

A MODUL CÍME

Numbers, telling the time and daily routine

A modul felhasználási területe: 5 - 7. évfolyam

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Module Map

The general and main focus of the module: Learning the numbers in English and being able to tell the time. Students learn how to tell what they regularly do in a day.

Content focus: numbers, telling the time, daily routine

Development focus:

- communicative skills
- developing the interest (length, lasting)
- social interaction
- flexibility, openness, curiosity, tolerance
- intrinsic motivation
- openness for new information
- aesthetic sense, creativity
- maths skills

<p align="center">1. Title of the part module Numbers, telling the time</p>	<p align="center">2. Title of the part module Daily routine</p>
<p align="center">Goal/purpose</p> <p>Students learn the numbers, telling the time through communicative and interesting games.</p>	<p align="center">Goal/purpose</p> <p>Students learn to describe their days, know what they do every day from getting up in the morning till going to sleep.</p>
<p>Competence development in this part module are:</p> <ul style="list-style-type: none"> - communicative competence - social competence - memory 	<p>Competence development in this part module are:</p> <ul style="list-style-type: none"> - social competence - communicative competence - memory - creativity
<p>Content in draft:</p> <ul style="list-style-type: none"> • Numbers • Telling the time • Situations 	<p>Content in draft:</p> <ul style="list-style-type: none"> • Telling the time revision • Daily routines • Games and songs
<p>Part module time frame:</p> <p align="center">90 minutes</p>	<p>Part module time frame:</p> <p align="center">90 minutes</p>
<p align="center">The total time of the module: 180 minutes (4 hours)</p>	

Description of the module

Detailed module description

Needed materials and methods:

	Estimated costs
travel, organizing	-
physical means: computer, laptop, smart board	-
material intensity: colour pencils, scissors, copier paper, markers, glue, beach ball, bean bags	apx. 2500, HUF
Other, special things needed:	-

Description of the module

Part 1

I.1. Numbers flashcards

With the help of numbers flashcards student say and repeat the words back and forth. First They the teacher says in English and they repeat in Hungarian, then they hear it in Hungarian and they say it in English.

Materials used: [1.1.numbersflashcards.pdf](#)

Used method: repeat, memory

I.2. Pass the ball

Students stand in a circle and pass a ball around. They start counting from 1 and they practise until 100. They start again from 1. The teacher can clap any time and the ball has change direction. This way the students can't count what number they'd get.

Materials used: -

Used method: memory, counting

I.3. One two buckle my shoe

Students learn the rhyme: One, two, buckle my shoe and make an illustration for each verse.

Materials used: coloured pencil, crayon, drawing paper

Used method: memory, project

I.4. Telephone game

Students stand in two lines, students are behind each other. The teacher whispers in the first round one number into the first people's ears. They have to turn around and whisper what they heard into the student behind him or her. And the chain goes on until the last person heard the information. When this happens she or he shouts out what he or she heard. The first person shouting is the winner. Funny phrases can develop during this 'phone call'.

Materials used: -

Used method: memory, game

I.5. Numbers memory

Playing memory game online is a very powerful method of learning new words. With these two memory games students will learn the numbers easily. Students can chose which one they want to try.

Materials used: smart board, student laptop, internet

<http://www.kidsmathgamesonline.com/memory/numbermemory.html>

<http://akidsheart.com/math/mathgames/memnowords.htm>

Used method: memory, game

I.6. Time

With the help of the power point presentation students get to know how to tell the time in English.

Materials used: [1.6.numberstime.ppt](#)

Used method: presentation, revision

I.7. What time is it?

Students get a template for a mini time book. If they fold the worksheet and cut it correctly the worksheet turns into a mini book. There are the most important phrases and helpful pictures to revise the topic 'telling the time'. When finished they can colour and decorate the book as they wish.

Materials used: [1.7.numbersminibook.pdf](#), colour pencil, crayon

Used method: project, revision

I.8. Time

First the students make the dice from the template. Then in pairs students throw the dice and the other person has to tell the time that is on the dice.

Materials used: [1.8.numbersttimedice.pdf](#)

Used method: practise, project

I.9. Stop the time

With this interactive online time game students can practise telling the time. In this game they have to stop the hands of the clock at the exact time the task writes.

Materials used: internet, smart board

<http://resources.oswego.org/games/BangOnTime/clockwordres.html>

Used method: practise, revision

I.10. What's the time, please?

Students stand in two lines facing each other. They play a mini dialogue asking for time then change places. The mini dialogue is something similar:

`Excuse me, what time is it?'

`It's (9:30)'

`Thank you. Good bye.'

`Good bye.'

Materials used: -

Used method: practise

Part 2

II.1. Daily routines

With flashcard students get to know the words for daily routine activities.

Materials needed: [2.1.numbersdailyflashcards.pdf](#)

Used method: presentation, game

II.2. Days of the week song

Students listen to the song from the internet. The song has nice tunes it is easy to remember. This helps students to learn the days of the week easier.

Materials needed: internet, smart board

<https://www.youtube.com/watch?v=7AvNq2CQnOI>

Used method: singing, memory

II.4. Daily routines

With this presentation students revise the daily routine and time phrases. It is a built in quiz where they have to guess the correct answer.

Materials needed: [2.4.numbersdaily.ppt](#), smart board

Used method: revision

II.5. What time do you?

Students get a question form they have to fill it out. They have to write down their own answers and ask their partners too. This is a good way to communicate.

Materials needed: [2.5.numberswhattime.pdf](#)

Used method: pair work, discussion, revision

II.6. Daily routines board game

Students like to play board games. This board game concentrates on daily routines. This helps them to communicate with the learnt phrases and telling the time. The first one getting to the finish line is the winner and the game can be played until everyone arrives to the finish line. If they like the game they can start it again one more.

Materials needed: [2.6.numbersdailyboardgame.pdf](#)

Used method: game, revision

II.7. Daily routines interactive games

With this online game student will learn the words for sure. It is fun and interesting. They listen to the words then they have to shoot the target choosing from 3 possible answers, like in a darts game.

The second game is more interesting. In this game students have 60 seconds and they have to click on the picture of the heard daily routine phrase. The winner is the students with higher numbers.

Materials needed:

<http://www.mes-games.com/dailyroutines.php>

Used method: game, revision