



LESSON 3: SOCIALISE AND SHARE

LESSON 3

CURRICULUM LINKS

English: En3 - Writing: Language structure

Pupils should be taught:

- word classes and the grammatical functions of words, including nouns, verbs, adjectives, adverbs, pronouns, prepositions, conjunctions, articles

RELATED RESOURCES

PowerPoint 3
Activity Sheet 3

LEARNING OBJECTIVES

To understand and give examples of nouns, verbs, adjectives, adverbs, pronouns, prepositions, conjunctions and articles.

INTRODUCTION

Explain that today's quest involves using their grammatical knowledge collaboratively to win Pokémon points. Pupils will only be able to win points in this quest with the help of their peers.

Use the resources in PowerPoint 3 to review common word classes and grammatical functions of words. For each category, ask pupils to provide additional examples to assess understanding.

NB. This lesson is designed to review word classes and grammatical functions that the pupils have previously encountered. Any areas that are new to pupils could be pre-taught, or omitted from the quest.





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QUEST 3 EXPLORE & CHALLENGE

Pupils work in small groups, ideally of 4. Provide each group with a copy of Activity Sheet 4, which should be cut along the lines shown to make a set of word classes and grammatical functions. These should be placed face-down on the table.

Pupils take turns to be the group leader. The leader selects a card at random from the pack without showing the rest of the group. The leader must then describe the word shown, without using its name. This could be done using a definition or examples.

When a member of the group correctly guesses the word on the card, both he/she and the leader win a point. Set a time-limit for the guessing.

DIFFERENTIATION

- ↓ Before starting the quest, allow pupils to work together to write examples on each of the word-cards, which will support them when playing the game.
- ↑ Do not allow pupils to use examples in the game – challenge them to provide a definition of the word on the card.

PLENARY

Once the quest is complete, each team-member should count up their total score and record it on their Pokémon card against Quest 3.

Group game

With their Pokémon cards now complete, pupils can play a group game, pitting their character, against others.

How to play:

- Divide the class into groups of 6.
- Each player begins with their own Pokémon card.
- The youngest player starts, and challenges the player to his right by selecting the quest number (1, 2 or 3) which they scored best at.
- The two players compare scores for the selected quest and whichever player has the higher score wins both cards. The losing player forfeits their card and is out of this round.
- Play continues with the next player challenging to the right.
- Once players have more than one card, they may choose to play whichever card has the higher score for the selected quest.
- The winner is the player who wins all the cards, or who has the most cards when the time is up.

