

Book: Timezones 4 Pages: 39-40 Theme: Adverbs/Adjectives Skills: Grammar					
Time (mins)	Activity	Resources needed	Purpose	Instructions	Notes
2	Rules		Classroom management	Put names and stars on board	
5	Video: Adverbs and Adjectives	https://drive.google.com/file/d/1nznnfxwv5da1h2PTCZEUbD_8nx4rsjcl/view?usp=sharing	Grammar		
5	Adverbs/Adjectives sorting activity	https://wordwall.net/resource/13516756/adjective-adverb-reversals	Grammar		Award tokens for correct answers
5	Adverbs/Adjectives missing word	https://wordwall.net/resource/15097304/word-form-adverb-and-adjective	Grammar	Get each student to come up and choose a word	Award tokens for correct answers
5	Adverbs/Adjectives quiz game	https://wordwall.net/resource/23118227/adjective-adverb-1	Grammar	Play individually on devices (or as a class if not possible)	Award tokens for correct answers
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	Writing task	https://drive.google.com/drive/u/1/folders/15QyOaoWmAAUmODC5694CEguyrMuHEtDi	Writing/Grammar	Students must choose a picture, and write about it using at least 1 adverb and one adjective	Award tokens for correct answers

10	Incentive game	https://www.crazygames.com/game/12-minibattles	Students can buy a turn on the game using tokens	Incentive	Make sure all students have finished the writing task first.
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
15	Bookwork	Page 39-40		Hand out token to students	
15	Collective nouns: Animals	https://quizizz.com/admin/quiz/5d1da33b65e3eb001a778a1e/collective-nouns-for-animals	Research	Students can research the answers using their devices in teams	
15	Charades	Page 41	Kinesthetic learning		
Extra activity	Incentive game	https://www.crazygames.com/game/12-minibattles	Students can buy a turn on the game using tokens	Incentive	Only play if there is time left