

УРОК – ИГРА

THE OLYMPIC GAMES

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По материалам преподавателей
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Как организовать работу учащихся на заключительном уроке по теме, чтобы

- урок был необычным и увлекательным**
- все учащиеся проявили активность и продемонстрировали сформированные компетенции: языковую**
 - речевую**
 - социокультурную**
 - компенсаторную**
 - учебно-познавательную**
- была возможность применить разные формы организации работы учащихся и современные технологии ?**

Такой урок можно провести в форме игры “The Olympic Games”.

- Учащиеся работают в группах /команды приезжают на игры из разных стран/, в парах, индивидуально.**
- Жюри или учитель оценивают ответы.**
- Конкурсам присвоены названия видов спорта.**
- Содержание конкурсов учитель может менять согласно изученной теме**

RUNNING

Each participant should say 10 /20/ words in such a way that every other word begins with a letter that is at the end of the previous word.

The contestant who is the first to complete the task will be the winner.

For example: Friendu – dutyy – youngg – generous ...

WEIGHT LIFTING

Each contestant should write and pronounce the longest and the most difficult word.

The participant whose word has the largest number of letters is the winner.

For example: Friendship, misunderstanding,
trustworthy

LONG JUMP

Each team has got a long word. Using the letters of this word the participants should make up new words.

The team which makes up the most number of the words is the winner.

For example: friendship – friend, ship, pen,
fried,

pine, her, fish, hip, ride. . .

JAVELIN THROWING

The distance of the flight will be determined according to the number of words used in each sentence. The sentence may be compound, but it must have a definite logical meaning.

The winner is the team that has constructed the longest sentence.

For example: It goes without saying good friends are people who spend a lot of time together and are always ready to give a helpful hand to one another.

DISCUS THROWING

The contestants of each team think of 5 questions on the topic. The participant who reads the questions throws a disc /a ball / to one of the participants of the other team and asks a question. The opponents answer and throw the disc and ask their own question.

The winner is the team which has the most correct questions and answers.

RACE

The teacher reads a text. The contestants should listen to the text attentively. They should repeat sentence by sentence in turn to retell the text up to the end.

The team which gives the most correct and full sentences is the winner.

FENCING

Each team gets a card with a situation for discussion. It can be a problem.

The first team gives their own solution of the problem. In turn the opponents must try to give arguments against this solution.

The next team does the same.

The judge decides which team has been more active and has given the best defence of their problem.

TENNIS

The contestants of the teams should give one part of an English proverb on the topic.

The opponents have to complete the proverb and give the Russian variant.

The winner is the team which has given the most number of proverbs.

For example: A friend in need

A friend to all

A man is known

They are rich

Better an open enemy

is a friend indeed.

is a friend to none.

by the company he keeps.

who have friends.

than a false friend.

JUDO

The participants of each team write a poem and present it.

For example:

Friends
sociable generous
understand trust care
Life's boring without friends.
Happiness!

GOODLUCK!