CO-TEACHING: <i>H</i>	O-TEACHING: HOW ARE THE 7 DWARFS LIKE?								
SCHOOL YEAR	GRADE	TERM	NUMBER OF SESSIONS	TEACHER					
2017/2018	2nd grade	3rd term	1 session	Helena Sansa & Anna Ribalta					
TEACHING AREAS		RATIONALE							
→ English		Usually, students do not know how to describe themselves and it is even more difficult for them if they have to use the English language. With the activity presented, we aim to help students identify which are their personality traits through the work of the adjectives of personality. Probably this will be the first time they are going to see the personality adjectives, as it is a content commonly worked in the upper cycle. Therefore, these adjectives will be introduced in a alternative way, aiming to be more interesting and engaging for them, raining their willingness. For these reasons exposed above, this content will be worked through different games in which cooperative work will be constantly promoted.							
CEFR LEVEL		FINAL PRODUCT		DRIVING QUESTION					
_	•	The final product will be different games and the Grids.	•						
LEARNING OBJECTIVES	3		ASSESSMENT CRITERIA						
To learn new vocabulary related to the personality traits			· Bingo game · What's missing game · Story · Assessment grid						
To be aware of differen	t personality traits and re	espect them	Story time and discussion						
To comprehend a story	in English.		• Story						

To identify the personality traits of some dwarfs in accordance to the actions they make.				• /	Assessment grid							
ENGL	.ISH											
ORAL COMMUNICATION READING		NG			WRITING		LITERATURE EDUCATION		PLURILINGUAL INTERCULTURAL EDUCATION			
1	2	3	4	5	6	7	8	9	10	11	12	13
X		Х									Х	
<b>VALII</b>	E EDUCAT	ION										
	E EDUCAT	ION			INTERPE	RSONAL				SOCIAL		
		ION	3		INTERPEI	RSONAL	5		6	SOCIAL 7		8
PERSO  1	ONAL	ION	3 X		INTERPEI 4 X	RSONAL	5 X		6 X	SOCIAL 7		8
PERSO 1 X	ONAL				4	RSONAL				SOCIAL 7		8
PERSO 1 X DIGITA	ONAL 2	TION			4 X		Х	. COMMUN	X IICATION	7	CIVIC EDU	8  JCATION & DIGIT
PERSO 1 X DIGITA	ONAL 2 AL EDUCA	TION			4 X G WITH INF		Х		X IICATION	7 R HABITS,	CIVIC EDU	

SELF-AWARENESS IN LEARNING		INDIVIDUAL LEARNIN	G	GROUP LEARNING	POSITIVE ATTITUDES TOWARDS LEARNING				
1	2	3	4	5	6				
X X			Х		X				
AUTONOMY	AUTONOMY, INITIATIVE & ENTERPRENEURSHIP								
SELF-CONCI	SELF-CONCEPT DECIS			CREATING & IMPLEMENTI PROJECTS	NG INDIVIDUAL & COLLECTIVE				
1	2	3	4	5	6				
Χ	Х	Х	Х						
	KEY CONTENTS & CURRICULUM CONNECTIONS  ENGLISH CURRICULUM			SUBJECT-MATTER CURRICULUM					
<ul> <li>Adjectives of personality</li> <li>Actions related to personality traits (e.g: he yawns because he is sleepy).</li> <li>Question structure         Is he?         Does he like?         Do you think he?</li> <li>Present simple of the verb "to be"         He is(e.g: funny)         He isn't(e.g: shy)</li> <li>Strategies for comprehension</li> </ul>			<ul><li>Autonomia.</li><li>Responsabilita</li><li>Identificació de</li></ul>	at i corresponsabilitat. eles emocions i els sentiments del specte i tolerància envers els altres					

		SESSION PURPOSE	LEARNING AND ASSESSMENT ACTIVITIES	RESOURCES	GROUPING (WC whole class / PW pair work / GW group work / IW individual work)	TIME		
SESS	SION						SESSION	DEALING WITH DIVERSITY
			<ul> <li>Introduce ourselves and the main objective of the session</li> </ul>		WC	5 minutes		
		Acquire new vocabulary related to adjectives of personality traits.	<ul> <li>Introductory activity:</li> <li>Introduce the adjectives of personality through flashcards</li> </ul>	Personality adjectives Flashcards	WC	5 minutes		
1			What is missing game? with the personality adjectives flashcards.	Personality adjectives Flashcards	PW	10 minutes		Asking those students who are less willing to participate because of their shyness/self-confidenc e using the language. This way, they will see that they have fun doing the game and they will see that it easy to play. They will gain self-confidence when they realize that they have guessed which is the missing adjective so maybe they are better at

					students who have more troubles following the story, as their learning will be leaded.
	<ul> <li>Bingo about the personality adjectives.</li> </ul>	Bingo g <u>rid</u>	PW	10 minutes	The pair work is a beneficial strategy to attend all students' needs during the development of this task.
	Quick final assessment		IW	5 minutes	The teachers will guide this quick final assessment by making gestures while describing each one of the dwarfs. This way, students will know much more easily which of the dwarfs they will have to tick.