

Teaching plan

Date 2010.July.5th^t

Teachers

Teacher1:Sasaki Akira

Teacher2:Chino Green

Teacher3:Matsubayashi Miki

Students

Wakamatsu elementary school

5th student boy 1

6th students boy 2 girl 1

Goal:

Know numbers from 1 to 100

preparations

number cards

number pyramid sheet

bomb game sheet

ohajiki

Plan

1.Greeting(review)

2.Review of numbers

Numbers from 1 to 100 using cards to the blackboard

3."first notice,first get ohajiki" game

1.make pairs and put ohajiki on their center

2.decide one key number (ex. 8)

3.Chino sensei says numbers(1~100)

4.Students repeat the number except key number

5.If Chino sensei says key number , students don't say the number and get ohajiki.

Faster partner can get ohajiki.

6.When they get used to get ohajiki,key number increase one to two or three.

7.Partner who get much ohajiki , winner

4.Game 2

Number pyramid .

Each student write favorite numbers(1~20) to their pyramid game sheet.

Make pairs(include Chino san & Matsubayasi san.

Jankenpon

Winner says his or her favorite number(he wrote on hi sheet),and make circle on the number.

Looser hears his or for number and if they have the number then circle on the number.

Jankenpon again.

All numbers are checked by circle, he is winner.

Point:he must say in English.Sasaki helps students

5.Bomb game

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Make pairs like game 1

Each players chooses four serial cells and paint them

This is their ships.They have four ships.

Center of pair ,put wall.

After this preparation,

Jankenpon

Winner says number which playmate put their ships.

Looser says if the number is on their ship “bonb” else no ship “safe”.

Change winner and looser.

All ships are bombed is looser.

6.Greeting