

Language Level	Intermediate Mid	Grade	4th year	Date		Day in Unit		Minutes							
Unit Theme and Question	Our Changing World; How do developments in science, technology and business change our lives?														
Daily topic:	Business														
STANDARDS	LESSON OBJECTIVES														
What are the communicative and cultural objectives for the lesson?	Communication and Cultures	<i>Which modes of communication will be addressed?</i>		Students can: Read a portion of an article and understand the main idea and some supporting details. Investigate how inflation affects different aspects of the economy											
		<input checked="" type="checkbox"/> Interpersonal													
		<input checked="" type="checkbox"/> Interpretive													
		<input type="checkbox"/> Presentational													
If applicable , indicate how Connections • Comparisons • Communities • Common Core will be part of your lesson.	Connections	Students will connect the language and culture with the business/economics world.													
	Comparisons														
	Communities	Students will look at how inflation affects different communities through the lens of a European video game.													
	Common Core														
Lesson Sequence	Activity/Activities What will learners do? What does the teacher do?				Time* How many minutes will this segment take?		Materials • Resources • Technology Be specific. What materials will you develop? What materials will you bring in from other sources?								
Gain Attention / Activate Prior Knowledge	Start by telling students that they are going to play a video game with you for class today! Explain that the game is related to the economy and will help increase their knowledge of business and vocabulary.				5 minutes										
Provide Input	Show the first website to the students and have them read the first paragraph only looking for the main idea. (all of the websites and games have multiple languages available in the top right corner of the page).				5 Minutes		https://www.ecb.europa.eu/educational/hicp/html/index.es.html								
Elicit Performance / Provide Feedback	Students will then share with a partner what they think is the main idea of the paragraph and why they think that. Now in their				15 – 20 Minutes										

Appendix M.

Blank Lesson Plan Template

	groups of 2, students will look for cognates and make a list of the cognates they found and how this changes or confirms their belief in the main idea of the article. For the final reading of the article, students will look for supporting details to confirm the main idea of the paragraph.		
Elicit Performance / Provide Feedback	To further ensure comprehension of vocabulary have pairs find words they do not know the meaning of and make a list. Have each group write 3 – 4 words on the board. Erase any repeated words. Have students get into groups of 4 – 6. Have each group put a mark by 3 – 4 words on the board. No 2 groups can share the same word. Read the marked words on the board and see if any student can define the word(s) in the target language. If they cannot define the word you will need to. When all words have been defined tell the groups that they will now need to write one very creative sentence for each word using the word correctly. The most creative sentence wins.	20 – 30 Minutes	
Provide Input	Pull up the website (the video game). Click on the image, then click on the new image. Now click on “explore the island”. A description of the game will come up. Read this with students and hit “start”. Visit different zones on the island and see how different levels of inflation and deflation affect the economy.	5 Minutes	https://www.ecb.europa.eu/education/inflationisland/html/index.es.html
Elicit Performance / Provide Feedback	As you explore the island incorporate circling, and feel free to turn students loose to look at the website on their own devices. Have students discuss with a partner what they learned today.	20 – 30 Minutes	
Closure	Ask students what inflation means, and where they think our economy is.	5 Minutes	
Enhance Retention & Transfer			
Reflection – Notes to Self <ul style="list-style-type: none"> • What worked well? Why? • What didn't work? Why? • What changes would you make if you taught this lesson again? • ???? 			

* Remember that the maximum attention span of the learner is approximately the age of the learner up to 20 minutes. The initial lesson cycle (gain attention/activate prior knowledge, provide input and elicit performance/provide feedback) should not take more than 20 minutes. The second cycle (provide input and elicit performance/provide feedback) should be repeated as needed and will vary depending on the length of the class period.