

DAILY LESSON PLAN

Name: Elizabeth C. May
Subject: Spanish Honors (III+)

Grade: 10-12

I. **TOPIC Child's Play: Lotería game**

II. **OBJECTIVES** Students will generate definitions using prior knowledge and circumlocution and dictionaries.

III. **MATERIALS:** Loteria game from Traveling Suitcase

IV. **TEACHING PROCEDURES**

- a. **Introduction:** Who remembers their 10 vocabulary words from week # 4 in 5th grade? Drawing a blank? Well, you'll remember these words because in order to play the game of Lotería, you have to.
- b. **Developmental Activities:** Students will generate descriptions and definitions for the items depicted in the game.
- c. **Closure:** As in English, if we can't think of the actual name for a noun, we will give a description or definition of the item. Lotería makes us reach for those descriptions to help us say what we mean.

V. **LESSON EVALUATION** Students will play the game of Lotería. Each student will call a card. In the second round, they can only call the definitions.

VI. ANTICIPATED TIME USE	TEACHER ACTIVITY	STUDENT ACTIVITY
Beginning review (:05)	Have students define 5 words from the prior chapter.	Generate definitions.
Activity (:75)	Assist students in using strategies to generate definitions (synonyms, circumlocution).	Generate definitions. Play Lotería.

VII. **STANDARDS**

- a. FCAT W4
- b. Sunshine State (SSS)
LA.B.1.4.2 The student uses writing processes effectively.
LA.B.2.4.1 and 3 The student writes to communicate ideas and information effectively