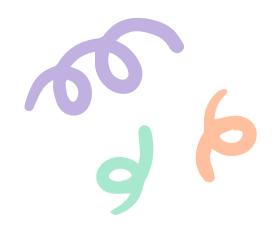
Sottogruppo 5

# Laboratorio di Lingua Inglese V

Buglisi Angelisa, Ciceri Eleni, D'Agostino Luigia, Galanti Fabiana, Galliani Silvia, Magni Ilaria

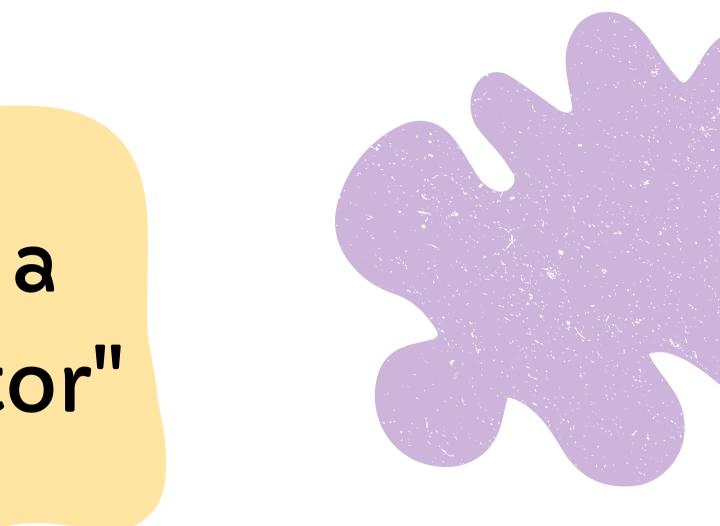




# "Leonardo as a creative inventor"

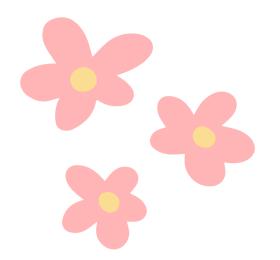
#### **STUDENTS**

Pupils of a 3rd grade of a Primary School.



## **CLIL and EAS lesson**

Divided into III phases.



# AIMS



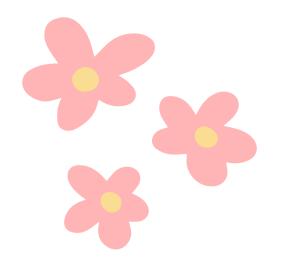
- Ask and answer to simple questions with modelling.
- Use present simple.

- *Helping* learners to understand that knowledge can also be achieved in a
  - second language.

## TO BE ABLE TO

- Listen to informations.
- *Know* some common noms about flying
  - machine invention, landscape and musical instruments.

- To *know* some adjectives and verbs related
  - to part of the air balloon, landscape and
  - musical instruments.



# ASSESSMENT

#### Teacher, peer and self-assessment processes

- *Evaluete* the contents (with games).
- *Know* by direct experience.
- Discover and recognize different musical
  - instruments timbres.
- Understand different landscape
  - perspectives.
- *Recognize* the different parts of the air
  - balloon.

# I. PREPARATORY PHASE

Leonardo's presentation

Video of Leonardo's presentation. <u>https://app.animaker.com/video/22</u> <u>6T4128FE41A35H</u>

## Brainstorming

Teacher asks some

questions to the students:

- Who is he?
- What does he do?
- Why is he famous?

# 30 minutes

## End of the video

Pupils watch the end of Leonardo's presentation.



Video of Leonardo in the hot air balloon. https://app.animaker.com/video/SF6O4KS8A954WWC7 Leonardo tells the air balloon story showing pictures of the invention's components.

Leonardo invites students to go to the gym for a special activity. https://app.animaker.com/video/VMD95PIGYOQQD8N2 Sensorimotor activity: "The puzzle hunt".

Pupils find a secret letter of Leonardo, but they can't open it until the next lesson!

# I. OPERATORY PHASE



## 1 Leonardo's video

## 2 Go to the gym

## 3 A mistery letter



# RESTRUCTURED PHASE





#### Teacher proposes a game at the LIM.

## https://wordwall.net/it/resource/289 23957



# PREPARATORY PHASE

# 10 minutes

Teacher reads Leonardo's letter to the pupils -> it contains only a web link.

https://app.animaker.com/animo/hc7 npgeilzK6H3VG/





Pupils are divided in groups. They observe outside the windows and draw what they see.

# 1,30 hour

# 30 minutes

# II. RESTRUCTURED PHASE

The exhibition of the

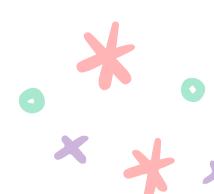
groups' works.

Game at the LIM.

https://wordwall.net/it/resource/

<u>28927835</u>

A new Leonardo's letter.



# 10 minutes

# III. PREPARATORY PHASE





## Important pen drive

Students find a pen drive into Leonardo's letter. Teacher connects it to a computer.

## The last adventure

Leonardo tells his last adventure.

https://app.animaker.com/a nimo/EkFAh9hv4uSewzGU/

# 1,30 hour

# III. OPERATORY PHASE

#### **Musical Instruments**

Teacher opens Thinglink and students choose which musical instrument listen to. <u>https://www.thinglink.com/sce</u> <u>ne/1549526626595766274</u>

# Creation of musical instruments

Students are divided into groups for the creation of musical instruments. <u>https://drive.google.com/file/d/1n</u> <u>N\_GuA027Gdi8wxBvdHkqNjLNYk</u>

24-Ud/view?usp=sharing



#### Presentation

Every group presents its musical instruments to

#### the others.

<u>https://drive.google.com/file/d/1DzoY</u> <u>56rDBI6VifX7\_9LJSzXXVQGKjvFh/view?</u> <u>usp=sharing</u>

# III. RESTRUCTURED PHASE



Teacher proposes a musical game to the students.

https://wordwall.net/it/resource/

<u>28984451</u>

### Particular pack

Pupils find a special degree.



# 30 minutes

#### "LEONARDO AS A CREATIVE INVENTOR"



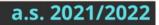
#### CONGRATULATIONS

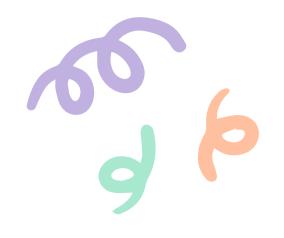
#### YOU ARE THE REAL INVENTORS!











# THANKYOU for the attention!

# CEIL = opportunity

