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|  | Smart school for smart age  Lesson- Polish language **- Among Ignacy Krasicki's fairy tales**  primary school - grade VI | **IMG_0283** |

**1. Educational stage and class:**

• primary school - grade VI

**2. Subject:**

• Polish language

**3. Topic of the course:**

Among Ignacy Krasicki's fairy tales

**4. Duration of classes:**

45 min

**5. Justification for the choice of topic:**

The given topic is related to the implementation of the core curriculum (I.1.1., I.1.3, I.1.9, I.1.12, I.1.16, I.1.17, I.1.18, I.1.19, III.1.1) and the development of key competences (K1, K4, K5, K6). Ignacy Krasicki's fairy tales, thanks to their simple structure and uncomplicated plot, are relatively easy to interpret; they refer to the reader's experience, thanks to which the values ​​flowing from the works are close to everyone. The lesson devoted to the fairy tales of Ignacy Krasicki is intended to consolidate the information that the students have already become acquainted with.

**6. Justification for the use of technology:**

**Padlet:** • makes the recording of the lesson more attractive, • avoids chaos, • students can return to the materials and exercises at any time.

**LearningApps:** • enables immediate verification of the correctness of students' work, • students assess correctness themselves, • makes the lesson work more attractive. Genial.ly: • makes the lesson more attractive, • focuses students' attention, • brings an element of fun, and thus increases students' motivation, • transfers students in a virtual world.

**Canva:** • increases the involvement and motivation of students, • makes the educational process more attractive, • arouses interest among students. E-textbooks: • make the lesson more attractive, • allow active participation in the classes, • the material is built in such a way that next to the message there are instructions to perform a given exercise that refer to these messages, thanks to which you can learn the material used in the exercise faster.

**WordWall:** • allows you to create both interactive exercises and print them, • using templates such as: Labyrinth, Test, Game Show, Open the Box, Plane, encourage students to repeat attempts (in each of the templates provided), and thanks to such repetition of a given the material is conducive to the effective learning of it, • it is an attractive way of transferring knowledge, • the students themselves assess correctness.

**Quizizz:** • it is an attractive way of conveying knowledge, • it brings an element of fun, and thus increases students' motivation, • takes students to the virtual world, • the students themselves make an assessment of correctness.

**Mentimeter:** • enables obtaining feedback disseminated in real time, • ensures the anonymity of respondents, • archives the obtained information in the application; They are also downloadable, making it an easy way to compare rating changes over time. These apps and platforms are available on desktop and mobile devices and are free of charge.

**7. General purpose of the lesson:**

Ability to analyze and interpret a fairy tale. Developing key competences (K1, K4, K5).

8. Detailed objectives of the classes:

• Distinguishing the genre features of a fairy tale.

• Tell the content of fairy tales in a short and concise way.

• Characterizing the heroes of fairy tales.

• Participating in a conversation on a given topic.

• Naming life truths presented in fairy tales.

• Confront your experience with the instructions contained in the fairy tales.

**9. Methods and forms of work:**

Work methods: lecture, exercises with a given material, activating methods with the use of ICT.

Forms of work: individual, collective.

**10. Teaching aids:**

Prezentacja multimedialna (Canva) <https://www.canva.com/design/DAEPEuxV8cY/CqdWDrPmqsHDqPRk1-jLuw/view?utm_content=DAEPEuxV8cY&utm_campaign=designshare&utm_medium=link&utm_source=publishsharelink>

Ćwiczenia (Genial.ly) <https://view.genial.ly/5fc38ea4b4ceef0d0bcfd8cb/interactive-image-interactive-image,> <https://view.genial.ly/5fc52f89bf05c60d1611b0f5/interactive-image-interactive-image,> <https://view.genial.ly/5fc53baa3f706d0d19488833/interactive-image-interactive-image>, <https://view.genial.ly/5fc7234e529d020cfccd2686/interactive-image-interactive-image>

Ćwiczenie (Quizizz) <https://quizizz.com/admin/quiz/5fc2bf9ebebb34001b2aca8c>

Padlet z chronologicznym zapisem kolejnych elementów lekcji (plik PNG z zapisem graficznym padletu w materiałach pomocniczych)

Ćwiczenie (LearningApps) <https://learningapps.org/watch?v=ppwy37kvn20>

Ćwiczenie (WordWall) <https://wordwall.net/pl/resource/7802713>

(Mentimeter)  <https://www.menti.com/k3up3ecavv>

Ćwiczenia (Epodręczniki) <https://epodreczniki.pl/a/wladca-i-podwladni/DvpQrtaED>

**11. Technology requirements:**

Computer / laptop with internet access, smartphone.

**12. Course of classes:**

**Activity No. 1**

Topic:

Experience: Fairy tale - teaches, entertains, educates.

Duration:

5 minutes

Activity description:

After giving the topic of the lesson and presenting the general purpose of the lesson, the teacher proposes to students to do an exercise in LearningApps (<https://learningapps.org/watch?v=ppwy37kvn20>)– as a reminder of information about the genre features of the fairy tale and a reference to the content of Ignacy Krasicki's works.

**Activity No. 2**

Topic:

Reflection: The world depicted in a fairy tale.

Duration:

15 minutes

Activity description:

Students will learn the content of four fairy tales (which they have not met before). The teacher presents material prepared in Genial.ly

(<https://view.genial.ly/5fc38ea4b4ceef0d0bcfd8cb/interactive-image-interactive-image,> <https://view.genial.ly/5fc52f89bf05c60d1611b0f5/interactive-image-interactive-image,> <https://view.genial.ly/5fc53baa3f706d0d19488833/interactive-image-interactive-image>, <https://view.genial.ly/5fc7234e529d020cfccd2686/interactive-image-interactive-image>)  each of the fairy tales is analyzed separately. First, the students briefly and concisely present the content of the fairy tales, then referring to the knowledge they have already acquired, discuss allegories, evaluate the actions of the characters and tell what lessons can be learned from the works. To confirm (and possibly supplement) the information provided by the students, the teacher shows the material prepared in Genial.ly, which can be used after the lesson. After discussing the above fairy tales, the teacher provides an exercise in the WordWall application

( <https://wordwall.net/pl/resource/7802713>).

**Activity No. 3**

Topic:

Theory: Fairy Tale - short but pithy.

Duration:

10 minutes

Activity description:

Students resemble the genre features of a fairy tale. Their statements will be confirmed by the material prepared by the teacher - presentation in Canva (<https://www.canva.com/design/DAEPEuxV8cY/CqdWDrPmqsHDqPRk1-jLuw/view?utm_content=DAEPEuxV8cY&utm_campaign=designshare&utm_medium=link&utm_source=publishsharelink>). Następnie uczniowie konfrontują swoje doświadczenia z pouczeniami zawartymi w bajkach, podając przykłady sytuacji z życia.

**Activity No. 4**

Topic:

Practice / application: For a brother with a fairy tale.

Duration:

15 minutes

Activity description:

Zadaniem uczniów będzie wykonanie ćwiczenia w Quizizz (<https://quizizz.com/admin/quiz/5fc2bf9ebebb34001b2aca8c>). Jako zadanie domowe należy wykonać ćwiczenia w Epodręcznikach (<https://epodreczniki.pl/a/wladca-i-podwladni/DvpQrtaED>)

**13. Method of evaluation of classes:**

Ewaluacja za pomocą interaktywnej prezentacji w aplikacji Mentimeter (<https://www.menti.com/k3up3ecavv> ).