

Time (mins)	Activity	Resources needed	Purpose	Instructions	Notes
2	Rules		Classroom management	Put names and stars on board	
15	Real or fake animals?	https://drive.google.com/drive/folders/1xy4VPhdAyfHA_jdYKHzb9V9xfhcflav	Warmer	Go back to the sloth at the end of the game and ask some questions about it	
5	Research	Devices/Laptop	Students have 5 minutes (in teams) to find as many facts about sloths as possible		
25	Reading task: The extreme life of sloths	https://drive.google.com/drive/folders/1EKSBc-EAYiTHFoXiVwrvN_2teGEpusG	Reading/Listening	Give out a token for every right answer	
15	Crazy Horses	https://drive.google.com/drive/u/1/folders/19BMZ-izgV3sCNHFD22h0u0GUagIVbyda	Fun!	Let students 'gamble' their points on a horse racing game (each horse has 1:8 odds)	Select a random race from 1-11
15	Break time activity: Nature games	https://pbskids.org/video/ and https://pbskids.org/wildkratts/games/	Passive learning	Students can watch and listen if they choose	Not mandatory
30	Bookwork	Page 36-38		Hand out token to students	
15	Incentive game	https://www.crazygames.com	Incentive	Students can exchange their	Students earn points for

		<u>om/game/12-minibattles</u>		tokens for a go on the game	their team
Extra activity					