

Thematic Lesson Plan on «Harry Potter».

1. What are your goals?

The goals of this lesson plan are to introduce students between the ages of 10 and 14 to a new set of thematic vocabulary centered around the world of «Harry Potter» in an engaging and interactive manner. Additionally, the lesson aims to reinforce the grammatical concept of comparative degrees of adjectives, facilitate collaborative group work through a competitive format to enhance learning outcomes, and cultivate a deeper interest in the English language, as well as in watching movies and reading books in their original form.

2. Can you summarise the plot in 70 words?

During the lesson, students will immerse themselves in an interactive thematic presentation focused on the «Harry Potter» film series.

https://docs.google.com/presentation/d/1BFYg2F_WyicgyHjEL_sDAa_O6Zgl9_B5PuSgUixKZ5I/edit?usp=sharing

They will explore key aspects such as the Hogwarts houses, the school's history, and its mystical location. Following this, they will participate in a themed quiz featuring beloved characters from the movies, where correct responses are accompanied by sound effects. Furthermore, students will have the opportunity to share their thoughts and opinions on these characters throughout the presentation. The latter part of the lesson will involve engaging in various

online games and interactive tasks related to the «Harry Potter» theme, with points being awarded for successful completion.

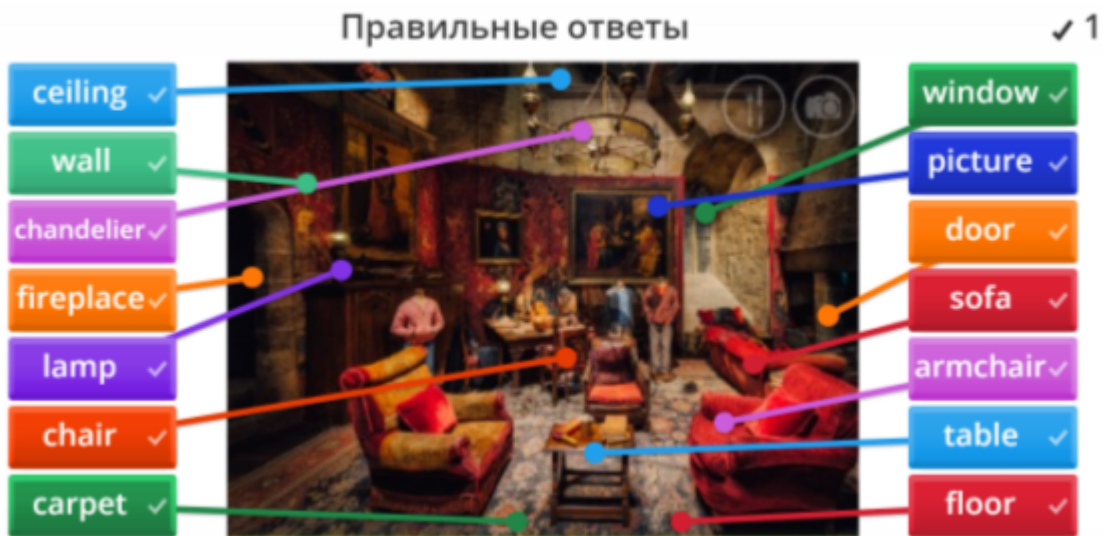
3. Can you summarise the story (missions to accomplish) in 150 words?

After the presentation, various interactive games from the website <https://wordwall.net/> on the theme of «Harry Potter» are planned.

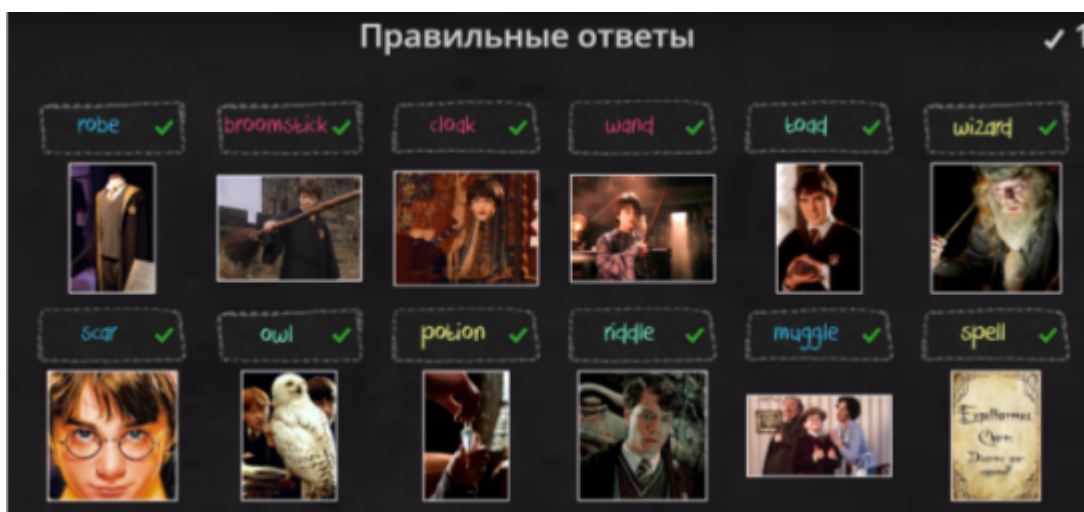
The first interactive game, «The sorting hat (Hogwarts houses <https://wordwall.net/ru/resource/53423772/english/the-sorting-hat-hogwarts-houses>),» involves matching adjectives describing students' characteristics to each house on a virtual board.



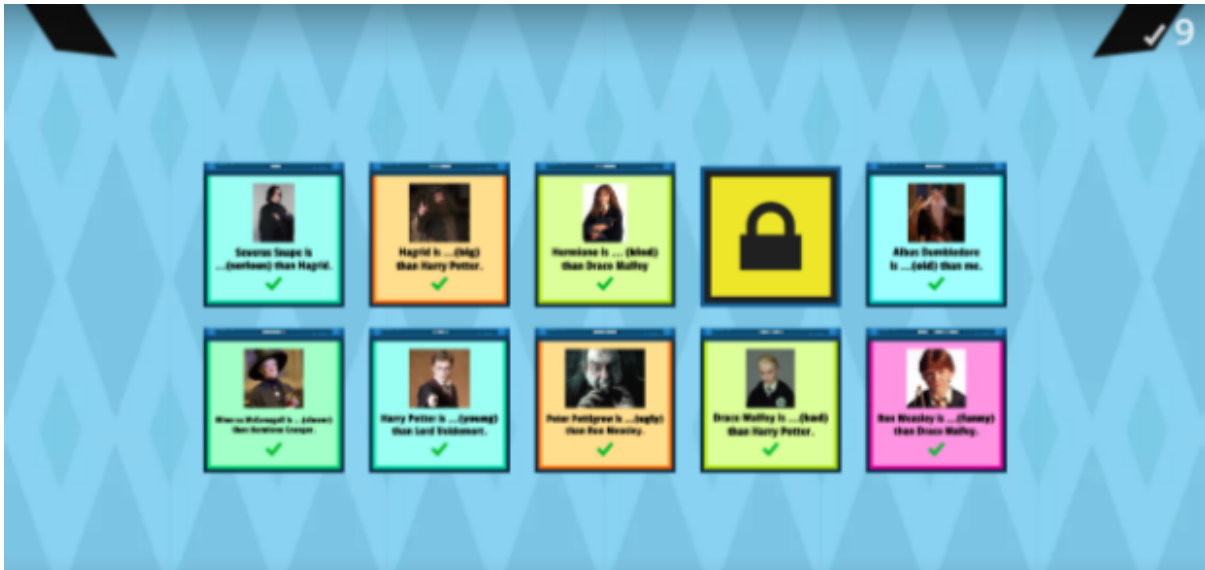
The second task, «Harry Potter's furniture <https://wordwall.net/ru/resource/33666098/english/harry-potters-furniture>» focuses on furniture vocabulary by matching room items with their names.



The third task, «The wizard's dictionary» <https://wordwall.net/ru/resource/26411077/english/the-wizards-dictionary-harry-potter> requires students to match magical words with pictures interactively to expand their vocabulary.



The final task, «Harry Potter Comparisons» <https://wordwall.net/ru/resource/11126907/harry-potter-comparisons> trains comparative degrees of adjectives, where students choose the correct answer for each character and translate sentences.



Participants have multiple attempts for each task, with more points awarded for speed and accuracy.

4. Can participants choose their characters? Are there any baddies to fight against, or angels to help participants in their mission? What do they look like? What super powers have they got?

Throughout the interactive session, participants will have the opportunity to delve into discussions about their preferred characters and the reasons behind their fondness for them. They may also be prompted to identify both positive and negative attributes of each character. For instance, Draco Malfoy exhibits an air of arrogance yet holds deep regard for his family. Engaging in various online tasks, students will be presented with images of their beloved characters and antagonists from the cinematic realm.

5. Can you describe how the settings will evolve from one scene to another? From one level to another? What should the change of scenery suggest?

The educational program of this lesson commences with a captivating introduction that transports students into the enchanting universe of Hogwarts and the «Harry Potter» franchise, acquainting them with its mystical allure.

Subsequently, students will progress through quizzes and assessments, with each succeeding task increasing in complexity, focusing on distinct lexical and grammatical concepts.

6. What does each level consist of? How clear is it a mission has been accomplished successfully?

Each thematic challenge is presented in a playful format, culminating in feedback and scoring based on the student's speed and accuracy in completing the tasks.

7. How strict or flexible are the rules? Can the moderator / teacher change automated results to reflect goals achieved with more equity?

The guidelines permit multiple attempts at each task, with higher scores allocated for swifter and more precise achievements.

8. What kind of badges for achievements will you award? How & who will design them?

For each successfully completed task, stickers featuring students' favorite characters from the «Harry Potter» films will be provided. The teacher will pre-print and cut out these stickers. As a reward for the student with the highest number of stickers, the first part of the original «Harry Potter» book and the Philosopher's Stone will be presented.

9. How will you monitor progress? What plugins in an LMS will you use? Can you manually fill in a leaderboard (perhaps some on-line spreadsheet)?

In addition to the automated point-tracking system on the website <https://wordwall.net/>, I will record the results of each task and aggregate them in an Excel spreadsheet.

10. Under what circumstances can rewards, points and second chances be granted? For instance, can missions be graded depending on a person's karma at the beginning?

These tasks allow for multiple attempts, with scores automatically decreasing without the possibility of increasing them.