

Textbook: New Horizon, Unit 3, Speaking Plus 1, Pages 28 and 29

Goal: By the end of the lesson the students will be able to read and understand the dialogue from the textbook. They will also be familiar with the basic phrases in the textbook for making, accepting and declining invitations.

Warm-up: Introduction, greetings. The class leader asks the day, date, and time to the students. The class leader asks the students a simple question of their own choosing and then the students ask each other in pairs.

Dialogue: JTE asks the students to close their books and listen to the dialogue, which will be read by the ALT and JTE. After listening once, the ALT asks questions such as “What does Judy invite Shin to?” and “When is the rock concert?” and “Where do they meet?” The JLT also asks some questions in Japanese. ALT and JTE read the dialogue again. The ALT asks the English questions, then the JLT checks for understanding by asking questions in Japanese.

New Words: ALT practices the new words with the students, assisting them with pronunciation.

Reading practice: The students practice the dialogue in pairs. If time allows, instead of reading in pairs, students can practice the dialogue in a group mixer. The students must stand up and find a friend to make a pair. When they find a friend, they can “Janken” (paper, rock, scissors). The winner can take the role of Judy, the loser the role of Shin. After they finish reading they must look for a new partner. The students must do this with three other students.

Reading Practice Option: (Depending on time) After the students have practiced the text, JTE and ALT introduce a ticket to an event (Like a movie or a baseball game, it can be fake or drawn on the board) and substitute the new information into the dialogue from the text. The students then try together in pairs to substitute their own information into the dialogue.

Tool Box: Methods for declining invitations are introduced by the ALT with the assistance of the JTE. Phrases are explained and then practiced by repeating after the ALT.

Conclusion: Bingo Game, group mixer. The students are handed Bingo sheets with names of activities written in the boxes. At the bottom of the sheet is a copy of the “Tool Box” image to assist the students. (This can be easily made with photocopying, cutting, and pasting) As a group they play bingo by making an invitation with the information in the boxes. They must find another student and invite that student to an activity. The student accepts or declines based on their interest in the activity using the phrases they have learned. If the invitation is accepted, the student making the invitation may mark an “O” in the box on their sheet. If the invitation is declined, the student must mark an “X” on their sheet. The students do this for approximately three to five minutes. When the time limit is reached ask the students how many bingos/lines they got. The student with the most lines/bingos wins.