

LESSON PLAN

General Review	
Topic	Farm Animals
Time Allocation	45 minutes
Level	1st-grade Elementary School
Learning Objectives	By learning about farm animals in the activities, students can learn the names of different farm animals. They will discover new words, practice making farm animal sounds, improve their speaking skills, and become more familiar with other animals and their characteristics
Vocabulary Target	<ol style="list-style-type: none">1. Cow (Moo...)2. Dog (Ruff, ruff, ruff...)3. Duck (Quack, quack, quack...)4. Horse (Neigh..)5. Pig (Oink, oink, oink)6. Sheep (Baa...)
Media and Tools	<ol style="list-style-type: none">1. Flashcards2. PowerPoint <p><i>*All of the media can be downloaded at</i> https://drive.google.com/drive/folders/10uai0BU9t6hwCV7OHUq2gfTcYUvWLPgJ</p>
Printable Materials	<ol style="list-style-type: none">1. Walk Around the Farm Song Poster2. Farm Animals Match Worksheet3. Homework <p><i>*All the printable materials can be downloaded at</i> https://drive.google.com/drive/folders/10uai0BU9t6hwCV7OHUq2gfTcYUvWLPgJ</p>
Video	<ol style="list-style-type: none">1. Farm Animals Song - Animals Sounds Song - Walk Around the Farm - ELF Learning https://youtu.be/EwIOkOibTgM

Tools	<ul style="list-style-type: none"> - Laptop - Speaker - Marker - Paper for star's reward
Lesson Overview	
Warm-Up	<ol style="list-style-type: none"> 1. Greeting 2. Praying 3. Checking students' attendance 4. Introduction to the topic
Main Activity	<ol style="list-style-type: none"> 1. Introduce the vocabulary by showing flashcards 2. Give the animal's characteristics to the students and teach and practice the noises with them 3. Sing and dance "Walk Around the Farm" 4. Guess the animals in a game. "Hey, Guess Me!" 5. Play the game "Star Star" 6. Play the game "Farm Animals Match"
Wrap-Up	<ol style="list-style-type: none"> 1. Reviewing the material 2. Assigning homework 3. Praying 4. Saying goodbye and closing the class
Lesson Procedure	
Warm-Up/Opening (7 minutes)	
1. Greeting	<ul style="list-style-type: none"> - Say "Hi, good morning, everyone!" cheerfully while entering the classroom - Ask how they are this morning and what animal they have been meeting in a week - The teacher gathers the student's attention by asking the student to clap 1, clap 2, and clap 3
2. Praying	<ul style="list-style-type: none"> - Ask one random student to lead the other student to pray - The teacher also helps the student to lead the prayer together - Say thank you and praise the students who had led the prayer
3. Checking student's attendance	<ul style="list-style-type: none"> - Ask the students to stand up if the teacher calls their name and the student says, "I am present, Miss." - Tell the students they can sit down once you order them - Start checking the attendance by calling the name of each student - Automatically, all of them will stand up - After that, ask the student, "Are you ready to learn today?" - The student is expected to respond loudly, "Yes, I'm ready, Miss." -The teacher allows the student to sit down again
4. Introduction to the topic	<ul style="list-style-type: none"> - The teacher introduces the topic of the day, which is learning about farm animals. The teacher says, "Today, we will learn about farm animals. We will explore different animals' names, sounds, and

	<p>unique features. It will be an exciting lesson, and I hope you all enjoy it!"</p> <ul style="list-style-type: none"> - The students may show enthusiasm through nods, smiles, or expressions of excitement - Some students may raise their hands or ask questions like "Can farm animals live in different climates?" or "What kind of sounds do farm animals make?" - The teacher can mention one of the target vocabularies and mimic the sound of the animals
Main Activity (30 minutes)	
1. Introduce the vocabulary by showing flashcards	<ul style="list-style-type: none"> - The teacher shows flashcards to students but closes the writing first - The teacher asks the students, "What animal is this?" the students answer the teacher's question. After that, the teacher shows the writing of the animals' names and reads them, and then asks the students to repeat what she said as well
2. Give the animal's characteristics to the students and teach and practice the noises with them	<ul style="list-style-type: none"> - The teacher provides some characteristics of each farm animal, such as its sound or a specific trait - The teacher models the sounds and asks the students to imitate them. Keep showing the flashcards and chorus the vocab, as follows: Teacher: "<i>Cow, cow, cow.</i>" Students: "<i>Cow, cow, cow.</i>" Teacher: "<i>And a cow says Moo. Moo, moo, moo.</i>" Students: "<i>Moo, moo, moo.</i>" - The teacher shows another flashcard; then asks which flashcard is the cow - Encourage the students to point or touch the correct flashcard - Then, place the animal on its corresponding flashcard. Do for all of the animals
3. Sing and dance "Walk Around the Farm"	<ul style="list-style-type: none"> - The teacher teaches the students a farm-themed song, "Walk Around the Farm." - The teacher encourages the students to sing along and incorporate actions or movements representing different animals. This activity adds a fun and interactive element to the lesson - Ask the student, "Did you have fun dancing?" - The teacher instructs them to calm down by "Let's cool down by copying my moves," pretending like they are flying and taking slow breaths in and out - Do this for about 5 to 10 seconds - Encourage them. And praise them. "Amazing! You did well! My students"
4. Guess the animals in a game. "Hey, Guess Me!"	<ul style="list-style-type: none"> - The teacher plays a game called "Hey, Guess Me!" - In this game, the teacher shows the silhouette of the farm animals on the screen and describes an animal without mentioning its name

	<ul style="list-style-type: none"> - The students have to guess the farm animal based on the clues. For example, the teacher might say, "I am big, and I can run fast. What am I?" The students then guess that it was a horse. This game tests students' knowledge of farm animal characteristics
5. Play the game "Star Star"	<ul style="list-style-type: none"> - The teacher engages the students in a game called "Star Star" - In this game, the teacher points out one student to mimic the sounds or movements of particular farm animals that they have learned - The other students have to guess which animal it is - The student who guesses first and correctly will be given a star on their reward paper. This game reinforces the student's understanding of farm animal sounds and characteristics
6. Play the game "Farm Animals Match"	<ul style="list-style-type: none"> - The teacher asks the students to take out the worksheet given to them in the previous meeting - The teacher explains the instructions for the game. They ask the students to match the pictures of farm animals with the corresponding words. For example, if there is a picture of a cow, the students need to find the word "cow" and match it with the image - The students begin working on the task, looking at the pictures and words on their worksheets - As the students work, the teacher asks and observes the entire students, providing guidance and assistance as needed - Once the students have completed the matching activity, the teacher gathers the class's attention and discusses the answers. They go through each farm animal and ask students to share their matches - The teacher provides positive reinforcement and encouragement, praising the students for their efforts and correct matches by saying: "Great work, my students."
Wrap-Up/Closing (8 minutes)	
1. Reviewing the material	<ul style="list-style-type: none"> - The teacher takes a few minutes to review the critical points covered in the lesson. The teacher can allow the students to express their feeling while learning <p>Questions:</p> <ul style="list-style-type: none"> • "What do you feel today after learning about farm animals?" • "Are you happy to meet me and have today's class?" • "What activity that you like the most?" • "Which farm animals that you like the most, and how do they noise?" <ul style="list-style-type: none"> - The students may ask questions about farm animals, their sounds, and their characteristics
2. Assigning homework	<ul style="list-style-type: none"> - The teacher provides the students with a homework assignment on farm animals

	<ul style="list-style-type: none"> - The teacher shares and shows the student the homework paper, then explains the instructions clearly and answers any questions the students may have
3. Praying	<ul style="list-style-type: none"> - The teacher chooses one of the students who are not active during the class to lead the prayer - Praise the students and gives the thumbs up
4. Saying goodbye and closing the class	<ul style="list-style-type: none"> - The teacher concludes the class by thanking the students for their participation and effort - The students expected to express their excitement for the next class - The teacher can also remind students of upcoming assignments or materials they must bring for the next session - Finally, the teacher bid the students farewell, saying goodbye or "See you next time."