

SELF INTRODUCTION LESSON PLAN (SHS)

TIPS FOR LESSON PLANNING:

1. Finding a focus
2. Finding a topic
3. Making the topic interesting
4. Involving your JTE
5. Doing the lesson
6. Getting feedback
7. Implementing changes

1. WHAT IS YOUR FOCUS:

- Listening
- Speaking / Communication
- Reading
- Writing
- Culture

2. WHAT IS YOUR TOPIC:

**SELF INTRODUCTION:
ABOUT ME**

3. MAKE THE TOPIC INTERESTING

SHS classes are 50 minutes long. To keep the students engaged, incorporate activities and games.

Sample Activities:

- Interview BINGO
Students ask their classmates things they like and fill in all the BINGO boxes. Afterwards, students present what they like and their answers can be crossed out.
- Interview your partner
Students interview their partner(s) and get to know their classmates. Prep questions.
- Self Intro Presentations

Sample Games:

- JEOPARDY
Play JEOPARDY about you and/or your country. Give choices, so it is easier.
- Four Corners
Prep questions about you. Each corner of the room is an answer choice (a, b, c, d). Students move according to the answer they choose.
- Fruit Basket
One student stands in the middle and says something they like. Everyone who likes the same thing has to move.

CLASSROOM ENGLISH & THROUGHOUT THE YEAR

- Because this is your first lesson, your JTE may want to review some key "Classroom English" phrases.
- If you want to start something (ie. Raffle, letters, stamp card, etc.), introduce it in this lesson.

USEFUL WEBSITES FOR FUTURE CLASSES:

- ♦ <http://kumamotojet.com/mw>
- ♦ [https://en.islcollective.com/](http://en.islcollective.com/)
- ♦ <http://iteslj.org/games/>
- ♦ <http://busyteacher.org/>
- ♦ <http://teach-this.com>
- ♦ <http://genkienglish.net/teaching/curriculum/>
- ♦ <http://bogglesworldesl.com/>
- ♦ <http://www.eslcafe.com/idea/index.cgi?Games>