

Lesson plan

Lesson Goal

- Introduce and practice new grammar pattern.
- Teach structure, usage, and rules for the pattern.
- By the end of the unit students should be able to use the pattern.

1. **Warm up:** Review voc. First. Familiarize students with the 6 theme-related words (5min.)

2. **Grammar teaching steps:** (20 min.)

A. Introduce the pattern. (5min.)

Structure: Can you (verb)? Yes, I can (verb). No, I cannot (verb).

Usage: “Can” refers to the ability to do something, having permission to do something, or having knowledge about something.

Rules 1. “Can...?” question requires either “Yes” or “No” for an answer. 2. “You” in the question changes to “I” in the answer. 3. Whenever the answer is “No”, “not” must be in the answer, too. 4. The base form of the verb follows can, i.e. the verb form doesn’t change.

B. Group Practice. Demonstrate usage by asking questions, students answer as a class. (5 min.)

C. Pair Practice. Students practice in pairs playing the game. First, demo the activity with a student, and let the other students watch teacher play. Then, put students into groups to play. Monitor them while students are playing. (10min.)

D. Wrap Reward groups who spoke English, used the useful language and the dialogue, and those who worked cooperatively.

3. **Student Book:** Go over the pattern on the Student Book p.40. (5 min.)

4. **Workbook:** Go over the pattern on the workbook p.11 & 13. (5 min.)

5. **Q/A** (5 min.)

Game

* Mix up the Student's Voc. cards , face down and pile them up first.

Students play "rock, paper, scissors" first. Loser asks the question and winner answers the question.

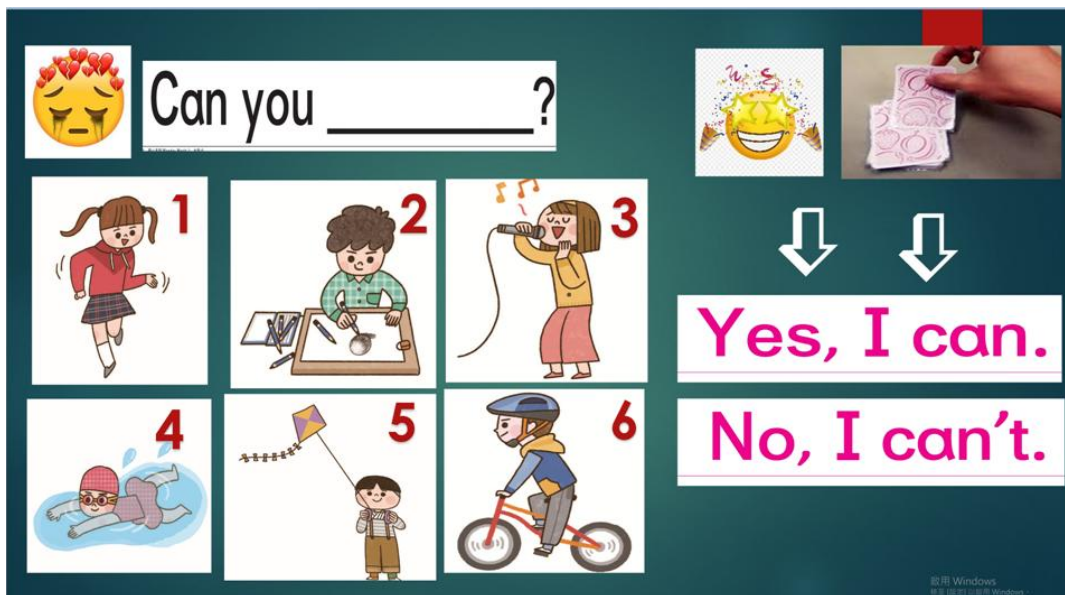
Starting with #1 (dance)

Loser asks the question "Can you dance?" winner chooses a card and flips it.

- If it is a picture of dance OR the words "dance", the winner says "Yes, I can."
- If it is not, the winner says, "No, I can't." according to what is on the card. Example: card with "swim" ⇐ "No, I can't."

Continue until #6 (ride a bike) for 2minutes. (1 round)

Repeat for 2 more rounds. Remember to mix up the cards. Best 2/3 wins.



Student Voc. cards

dance	draw	sing	swim
fly a kite	ride a bike		
			