

**Malaysian Independent Chinese Secondary School (MICSS)
Lesson Plan Presentation 2024**

Lesson Plan

Lesson Plan Designer

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School: PAPAR MIDDLE SCHOOL

Title	Romeo & Juliet	
Subject	English	
Applicable Grade	Junior Middle One	
Class Size	32	
Lesson Duration	80 Minutes	
	Time Allocation	
	3minutes	1.Introduce the lesson to be learnt: Romeo & Juliet. 2.Read out the Rules of playing the Super Mario game.
	17 minutes	Start with an online short clip to attract students' attention and after that following by a quick short test of the story-- Romeo & Juliet
	20 minutes	Cooperative Learning
	35 minutes	Game Time
	5 minutes	Calculation of Group ranking
	5 minutes	Lesson Closure Question and Answer Session (Collect reflection/feedback from students)
Teaching Objectives (Cognitive Domain, Psychomotor Domain, Affective Domain)	<p>Cognitive Domain: Students can remember and understand the story of Romeo & Juliet through Super Mario Game.</p> <p>Psychomotor Domain: Students can imitate and create a new ending of the story.</p> <p>Affective Domain: Students are able to organize and reflect the moral values of the story.</p>	
Teaching Method	Through Innovative Fun Teaching Strategy – Super Mario Game 1) Group game competition	
Sources of Teaching Materials (MICSS Coursebook, Self-created, etc)	Self-created	
Assessment Method	1) Test 2) Teacher Evaluation	
Reference	Chok Nyuk Chaw (The Principal)	

Teaching Objectives	Activity	Time	Teaching Aid	Remarks
<p>Learning English through games:</p> <p>1) to stimulate students' interest in learning English.</p> <p>2) to make learning English fun for students</p> <p>3) to promote the relationship between teacher and students and students and students.</p>	<p>Preparation before the lesson Teacher will</p> <p>(a) analyze the teaching objectives (b) write a lesson plan (c) design the teaching activity (d) prepare the Super Mario Game using PPT (e) set a date for game quiz</p> <p>Development activities (a) Arousing students' motivation and interest by telling the Super Mario games rules and the fun way of how to join the games.</p> <p>(a) Before the game, teacher inputs the story by using an online short clip and after that following by a quick assessment of the story, including the characters and the relationship of the two families.</p> <p>Assessments (a) Self-assessment – A short test is given, students can know their ability when answering the questions about Romeo and Juliet, they will finally discover their strength and their own weakness.</p> <p>(b) Test paper correction and discussion, on the spot discussion will enhance students' knowledge about the story.</p> <p>Cooperative Learning (a) A script is distributed to all students, a leader is assigned and the leaders will be the assistant teacher, they lead their members to read the passage and retell the story to their members.</p> <p>(b) Before the games, teachers show The second online short clips to refresh students' learning and now they will get the whole picture of the story in more details.</p> <p>Game time (a) Teacher will conduct the game as well as to be the time-keeper at the same time.</p>	<p>3minutes</p> <p>4minutes</p> <p>8minutes</p> <p>5minutes</p> <p>20minutes</p> <p>35minutes</p>	<p>1)Self-created PPT</p> <p>2) two online clips</p> <p>3) a short test</p> <p>4) a reading passage</p>	<p>1) games is suitable for Junior Students.</p> <p>2) I started using different kinds of games for Junior students since 2009.</p> <p>3) This is my first trial using online Super Mario game template to let students learn the Classic English Literature.</p> <p>4) Students showed good response after the lesson.</p>

	<p>(b) A colleague is invited to be the photographer and help taking photos and video clip during the whole lesson.</p> <p>Calculation of Group Ranking</p> <p>(a) Group scores announcement</p> <p>Lesson closure</p> <p>(a) Teacher gave comment after the game. Firstly, the teacher praised the students for their great cooperation and participation. Next, teacher pointed out the problems faced by the students during the game time.</p> <p>(b) Reflection time: Teacher invited students to share their feeling after the lessons for further improvement.</p> <p>(c) Happy group photos were taken for remembrance.</p>	<p>5minutes</p> <p>5minutes</p>		
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