

Unit 1: In school**Day Five: Parts of the body****Objective**

Students, in pairs, will be able to create an original vocabulary quiz with words that indicate the various parts of the body.

Setting the Stage (10 minutes)

The teacher models, in the target language (TL), how to play *Simon Says*

The teacher plays *Simon Says*, in the TL, to highlight and teach some parts of the body:

- *the eye(s)*
- *the head*
- *the nose*
- *the mouth*
- *the arm(s)*
- *the stomach*
- *the leg(s)*
- *the foot (feet)*

The teacher leads the game a few times, directing students to point to, touch, lift, turn, etc., parts of their body. Students can break into small groups of 5-6 and they can take turns leading their group.

Input (10 minutes)

The teacher shows a display of many different school items that have been laid on a table in the front of the room. e.g., notebook, sheet of paper, pen, pencil book, folder, 3-ring binder. The teacher points to, with appropriate body language, and describes these items. The teacher also describes the word "teacher" and the word "student."

The teacher, using commands previously acquired, commands students to:

- *Pick up your book.*
- *Open the book.*
- *Point to the pen.*

...and a variety of other activities.

Guided Practice (10 minutes)

Students draw pictures to illustrate body parts, all the classroom items, and people found in a classroom. Students label their drawings. Encourage originality.

Students walk around the room and share their drawings and read their words.

Independent Practice (10 minutes)

Students work with a partner to create a quiz on the language learned during this session. Teacher encourages originality. For example, students can create a crossword puzzle, a word search, a fill-in-the-blank, a true-false, or a cloze exercise.

Evaluation (5 minutes)

Teacher collects the "quizzes" and hands each out to a new pair of students, who then complete the quiz.

Quick Tip: Simon Says

Simon Says is a game for three or more players (most often children). One of the people is "it" - i.e., Simon. The others must do what Simon tells them to do when asked with a phrase beginning with "Simon says". If Simon says "Simon says jump", the players must jump (players who do not jump are out). However, if Simon says simply "jump", without first saying "Simon says", players should not jump; those who do jump are out. In general, it is the spirit of the command, not the actions that matters; if Simon says "Simon says touch your toes," players only have to show that they are trying to touch their toes. It is the ability to distinguish between valid and invalid commands, rather than physical ability, that matters here.

It is Simon's task to try to get everyone "out" as quickly as possible, and it is every one else's job to stay "in" for as long as possible. The last of Simon's followers to stay in wins (although the game is not always played all the way through).

It is considered cheating to give impossible commands ("Simon says 'lift your left leg'. Simon says 'lift your right leg'. Simon did not say 'put your left leg down!'") or phrase the commands in such a way that the other player has no option but to 'go out' ("Simon says 'jump up'. Come down."). However, at least in some versions, it is allowed for Simon to eliminate players by asking them to do something seemingly unrelated to the game.

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