thanksgiving quiz based on presented material.





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Learning Activities

<p>Warm-up activity (5 min.)</p>	<p>At the beginning of the lesson, the teacher displays the picture of a funny turkey https://pixabay.com/vectors/turkey-animal-pie-tongue-feathers-1456198/ and asks the students to guess the topic of the lesson. After the students' right answer ('Thanksgiving') students take part in an online brainstorming on the topic of 'Thanksgiving' by writing their ideas on the Answer Garden app e.g. https://answergarden.ch/576847 The students see and compare their associations on a display.</p>
<p>Collaborative work (5 min.)</p>	<p>Students work in established teams throughout the lesson. The students in groups discuss which tasks they would like to choose and decide together. In the final stage of the lesson, each group presents the effects of their work.</p>
<p>Investigation work (10 min.)</p>	<p>The students are divided into three groups by random name picker on the interactive board (https://pickerwheel.com/tools/random-team-generator/) Each group is given a tablet with the Thanksgiving Choice board and instructions. Thanksgiving Choice Board After completing 3 chosen tasks and before the end of the lesson students check their knowledge in an interactive 'Thanksgiving quiz'. *Fast finishers can complete additional tasks.</p>





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Practice work:	<p>Students perform 3 chosen tasks at the Thanksgiving Choice Board (the central square is obligatory for everyone):</p> <ul style="list-style-type: none"> • Watch Thanksgiving story – students watch a video about the most important Thanksgiving facts. While watching they answer the questions and complete the information based on the material. • Learn Thanksgiving food – students match the pictures of typical Thanksgiving food with their names. • Read and complete – students read the text about Thanksgiving and fill in the gaps with the words given. • Explore the Mayflower VR route – students take a virtual tour of Mayflower with a recorded guide. The use of VR glasses will make students feel as if they are on board. • Discuss what are you thankful for – students discuss and share their opinions in groups and after that, they use a voice recorder to record their ideas. • Create Thanksgiving comic – students use the app to create a comic referring to Thanksgiving history, traditions, food, celebrations etc. • Create Thanksgiving crossword – students use the app to create a crossword with the use of Thanksgiving vocabulary. • Write a travel journal from the Pilgrim's journey – students write a short diary based on the Pilgrims' journey (e.g. 4-5 days). • Design Thanksgiving menu – students use the app to design a menu with typical Thanksgiving food. • Students take part in the interactive quiz to find out how much they learned during the lesson.
Producing work	<p>The students are supposed to perform one of the mentioned tasks according to their choice/preference:</p> <ul style="list-style-type: none"> • a travel journal from the Pilgrims' journey • a Thanksgiving comic • a Thanksgiving crossword • a Thanksgiving menu





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Discussion	The teacher discusses each exercise with the students making sure they know how to perform a certain exercise.
Presentations	The students will present the written product (a comic/a crossword /a diary/ a menu) on the forum.
Assessment and feedback	<p>The evaluation will be carried out in two ways.</p> <p>Firstly, at the end of the lesson, students will check their knowledge in an online 'Thanksgiving quiz' from Kahoot as a form of a summary and competition in groups.</p> <p>Secondly, the student's work will be discussed together with a teacher. The students will be asked to share their opinions on the lesson and the most enjoyable parts by completing a short evaluation survey:</p> <p>https://docs.google.com/forms/d/e/1FAIpQLSc1js_TVD9y4ezNnrA4nxAIDizKji26SW2UzYKYfnTKIsgaOw/viewform?usp=sf_link</p>

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