Finding Your Way Around

Time	Activity	Procedure	Teacher	Materials
		Distribute the iPads to the students before the lesson begins to save time.	LET	iPads
2m	**[Introduction]** Finding Your Way Around: How Do We Give Directions?	**<u>Finding Your Way Around</u>** 1. Introduce the topic of the lesson. 2. List the 3 main activities that will be conducted during the lesson. 3. Highlight the objective of the lesson. 4. Pass the directional preposition phrases review to the LET.	NET	PPT
2m	**[Review]** Giving Directions	**<u>Review Phrases (Giving Directions)</u>** Review the phrases that students can use to give directions.	LET	PPT
6m	**[Game: Motivation]** Animals in the Classroom **(play with the whole class)**	**<u>How to Play: Animals in the Classroom</u> [3m]** 1. Inform students that they will be playing a game – *Animals in the Classroom*. 2. Show students the layout of the classroom and stick street names to their tables. 3. Demonstrate how to play the game by using the NET as the Seeker. 4. Hide the Shiba Inu plush then invite the NET to look for the plush. 5. Invite students to give clear directions so the Seeker can find the Shiba Inu plush. a. The Seeker should start the game at the teacher's desk. b. Each student can give one line of direction to the Seeker, for example: *Student 1:* "Walk along First Street." *Student 2:* "Turn right into Back Road." **<u>Students Play</u> [3m]** 6. Invite one student to be the Seeker. This student should face the door. 7. Hide the Parrot in one of the students' drawers in the classroom. 8. Ask the Seeker to move to the teacher's desk after hiding the plush. 9. Provide guidance in case the students give conflicting instructions/directions.	LET (Lead) NET (Demo)	1. PPT 2. iPads 3. Street Signs 4. Classroom Street Map 5. Blue tac 6. Shiba Inu 7. Parrot

5m	**[Vocabulary: Review & Riddles]** Three Amusement Park Riddles & Vocabulary Review	**<u>Vocabulary Review</u> [2m]** 1. Ask students what they can see in an amusement park. 2. Review all 12 vocabulary items with the students. **<u>Amusement Park Riddles</u> [3m]** 1. Share 3 riddles about amusement park rides and facilities. 2. (If the LET forgets) Ask about student's DIY amusement park ride / attraction.	NET	PPT
5m	**[Student Sharing]** Students' Custom Amusement Park Ride/Attraction Presentation	**<u>Student Sharing</u>** 1. **[3m]** Tell students to share their custom amusement park ride / attraction in pairs. Let them know they may be invited to share their ideas with the rest of the class. 2. **[2m]** Invite 2-3 students to come out and share with the class.	LET	WS (completed by the students)
18m	**[iPad Game]** Treasure Hunt	**<u>How to Play | Treasure Hunt (Scratch#)</u> [5-6m]** 1. Inform students that they will be playing a *Treasure Hunt* game. 2. Introduce the roles for Player A and Player B. 3. Demonstrate how to play the game (LET is Player A, NET is Player B). **<u>Let's Play! | Treasure Hunt (Scratch)</u> [12m]** 1. Assign roles to students; each row will be Player A or Player B. 2. Invite Player A to take out their iPad first. Let students play the game in pairs. 3. Once 6 minutes has passed, tell students that they must swap roles.	LET (A) & NET (B)	1. iPads 2. PPT
4m	**[Round-up]** Conclusion	**<u>Giving/Receiving Directions in Every Day Life</u>** 1. Ask students, "How should we give directions so our classmates can find the treasure?" & "What should we do when we listen to our classmate's directions?" 2. Ask for suggestions to real-life examples (**NET:** Finding a coffee shop in a shopping centre. | **LET:** Getting lost and looking for an MTR station.).	LET & NET	PPT

		3. Ask students if they know other methods of finding their way around, e.g., using Google Maps, asking someone for directions looking at a directory, etc.		
3m	**[Follow-up]** Homework	**<u>Homework</u>** Students have 2 sets of homework: 1. Listening exercise on Google Classroom 2. Writing exercise (*Easy:* Po Kong Village Road OR *Challenging:* Park McDonald's)	LET	PPT
Total: 45 minutes				

#Treasure Hunt Game (Instructions)

Player Roles

✓ This treasure hunt game has 2 players: Player A and Player B. The roles will swap when time runs out (6 minutes per student).

Player A	Player B
✓ Hides the treasure from Player B. ✓ Gives directions to Player B to help them find the treasure.	✓ Controls the boy on the map. ✓ Listens to Player A's directions to find the treasure.

Game Design

This game has 5 levels of difficulty. Each level gets harder and harder. If the player can find the character, they will get a star and move on to the next level. Each player gets 3 chances (lives) to play the game. If the player gets caught by an animal, they will lose a life. When they lose all 3 lives or when the time runs out, they can restart the game.

Each student has 6 minutes to find all 5 characters in the amusement park.

Important Reminders

✓ Players that give directions MUST NOT say the ride/attraction that they hid the character in. This makes their role redundant as the other player can just find their own way to the destination.

✓ To restart the game, students can click on the red flag on the top left corner of the screen. Please note that the size of the map gets smaller. Students may click on the enlarge button on the top right twice to make it full-screen.