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| **RESTAURANT SCENARIO** |

**Lesson Plan**

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| **Subject/ Theme** | | English Village Restaurant Scenario |
| **Topic** | | Being waiters and customers in a restaurant |
| **Level** | | Grade 3 |
| **Number of Students** | | 20 – 25 (?) |
| **Instructors** | | Charl |
| **Duration** | | \_\_\_\_40\_\_\_\_\_\_\_ minutes/ \_\_\_\_\_\_1\_\_\_\_\_ period |
| **Goals and Objectives** | | |
| Teaching Objectives | **Students**   * Develop speaking and listening skills * Learn key food vocabulary * Learn dialogue for successfully ordering food and taking orders. | |
| **Content** | | |
| Target  Vocabulary | **Menu**   * (Food) hamburger, pizza * (Drinks) milk, coffee * (Desserts) ice cream, apple pie   **People**   * Waiter, waitress, customer | |
| Sentence Pattern | * Are you ready to order? * Yes, I would like…, … and … . | |
| Dialogue | W: Are you ready to order?  C: Yes, I would like…, … and … . | |
| Teaching Materials | * Props: food, drinks, desserts, napkins, menus, flashcards | |

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| **Time** | **Procedure** | **Teaching Materials** | **Learning Expectation** |
| 10 | * **Introduction**   Teacher introduces himself and explains rules. Play alphabet game as an ice breaker. | Whiteboard | Students will know what is expected of them and feel at ease. |
| 10 | **Vocab**   * Teacher teaches new vocabulary to the students. * Each group gets a chance to say the vocabulary. * Play a vocabulary game. | food flashcards | Students are introduced to new vocabulary. |
| 15 | **Ordering food**   * The teacher will teach the students the sentence patterns for ordering food and being a waiter. | food flashcards  aprons  food props | Students practice the dialogue for being a customer and a waiter. |
| 5 | **Conclusion**   * Ask students some questions and reflect on the lesson. * Worksheet if time! | worksheet | Students can say that they love English and that they learned a lot and had fun. |