



# Cofinanziato dall'Unione europea

## LESSON PLAN

CLASS	Middle School- 3rd year teacher Duvia
AGE	13 years old
LEVEL	A1 - A2
TOPIC	Halloween
AIMS	<ul style="list-style-type: none"><li>- Increase lexicon</li><li>- Develop working memory</li><li>- Improve problem solving skills</li><li>- Learn to work in team</li></ul> <p>The Learning Unit consists of a series of personalized preparatory activities for a student with special needs in order to prepare him/ her to deal with an Escape Room Game with other classmates.</p>
TIME	5 one-to-one lessons 1 class lesson
MATERIALS	<ul style="list-style-type: none"><li>- Halloween Flashcards</li><li>- Power Point Presentations: Halloween Story: Escape the Haunted House)</li><li>- Personalized Activity Forms : Word Search, Annex 4: Coding: Halloween Quiz ( Materials from the twinkl.it website )</li></ul>
PROCEDURE STEP 1	<i>One-to-one Lesson</i> Flashcards preparation: lamination and cutting. Memorization exercises.  Homework activity: Study Flashcards

	<b>Flashcards</b>
STEP 2	<p><i>One-to-one Lesson</i>  Word Search activities and look for the meaning of unknown words in the dictionary.  Flashcards review together.</p> <p>Homework activity: one more Wordsearch activity to do by herself in order to apply a fading teaching strategy.</p> <p><b>WordSearch</b></p>
STEP 3	<p><i>One-to-one Lesson</i>  Reading of the Halloween Story on PowerPoint presentation and translation together.</p> <p>Homework activity: Flashcards review.</p> <p><b>Halloween Story</b></p>
STEP 4	<p><i>one-to-one lesson</i>  Halloween coding activity (Frankenstein) together.</p> <p>Homework activity: Halloween coding activity (Pumpkin) to do by herself.</p> <p><b>Coding</b></p>
STEP 5	<p><i>one-to-one lesson.</i>  Halloween Quiz: the student has some clues and has to guess the flashcard word. The student works alone using the dictionary.</p> <p><b>Halloween Quiz</b></p>
STEP 6	<p><i>Class lesson.</i>  Escape Room Virtual Game. Students are divided into 5 groups and a Power Point Presentation gave them the setting: they are locked in a haunted house and have eight issues to solve in order to find the keypad code to escape. The group that can find the correct number first wins the game.</p> <p><b>Escape the Haunted House</b></p>