

URNI NAČRT

KRATEK OPIS UČNIH UR	CILJI
1. URA POZDRAVI, UVODNE IGRE OB ZAČETKU LETA (WARM UP GAMES)	- senzibilizacija tujega jezika, - poslušanje, - govor,
2. URA PRAVLJICA, DELO S SLIKOVNIMI KARTICAMI, DELO Z DELOVNIM ZVEZKOM (ZAPOREDJE SLIK)	- branje, - pisanje, TEMA: GOZDNE ŽIVALI BESEDIŠČE:
3. URA PONOVI TEV PRAVLJICE, IGRA VLOG, DELO Z DELOVNIM ZVEZKOM (POVEZOVANJE, OBKROŽANJE)	<i>ant, grasshopper, autumn, winter, food, cold, rabbit, squirrel, deer, bear, fox, beaver, wolf, owl, otter, badger, weasel, hedgehog, tree, forest, river</i>
4. URA PONOVI TEV IGRE VLOG, PESMICA, GIBALNA IGRA, DELO Z DELOVNIM ZVEZKOM (BESEDNA KAČA)	JEZIKOVNE STRUKTURE: <i>Stop and talk to me!</i> <i>I'm storing up food for winter.</i> <i>There is plenty of food. Come and dance with me!</i> <i>Oh, it's so cold! And I'm so hungry!</i>
5. URA GIBALNA IGRA, DELO S SLIKOVNIMI KARTICAMI ZA BESEDIŠČE, GIBALNA IGRA, DELO Z DELOVNIM ZVEZKOM -RISANJE PO MREŽI	<i>Can I have some...</i> <i>No. You danced last summer, you can continue to dance.</i> <i>This is the way we...</i>
6. URA PONOVI TEV BESEDIŠČA (IGRA), SLUŠNO RAZUMEVANJE (DELOVNI ZVEZEK)	- look for food - store the food - dance and sing - beg for food - eat and sing
7. URA PONOVI TEV BESEDIŠČA, IGRA SHARK, DELO Z DELOVNIM ZVEZKOM (POVEZOVANJE)	
8. URA DIALOG, IGRA VLOG	
9. URA PONOVI TEV IGRE VLOG (DIALOG), PONOVI TEV BESEDIŠČA ENOTE, KVIZ	<i>What are you doing?</i> <i>Do you need help?</i> <i>Yes, please.</i> <i>Oh! It's really very heavy.</i> <i>I'm tired.</i> <i>That was hard work!</i> <i>You were very kind. Thank you for helping me.</i> <i>You're welcome.</i>
10. URA SAMOEVALVACIJA V DELOVNEM ZVEZKU, INTERAKTIVNE IGRE	

THE ANT AND THE GRASSHOPPER 1. UČNA URA

Datum:	Učitelj/Učiteljica:	Šola:
NAČIN DELA V RAZREDU: - frontalni, - individualni, - skupinski.	PREDPRIPRAVA NA UČNO URO: - pripravite materiale iz preteklih gradiv.	
PODROČJA INTEGRACIJE: - slovenščina.	POTEK AKTIVNOSTI V RAZREDU: Dejavnost je odvisna od tega, ali imate novo skupino ali pa ste z učenci že delali v prvem in drugem razredu. Ravno tako je zelo pomembno, da veste, kakšno predznanje imajo učenci; če se ravnokar začnejo učiti tuji jezik, je večina predlaganih iger pretežka in je najbolje, da se igrate <i>Introduction games</i> .	
PRIPOMOČKI: - cd predvajalnik, - cd My Fairyland 1, - bobenček.	1. ČE NADALJUJETE IN STE ŽE DELALI PO UČBENIKU MY FAIRYLAND 1 IN 2 (ali samo 2), so primerne igrice, ki bodo osvežile besedišče iz predhodnih učbenikov. Prinesite materiale, ponovite igri bingo, memory, igre s slikovnimi karticami za besedišče. Še najbolje bo, če otroke povprašate, katero igro bi se radi igrali; običajno imajo razredi priljubljene igre, ki vedno navdušijo.	
OPIS DEJAVNOSTI: - igre.	2. ČE IMATE POVSEM NOVO SKUPINO, se igrajte INTRODUCTION GAMES. Ena takšnih je na primer igra s klobčičem volne. Skupaj z otroci sedete v krog. Odvijete nekaj volne in začnete. Izgovorite svoje ime in podajte klobčič kateremu od učencev. Ta se za klobčič zahvali (npr. <i>Thank you Maja</i> , ali <i>Thank you teacher</i>), nato pove svoje ime (<i>My name is...</i>) ter poda klobčič naprej. Igro lahko dopolnujete s frazami (npr. <i>Nice to meet you. Hello, Maja...</i>). Igrate lahko tudi z mehko penasto žogico. Otroke opozorite na očesni kontakt s prejemnikom žogice ali klobčiča.	
PREDLOGI	Če želite ugotoviti, kakšno predznanje imajo otroci, lahko izvedete kviz in s tem preverite, kakšna je situacija v razredu.	



THE SHOEMAKER AND THE ELVES

THE SHOEMAKER AND THE ELVES

(Based on a traditional folktale)

Once upon a time there lived a very poor shoemaker. He only had enough leather left to make one pair of shoes. One night before he went to bed, he cut out the shoes so that he could start work on them the next day. It was late so his wife said: »It's late. Let's go to bed now.« The next morning, when the shoemaker woke up, he was amazed to find a beautiful pair of shoes standing on his table, where he had left the leather. His wife said: »Look! It's magic!«

The shoes were really beautiful. Soon a man came into the shop. He said: »These are very lovely shoes. How much are they?« »Two gold coins!« said the shoemaker. The man paid and left.

The shoemaker could now buy enough leather for two pairs of shoes. Before going to bed, he laid out the leather. It was late so his wife said: »It's late. Let's go to bed now.«

When he woke up - lo and behold - there were two wonderfully made pairs of shoes standing on the table! His wife said: »Look! It's magic!«

Soon the shoemaker became very rich.

One night, the shoemaker said to his wife: »Why don't we hide behind the table in the shop and see who's making these lovely shoes?« His wife said: »Yes, let's!« They were very surprised to see two very little elves that came into the shop and stitched the shoes together very carefully.

The elves had almost no clothes, just a ripped shirt and short trousers. They were barefoot.

The shoemaker's wife wanted to show the little men how grateful they were for their help so she said: »I'll knit them little socks, sew little jumpers and long trousers, a scarf and gloves«. The shoemaker said: »Yes, and let's leave them on the table as presents for them!«

When the elves crept into the shop that night and saw the lovely little clothes they were very happy.

They leapt about and sang with delight: »We're so happy! Now we won't be cold anymore!«

The shoemaker and his wife never saw the elves again.

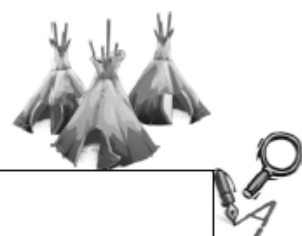
But they would always be grateful to them for showing them how to make such beautiful shoes.

THE SHOEMAKER AND THE ELVES 1. UČNA URA



Datum:	Učitelj/Učiteljica:	Šola:
NAČIN DELA V RAZREDU: - frontalni, - individualni.	PREDPRIPRAVA NA UČNO URO: - pripravite cd predvajalnik, - pripravite cd, posnetek št. 18/CD1, - pripravite slikovne kartice, - otroci pripravijo delovne zvezke.	
PODROČJA INTEGRACIJE: - slovenščina.	POTEK AKTIVNOSTI V RAZREDU: <ul style="list-style-type: none"> Otroke pozdravite. Kot uvodno dejavnost se igrajte <i>SHOES SWITCH</i>. Učenci naj posedejo v krog. Razložite jim, da se boste igrali, da dva učenca zamenjata čevlje (copate). En prostovoljec naj za minutko zapusti razred, dva učenca pa naj si zamenjata copate. Učenca nato pokličite nazaj, ta mora ugotoviti, katera sošolca sta si zamenjala obuvalo. Uporabljajte izraze v angleščini. <i>Wait outside. Come back. Can you guess...</i> Predstavite pravljico z uporabo slikovnih kartic. Začnete lahko tako, da pravljico najprej samo pokažete (otroci si ogledajo slikovne kartice). Poslušajte njihove ideje o tem, kaj se je zgodilo, nato povejte pravo zgodbo. Po končani zgodbi povejte otrokom, da boste predvajali posnetek. Ko se bo posnetek nanašal na posamezno kartico, naj vsi pristopijo k tej kartici. Razporedite kartice po razredu (na okno, vrata, omarice, kotičke, klopi... Otroke razdelite v skupine, če jih je v razredu preveč, in ponovite dejavnost tolikokrat, da bodo vsi na vrsti. Nato s pomočjo otrok razporedite kartice na tablo. Skupaj ponovite zgodbo. Otrokom naročite, da rešijo nalogo v delovnem zvezku, kjer nalepijo nalepke (pomanjšane slikovne kartice) v pravilnem zaporedju. Skupaj preverite rešene naloge. Pri tem ponovite pravljico še enkrat. 	
PRIPOMOČKI: - cd predvajalnik, - cd, posnetek št. 18/CD1, - slikovne kartice, - delovni zvezek, str. 27.		
OPIS DEJAVNOSTI: 1. Igra. 2. Branje pravljice. 3. Razporejanje slikovnih kartic. 4. Delo z DZ.		
PREDLOGI	Pri igri <i>SHOES SWITCH</i> spodbudite otroke, naj si zamišljajo, da imajo na nogah čarobne čevlje namesto copat. S tem boste lažje uvedli besedo <i>shoe/shoes</i> .	

SCENARIJ ZA PREDSTAVO OB ZAKLJUČKU LETA



Ob koncu šolskega leta skupaj z otroki pripravite predstavo za starše. Pripravite prostor, kakor kot ste se dogovorili med učnimi urami, ko ste vadili za predstavo. Prostor za nastopajoče naj bo dovolj velik, da bodo lahko izvajali gibalne igre ob glasbi.

Ob glasbi ***Sweeping the floor*** (posnetek št. XX/CD 2) Mojca Pokrajculja ob glasbi pometa tla, ostali sedijo v polkrogu. Nekateri izmed otrok občasno z različnimi glasbili (kraguljčki, kastanjete, palčke...) nakazujejo ritem.

Ob glasbi ***Sleeping and stealing honey*** (posnetek št. XX/CD 2) vsi spiyo po prostoru, lisica pa odigra prizor, ko se prebudi, gre v kuhinjo, večkrat ukrade med in ga na koncu vsega polžiže.

Ob glasbi ***Arguing and fighting*** (posnetek št. XX/CD2) živali ob glasbi odigrajo prizor prebujanja. »Igralci« so enakomerno razporejeni po vsem prostoru, ob glasbi se eden od njih sprehaja med spečimi ter jih z dotikom »prebudi«. Prebujeni nato stopi za zadnjega v koloni in skupaj v obliki kače potujejo dalje in na koncu oblikujejo krog. Nato druga za drugo živalice le z mimiko obtožujejo kraje druga druga ter nakažejo prepir. Pri tem kažejo s prstom druga na drugo in si v krogu žugajo. Potem oblikujejo skupine, v katerih se z mimiko ponazorjeni prepir stopnjuje, lahko celo do pretepa.

Ob glasbi ***Chasing the rabbit*** (posnetek št. XX/CD 2) živali ob glasbi le z mimiko obraza in gibi telesa odigrajo prizor, v katerem preganjajo zajca, na koncu pa zajček pade ter se ranjen počasi odvede s prizorišča. Medtem pripovedovalci pripovedujejo zaključek zgodbe.

MOJCA POKRAJČULJA (traditional)

Narrator: Once upon a time there was a little girl called Mojca Pokrajculja. One day Mojca was sweeping the floor in her house when she found a golden coin.

Music (Sweeping the floor)

MP: A golden coin! I'm going to buy a pot and make it my new home.

Narrator: And so she did. She went to the market and bought a pot.

MP: Hello, young man. How much is that beautiful pot?

Seller: Hello, little girl. It's beautiful, isn't it? One golden coin and it's yours.

MP: Oh, I like it very much. Here you are.

Seller: Thank you very much. Have a good time in your new home.

MP: Thank you. Goodbye.

Narrator: She made herself a nice home and in the evening she climbed in, lay down and fell asleep. Outside it was freezing and frosty. Somebody was knocking on the door.

(Drums: knock knock knock)

MP: Who's there?

Fox: It's me, fox. Please, let me in.

MP: I'll let you in if you know something. If you don't, I won't open the door.

Fox: I am a dressmaker.

MP: Ok then, you can come in.

POCAHONTAS. PREDVIDENO ŠTEVILO UR: 10

JEZIKOVNI CILJI	PODROČJA INTEGRACIJE	DEJAVNOSTI	PRIPOMOČKI
<ul style="list-style-type: none"> - senzibilizacija tujega jezika - poslušanje - govor - branje - pisanje <p>TEMA: AMERIŠKI INDIJANCI, AMERIŠKE ŽIVALI</p> <p>BESEDIŠČE: village, hunt, arrows, bows, skin, moccasins, corn, canoe, kiss, gold, coyote, deer, racoon, beaver, totem, fire, tepees, dance, talk, fight, chief, friends</p> <p>JEZIKOVNE STRUKTURE:</p> <ul style="list-style-type: none"> »We are going to find a lot of gold and be rich.« »We are going to walk in the beautiful forests and talk to the Indians.« »Look. This golden grain is corn.« »What are you doing here?« »England is beautiful.« »Let's take him to our camp.« »You must believe me.« I came here to help you not to fight.« »The white people and the Indians can live together as friends.« »I love you.« »Don't be sad, Pocahontas.« »I will be fine. I will always love you.« You are right my child,« »Let this man free.« My Bonny is over the ocean, O bring back my Bonny to me! Nice to meet you. Nice to meet you, too. What (a) beautiful ... you have. Thank you. You're so kind. And you've got beautiful ... Oh, stop it, please. And the way you walk... Oh, come on, don't be silly. I like talking to you. Can we meet again? 	<ul style="list-style-type: none"> - slovenski jezik - matematika - spoznavanje okolija - glasbena vzgoja - likovna vzgoja - športna vzgoja 	<ul style="list-style-type: none"> - branje slik - petje - ples - barvanje - gibalne igre - izdelava preprostih izdelkov - igra vlog - branje - pisanje - risanje - samo- evalvacija 	