基隆市武崙國民小學

2025 自主學習節公開授課教案 (英語領域)

日期:<u>114/11/26</u> 時間:<u>11:20-12:00 (第四節課)</u> 班級:<u>404</u>

教學單元: My Mystery Box Market (康軒 Wonder World 3 Unit 3 – Be Honest – 延伸活動)

節數:<u>3/3</u> 授課教師:<u>李家珍 Lily</u> 觀課教師:______

四樓綜合三教室-教室座位配置圖

16 邱芷柔		6 吳彥璋	19 吳沐宸	9 王榕葳	25 黃信維	22 林佳瑾
Zoe 16		Eric	Momo	Vick	Evan	Luna 22
23 劉恩菲	Team 6	7 廖賢祐	3 許竣翔 Та	eam 5 14 連品媗	24 楊紫琳 🕝	eam 4 11 李祐丞
Apphia	<u>Icam o</u>	Jonnes	Aaron	Shirly	Claire	Rico
	'			·		
1蕭君宇	21 吳佳芸	17 劉玥	18 羅姿羽	15 楊欣晏	20 廖于荼	10 魏辰叡
David	Nancy	Luna 17	Zoe 18	Luna 15	Rose	Teddy
4 吳泯佑	Team 3	12 董禹彤	2 吳祐誠 🔭	8 林品佑 eam 2	5 廖御玹	eam 1 13 許書瑀
Ollie	<u>Ieam 5</u>	Jubie	Tony	Leo	Hugo	Kelly
L				-		-
	觸控螢幕 & 黑板					

單元主題	My Mystery Box Market (康軒 Wonder World 3 Unit 3 – Be Honest 延伸活動)	課程時間	120 分鐘 (共 3 節)
學生年級	四年級	學生人數	25

設計理念

本課程以「神秘箱市集」為核心,進行課程相關活動設計,將英語學習轉化為沉浸式擬真互動體驗,透過「四學模式」替學生搭建學習框架:課堂中,學生先藉由個人練習內化單字與句型(學生自學),再經小組角色扮演模擬,深化所學(組內共學),接著輪流跨組互訪練習,增加學習體驗與加深學習印象(組間互學),最後教師總結、點評學生表現(教師導學),並讓學生使用即時互動學習平台(Blooket)進行單字句型複習,奠定學生學習觀念。

抽選神秘箱物品的「未知性」能激發學生好奇心與學習動機,使機械式的單字和句型練習轉為有意義且具趣味性的溝通任務,設計重點在於融合語言準確性與對話流暢度,讓學生在「猜測-驗證」的樂趣中自然習得所有權問答,同時培養誠信互動等相關素養,確保語言學習之輸入、內化和輸出環環相扣,達成語言與品格教育的雙贏。

核心素養

- □ A1 身心素質與自我精進
- ✓ B1 符號運用與溝通表達
- C1 道德實踐與公民意識

- ✓ A2 系統思考與解決問題
- □ B2 科技資訊與媒體素養
- ✓ C2 人際關係與團隊合作

- □ A3 規劃執行與創新應變
- □ B3 藝術涵養與美感素養
- □ C3 多元文化與國際理解

學科核心素養對應內容

總綱

領綱

A2 系統思考與解決問題

具備問題理解、思辨分析、推理批判的系統 思考與後設思考素養,並能行動與反思,以 有效處理及解決生活、生命問題。

英-E-A2

具備理解簡易英語文訊息的能力,能運用基本 邏輯思考策略提升學習效能。

B1 符號運用與溝通表達

具備理解及使用語言、文字、數理、肢體及藝術等各種符號進行表達、溝通及互動,並能了解與同理他人,應用在日常生活及工作上。

英-E-B1

具備入門的聽、說、讀、寫英語文能力。在引導下,能運用所學、字詞及句型進行簡易日常溝通。

C2 人際關係與團隊合作

具備友善的人際情懷及與他人建立良好的互動關係,並發展與人溝通協調、包容異己、社會參與及服務等團隊合作的素養。

英-E-C2

積極參與課內英語文小組學習活動,培養團隊 合作精神。

本單元學習重點

學習表現

學習內容

- 1-II-7 能聽懂課堂中所學的字詞。
- 1-II-8 能聽懂簡易的教室用語。
- 1-II-10 能聽懂簡易句型的句子。
- 2-II-3 能說出課堂中所學的字詞。
- 2-II-6 能以正確的發音及適切的語調說出 簡易句型的句子。
- 3-II-2 能辨識課堂中所學的字詞。
- 3-II-3 能看懂課堂中所學的句子。
- 4-II-4 能臨墓抄寫課堂中所學的句子。
- 5-II-3 能以正確的發音及適切的速度朗讀 簡易句型的句子。
- 6-II-1 能專注於教師的說明與演示。
- 6-II-2 積極參與各種課堂練習活動。
- 6-II-4 認真完成教師交代的作業。
- 7-II-2 能妥善運用情境中的非語言訊息以 幫助學習。

- Ac-II-1 簡易的教室用語。
- Ac-II-3 第二學習階段所學字詞。
- B-II-1 第二學習階段所學字詞及句型的生活 溝通。

融入之議題 / 整合之領域

社會領域:擬真情境中的角色扮演、溝通禮儀與團隊協作。

學習目標

- 1. 能看圖片說出本課所學與食物相關的應用字彙 (book, eraser, marker, pen, pencil, ruler)。
- 2. 了解並正確使用 Is this your _____? Yes, it is. / No, it isn't. 的句型,表達所有權。

本單元所需之學生先備知識

本單元之目標語言內容

三年級:

在三年級康軒版英語課本中學習過下列 Yes/No 問答句型:

- 1. Is it a cat? Yes, it is. No, it's not.
- 2. Is she a doctor? Yes, she is. No, she's not.

可與本課單字句型延伸整合運用。

Vocabulary:

book, eraser, marker, pen, pencil, ruler

Sentence Pattern:

Is this your ____?
Yes, it is.

No, it isn't.

課程安排

課程架構圖:

第二節:字彙與句型

教學時間:40分鐘

學習重點:

2-1複習本課字彙與認讀句型(課本) 2-2辨識故事中的關鍵字詞(課本)

第三節:字彙句型綜合應用

教學時間:40分鐘

學習重點:

3-1課前複習本課字彙與句型 (因材網+WQSA學習單)

3-2分組進行神秘箱市集活動 (小組練習+互訪)

3-3複習本課字彙與句型

(Blooket)

第一節:字彙

教學時間:40分鐘

學習重點:

1-1認讀本課字彙(課本)

1-2辨識本課字彙 (Blooket)

我的神祕箱市集

自主學習架構圖:

- Blooket
- 因材網
- WQSA學習單

學生 組內 自學 共學

- 課本
- 課堂活動回饋

• 神秘箱市集:組內練習

• 神秘箱市集: 小組互訪

使用教具/ 教學資源 / 網路連結

- 1. 電子教科書、教師用電腦、教室觸控螢幕、小白板、白板筆、教師文具、學生文具、神秘箱、學生用載具(iPad)
- 2. 課本、自學/小組活動學習單
- 3. 因材網:(https://adl.edu.tw/HomePage/home/)
 1-II-10-04-15 文具-Is this your pencil? -影片(2'57)、練習題、WQSA 學習單

	單元第一節					
	教學流程	所需資源及 對應目標	時間	評量方式		
發展活	動與教師導學	1-1				
1.	教師依序展示單字閃卡,並講解個別單字發	教師用電腦	12'	口語評量		
	音和拼寫方式。	教室觸控螢幕		課堂參與		
	wender world eraser eraser book pen pencil ruler 11's my ruler.					
2.	教師隨機念出單字,請學生展示該物品。	學生文具	3,	課堂參與		
3.	教師隨機拿出文具,請學生說出單字。	教師文具	3'	口語評量課堂參與		
4.	教師播放電子書中的單字聽辨練習,學生依	教師用電腦	3,	書寫評量		
4.	報	教配用电脑教室觸控螢幕	3	課堂參與		
	30021 17 所7 1 WH 300 工 40.21 日 永	電子教科書		W 王 多 八		
		課本				
5.	教師發下小白板和白板筆,並隨機展示文 具,學生拼寫出單字。	小白板 白板筆 教師文具	4'	書寫評量課堂參與		
教師導:	學與學生自學	1-2				
1.	教師開啟 Blooket 任務之題目列表,進行單	教師用電腦	5'	口語評量		
	字複習,並展示 Blooket 單字複習活動(Battle	教室觸控螢幕		課堂參與		
	模式) QR Code。					
2.	學生掃描 QR Code 進入遊戲,教師於遊戲	學生用載具	10'	載具實作		
	同時講解並帶念單字。	教師用電腦		課堂參與		
		教室觸控螢幕				

單元第二節	j		
教學流程	所需資料及 對應目標	時間	評量方式
教師導學 喚起舊經驗:	2-1		
1. 教師隨機念出單字,請學生展示該物品。	學生文具	2'	課堂參與
2. 教師隨機拿出文具,請學生說出單字。	教師文具	3'	口語評量課堂參與
發展活動:			
1. 教師帶念課本之重點句型:	教師用電腦	5'	口語評量
Is it your?	教室觸控螢幕		課堂參與
Yes, it is.	電子教科書		
No, it's not. •	課本		
• Is this your pencil? Yes, it is. No, it's not.			
Is this your pencil? Is this your pencil?			
No, it's not. Yes, it is. Thank you.			
 教師隨機拿起學生文具並提問,學生進行 重點句型語詞代換口語練習。 	學生文具	10'	口語評量課堂參與
組內共學:6組,每組4-5人			
組內輪流隨機拿起自己或組員的文具進行重點	課本	10'	口語評量
句型問答練習 ,至少兩個循環。	學生文具		課堂參與
教師導學	2-2		
1. 教師播放 Unit 3 故事動畫,學生觀看後將	教師用電腦	10'	口語評量
本課關鍵單字和句型畫上底線。	教室觸控螢幕		課堂參與
2. 教師帶念課文並與學生確認關鍵單字和句	電子教科書		
型出現位置。	課本		
			<u> </u>

單元第三節				
教學流程	所需資料及 對應目標	時間	評量方式	
學生自學	3-1			
教師指派因材網知識結構學習任務(1-II-10-04-	家用載具	課前	因材網	
15),並請學生於課前完成任務和 WQSA 學習	WQSA 學習單		報表結果	
單內容。			書寫評量	
教師導學與學生自學				
唤起舊經驗:				
1. 教師依據學生課前完成之知識結構學習任	教師用電腦	2'	口語評量	
務報表和 WQSA 學習單內容,引導學生釐	教室觸控螢幕		課堂參與	
清學習盲點。	WQSA 學習單		書寫評量	
2. 教師發下「神秘箱市集」活動學習單,請	活動學習單	2'	課堂參與	
學生自行完成第一部分:單字辨識與拼寫。			書寫評量	
組內共學 :6組,每組4-5人	3-2			
發展活動:				
「神秘箱市集」				
1. 教師發給每組一個箱子,各組每位組員皆須	學生文具	2'	課堂參與	
放入「鉛筆、原子筆、螢光筆、橡皮擦、尺、	神秘箱			
英語習作」。				
2. 各組輪流抽取箱內物品,再以本課句型進行	活動學習單	8'	書寫評量	
問答練習,同時於學習單第二部份紀錄(每	學生文具		口語評量	
人共需紀錄兩樣物品)。	神秘箱		課堂參與	
組間互學 :6組,每組4-5人				
1. 限時 6 分鐘,第 1-3 組分別到第 4-6 組抽取	活動學習單	6'	書寫評量	
該組箱內物品,再以本課句型進行問答練習,	學生文具		口語評量	
同時於學習單第三部份紀錄(每人共需紀錄	神秘箱		課堂參與	
兩樣物品)。				
2. 再限時 6 分鐘,第 4-6 組分別到第 1-3 組抽	活動學習單	6'	書寫評量	
取該組箱內物品,再以本課句型進行問答練	學生文具		口語評量	
習,同時於學習單第三部份紀錄(每人共需	神秘箱		課堂參與	
紀錄兩樣物品)。				
教師導學				
1. 學生反思本節課表現並在學習單第四部份完	活動學習單	2'	課堂參與	
成自評。			書寫評量	

2.	教師歸納統整本節課學習重點,釐清學生錯		2'	課堂參與
	誤概念,並評析各組組內共學和組間互學的			
	優缺點,最後給予口頭鼓勵。			
學生自	學	3-3		
1.	教師展示 Blooket 單字句型複習活動	教師用電腦	10'	課堂參與
	(Battle 模式) QR Code。	教室觸控螢幕		口語評量
2.	學生掃描 QR Code 進入遊戲,教師於遊戲	學生用載具		載具實作
	同時講解並帶念單字句型。			

附件一 因材網影片練習題



附件二 WQSA 學習單

因材網知識結構學習自主學習單

班級 Class:____ 座號 Number:_____ 姓名 Name:_____

日期:_____/ ___ 領域科目:英語 English

因材網學習內容: 1-Ⅱ-10-04-15 Is this your pencil?

A. Look and Write 請寫出符合圖片的單字。



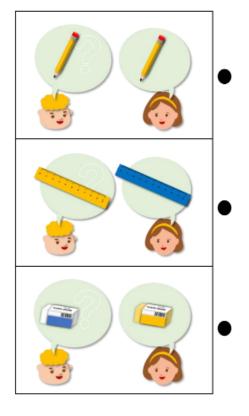








B. Read and Match 連連看,請將圖片與相符的對話連起來。





: "Is this your eraser?"



: "No, it's not. My eraser

is yellow."



😽 : "Is this your ruler?



: "No, it's not. My ruler is

blue."



: "Is this your pencil?



: "Yes, it is.



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	Unit 3	Activity - Grade 4	
Class:	Number: _	Name:	
Sept.	My My	stery Box Mark	et 👸 🦃
Part 1 - Look an	<u>ıd Write</u>		
755			ज रिय
5			
333	/_/		δ 20
22	-		222
۳			~
Part 2 - Q&A wi	th Team Mei	mbers	, (YES) (NO)
What? (pen, book)	W (A	Vho? Amy, Kevin)	
			Yes / No
			Yes / No
Part 3 - Q&A wi	th Other Tec	ıms	
What?	i	vho?	
			Yes / No
			Yes / No
	Q: Is th	is your?	-
*		t is. / No, it's no	t. 🖁

Part 4 - Self Assessment

1. I can say the six words correctly. 我能正確說出六個單字。	1 / 2 / 3 / 4 / 5
2. I can use the sentence "Is this your?" correctly. 我能正確使用「Is this your?」這個句型。	1 / 2 / 3 / 4 / 5
3. I can answer "Yes, it is." or "No, it's not." correctly. 我能正確回答「Yes, it is.」或「No, it's not.」。	1 / 2 / 3 / 4 / 5
4. I spoke English bravely during the activity. 我在活動中勇敢開口說英語。	1 / 2 / 3 / 4 / 5
5. I enjoyed My Mystery Box Market activity. 我喜歡「神秘箱市集」這個活動。	1 / 2 / 3 / 4 / 5

Keelung Wulun Elementary School

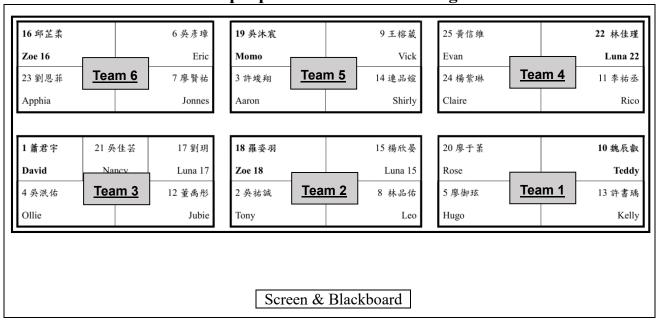
2025 Self-Directed Learning Festival – English Lesson Plan

Date: 114/11/26 Time: 11:20-12:00 (the 4th class) Class: 404

Unit: My Mystery Box Market (KNSH Wonder World 3 Unit 3–Be Honest–Activity)

Period: 3/3 Teacher: 李家珍 Lily Participant: _____

4F Multipurpose Classroom - Seating Plan



Title	My Mystery Box Market (KNSH Wonder World 3 Unit 3 – Be Honest – Activity)	Total Time	120 minutes (3 classes in total)
Grade	Grade 4	Class Size	25

Curriculum Design Philosophy

This lesson is centered on the theme "My Mystery Box Market", transforming English learning into an immersive, realistic interactive experience. The design adopts the "Four Learning Model" as its framework: students first internalize target vocabulary and sentence patterns through individual practice (Self-Learning), then reinforce their understanding through small-group role-play (Peer Learning within groups). Next, they interact with other groups (Inter-Group Learning) to broaden their learning experiences and deepen their impressions. Finally, the teacher summarizes and provides feedback (Teacher-Guided Learning) while students consolidate their knowledge using an interactive response system (Blooket) to strengthen language retention.

The element of surprise in drawing mystery box items stimulates students' curiosity and

motivation, turning repetitive vocabulary and sentence drills into meaningful and engaging communicative tasks. The core of the design lies in balancing language accuracy and communicative fluency, allowing students to naturally acquire ownership-related question-and-answer structures through the fun process of "guessing and verifying." At the same time, the activity cultivates honesty, collaboration, and interpersonal respect, ensuring that language input, internalization, and output form a coherent cycle—achieving a dual goal of language proficiency and character education

a coherent cycle—achieving a dual goal of language proficiency and character education.				
Core Co	mpetencies			
☐ A1 Physical and Mental Wellness and Self Advancen	nent B1 Semiotics and Expression			
C1 Moral Praxis and Citizenship				
✓ A2 Logical Thinking and Problem Solving	B2 Information and Technology Literacy and Media Literacy			
C2 Interpersonal Relationships and Teamwork				
☐ A3 Planning, Execution, Innovation, and Adaptation	☐ B3 Artistic Appreciation and Aesthetic Literacy			
C3 Multi-cultural and Global Understanding				
Subject-Specific	Core Competencies			
General Curriculum Guidelines	Learning Area Curriculum Guidelines			
A2 Logical Thinking and Problem Solving Possess competency in systematic thinking to understand problems, engage in analyses, think critically, and endeavor in meta-thoughts, with the ability to reflect and conduct actions, to effectively tackle and solve problems in daily life.	E-A2 Possess the contemplative ability to explore problems, and through experience and practice, solve problems in daily life.			
B1 Semiotics and Expression Possess the ability to understand and use various types of symbols, including languages, characters, mathematics and science, bodily	E-B1 Possess the basic language competencies (i.e., listening, speaking, reading, writing, and composition) and knowledge of using basic mathematical scientific hody and cut symbols.			

postures, and arts to communicate and interact with others, and understand and feel empathy for others. Be able to make use of these abilities in daily life or at the workplace.

C2 Interpersonal Relationships and Teamwork

Possess the competency in exhibiting friendly interpersonal feelings and the ability to establish interactive relationships; strong establish communication channels with others, tolerate outsiders, and participate and serve in social activities and other activities requiring teamwork.

mathematical, scientific, body, and art symbols necessary in everyday life.

E-C2

Possess the ability to understand the feelings of others and show willingness to interact with others and cooperate with group members.

	Essential Lea	rning Fo	cuses
	Learner Performance		Learning Content
1-II-7 1-II-8	Can comprehend words learned in class. Can comprehend simple classroom instructions.	Ac-II-1 Ac-II-3 B-II-1	Simple classroom instructions Vocabulary of Stage II level. Everyday communication achievable
1-II-10	Can comprehend sentences of simple structures.		with the vocabulary and sentence structures of Stage II.
2-II-3 2-II-6	Can say the words learned in class. Can speak sentences of simple structures with intelligible pronunciation and appropriate intonation.		
3-II-2	Can recognize the words learned in class.		
3-II-3	Can understand the sentences learned in class.		
4-II-3	Can trace the words learned in class.		
4-II-4	Can trace the sentences learned in class.		
5-II-3	Can read aloud sentences of simple structures with correct pronunciation at an appropriate speed.		
6-II-1	Can focus on the teacher's explanation and demonstration.		
6-II-2	Participates actively in various class activities.		
6-II-3	Enjoys answering the teacher's or classmates' questions.		
6-II-4	Completes the homework dutifully.		
7-II-2	Can make good use of non-verbal cues in the context to enhance learning.		

Integrated Issues / Cross-Curricular Connections

Social Studies Domain: Role-play in authentic situations, communication etiquette, and teamwork collaboration.

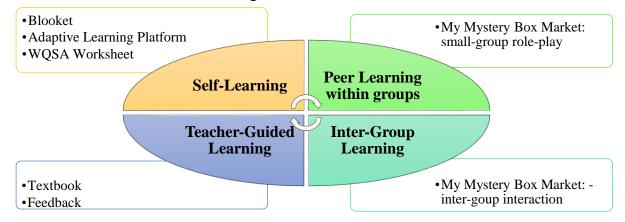
Lesson Arrangement Lesson Structure Diagram: Period 2: Vocabulary and Sentence Patterns Integrated Period 3: Practice of **Teaching Time:** 40 minutes Vocabulary and Sentence Patterns **Learning Focus: Teaching Time:** 40 minutes 2-1 Review the vocabulary and sentence **Learning Focus:** patterns. (Textbook) 3-1 Review the vocabulary and sentence 2-2 Identify key words and phrases in the patterns before class. story. (Textbook) (Adaptive Learning Platform + WQSA Worksheet) Period 1: Vocabulary 3-2 Conduct the "My Mystery Box **Teaching Time:** 40 minutes Market" group activity. **Learning Focus:** (Group Practice + Intergroup Visits) 1-1 Recognize and read the target 3-3 Review the vocabulary and sentence vocabulary. (Textbook) patterns. (Blooket)

My Mystery Box Market

自主學習架構圖 Self-Directed Learning Framework:

1-2 Identify the target vocabulary.

(Blooket)



Learning Objectives

- 1. Students can identify and say the vocabulary related to classroom items (book, eraser, marker, pen, pencil, ruler) by looking at pictures.
- 2. Students can understand and correctly use the sentence pattern "Is this your _____? Yes, it is. / No, it isn't." to express ownership.

Students' Prior Knowledge Required for This Unit	Target Language of This Unit
In the Grade 3 KNSH English textbook, students have learned	Vocabulary:
the following Yes/No question patterns:	book, eraser, marker, pen,
1. Is it a cat? — Yes, it is. / No, it's not.	pencil, ruler
2. Is she a doctor? — Yes, she is. / No, she's not.	Sentence Pattern:
These sentence patterns can be further integrated and extended	Is this your?
with the vocabulary and structures in this lesson.	Yes, it is.
·	No, it isn't.

Teaching Aids / Learning Resources / Links

- 1. E-Book, Teacher's Computer, Classroom Touch Screen, Mini Whiteboard, Marker, Teacher's School Supplies, Students' School Supplies, Mystery Boxes, Student Tablets (iPads)
- 2. Textbook, Individual / Group Activity Worksheets
- Adaptive Learning Platform: (https://adl.edu.tw/HomePage/home/)
 1-II-10-04-15 School Supplies -Is this your pencil? -Video (2'57"), Video Exercises, WQSA Worksheets

Period 1				
	Teaching Procedure	Materials & Corresponding Objectives	Time	Assessment Method
Teacher 1.	Teacher presents flashcards, explains pronunciation and spelling, and asks students to name the correct items. Wonder eraser pencil pencil ruler	1-1 Teacher's Computer Classroom Touch Screen	12'	Oral Evaluation Class Participation
2.	Teacher randomly says a word, and students show the corresponding item.	Students' School Supplies	3'	Class Participation
3.	Teacher randomly holds up a piece of school supplies, and students say the word aloud.	Teacher's School Supplies	3'	Oral Evaluation Class Participation
4.	Teacher plays the vocabulary listening practice from the e-book. Students number the items in the order they hear them and then check the answers.	Teacher's Computer Classroom Touch Screen E-Book Text book	3'	Written Evaluation Class Participation
5.	Teacher distributes small whiteboards and markers. Teacher randomly shows an item of school supplies, and students spell the word on their whiteboards.	Mini Whiteboard Marker Teacher's School Supplies	4'	Written Evaluation Class Participation

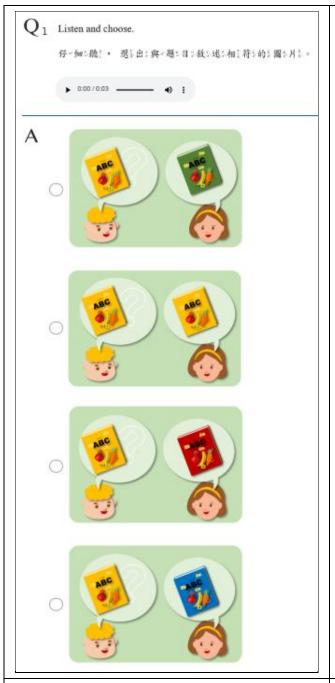
Teacher-	-Guided Instruction & Self-Learning	1-2		
1.	Teacher shows the Blooket task question list to	Teacher's	5'	Oral
	review the vocabulary and displays the QR	Computer		Evaluation
	code for Blooket vocabulary review activity	Classroom		Class
	(Battle mode).	Touch Screen		Participation
2.	Students scan the QR code to review	Student Tablets	10'	Class
	vocabulary through a Blooket game (Battle	Teacher's		Participation
	mode).	Computer		
		Classroom		
		Touch Screen		

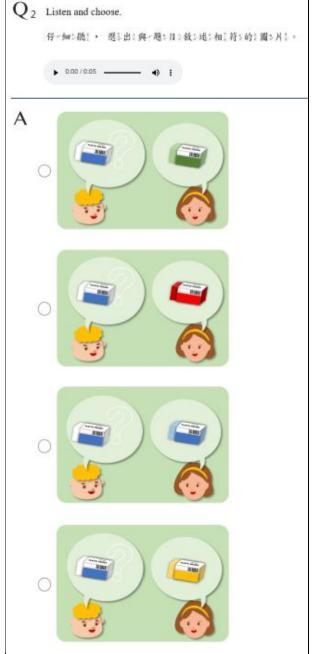
Period 2				
Teaching Procedure	Materials & Corresponding Objectives	Time	Assessment Method	
Teacher-Guided Instruction	2-1			
Activating Prior Knowledge:				
1. Teacher randomly says a word, and students	Students' School	2'	Class	
show the corresponding item.	Supplies		Participation	
2. Teacher randomly holds up a piece of school	Teacher's	3'	Oral	
supplies, and students say the word aloud.	School Supplies		Evaluation Class	
Main Learning Activity:			Participation	
1. Teacher explains sentence pattern using key	Teacher's	5'	Oral	
vocabulary:	Computer		Evaluation	
Is it your ?	Classroom		Class	
Yes, it is.	Touch Screen		Participation	
No, it's not. ∘	E-Book		1	
• Is this your pencil? Yes, it is. No, it's not.	Textbook			
Is this your pencil? No, it's not. Yes, it is. Thank you.				
2. Teacher randomly holds up Students' School	Students' School	10'	Oral	
Supplies and ask questions using key vocabulary and sentence pattern. Students practice saying them aloud.	Supplies		Evaluation Class Participation	
Peer Learning within groups: 6 teams, 4-5 students per team	Textbook	10'	Oral	
Students practice pair questions using their school	Students' School		Evaluation	
supplies in their teams.	Supplies		Class	
			Participation	
Teacher-Guided Instruction	2-2		_	
Teacher plays the video of Unit 3, and students	Teacher's	10'	Oral	
underline key vocabulary and sentence pattern	Computer		Evaluation	
after watching the video.	Classroom		Class	
	Touch Screen		Participation	
	E-Book			
	Textbook			

Period 3			
Teaching Procedure	Materials & Corresponding Objectives	Time	Assessment Method
Self-Learning Students complete pre-class task (1-II-10-04-15) and WQSA worksheets.	3-1 Student Tablets at Home WQSA Worksheets	Before class	Report results Written Evaluation
Teacher-Guided Instruction and Self-Learning			
Activating Prior Knowledge:			
Teacher review results of pre-class task, WQSA worksheets and clarify misconceptions.	Teacher's Computer Classroom Touch Screen WQSA Worksheets	2'	Oral Evaluation Class Participation Written Evaluation
2. Teacher gives out "My Mystery Box Market" worksheet, and student complete Part 1 (spelling exercise).	Activity Worksheets	2'	Class Participation Written Evaluation
Peer Learning within groups: 6 teams, 4-5 students per team	3-2		
Main Learning Activity:	3 2		
My Mystery Box Market			
1. Teacher gives each team a box. Every team member must place one of each item (pencil, pen, marker, eraser, ruler, and English workbook) into the box.	Students' School Supplies Mystery Boxes	2'	Class Participation
2. Each team takes turns drawing an item from the box and practices the target sentence pattern through Q&A. Students write down their interactions in Part 2 of the worksheet (each student must finish Q&A for two items).	Activity Worksheets Students' School Supplies Mystery Boxes	8'	Written Evaluation Oral Evaluation Class Participation
1. Within a 6-minute time limit, Teams 1-3 take turns visiting Teams 4-6 to draw an item from their boxes and practice the target sentence	Activity Worksheets Students' School	6'	Written Evaluation Oral

_				
	pattern through Q&A. Students write down	Supplies		Evaluation
	their interactions in Part 3 of the worksheet	Mystery Boxes		Class
	(each student must finish Q&A for two items).			Participation
2.	Within another 6-minute time limit, Teams 4-6	Activity	6'	Written
	take turns visiting Teams 1-3 to draw an item	Worksheets		Evaluation
	from their boxes and practice the target sentence	Students' School		Oral
	pattern through Q&A. Students write down	Supplies		Evaluation
	their interactions in Part 3 of the worksheet	Mystery Boxes		Class
	(each student must finish Q&A for two items).			Participation
Teach	er-Guided Instruction			
1.	Students reflect on their performance in this	Activity	2'	Class
	lesson and complete the self-assessment in Part	Worksheets		Participation
	4 of the worksheet.			Written
2.	Teacher summarizes the key learning points of		2'	Evaluation
	the lesson, clarifies misconceptions, and			Class
	provides feedback on the strengths and			Participation
	weaknesses of each group's intra-group and			
	inter-group learning. Teacher concludes with			
	verbal encouragement.			
Self-Learning		3-3		
1.	. Teacher displays the QR code for Blooket	Teacher's	10'	Class
	vocabulary and sentence pattern review	Computer		Participation
	activity (Battle mode).	Classroom		Oral
2	. Students scan the QR code to join the game,	Touch Screen		Evaluation
	and then Teacher explains and leads the class	Student Tablets		
	in reading the vocabulary and sentence			
	patterns during game time.			
1				

Attachment 1 Video Exercises (Adaptive Learning Platform)





詳解

聴き力な題が目を為さ

Is this your book? Yes, it is. 這是是於你立的意書意嗎?? 是於的意。

從意題5目公可是以一知#道影主影角影詢易問答的意書》的意確數是《對意方》的意, 因示此以正整確論答影案《為意選系項系2。

詳解

聽之力是題言目是為心

Is this your eraser? No, it's not. My eraser is green.

這番是广係怎的怎樣蓋皮怎擦了嗎?? 不是是广, 我怎的怎樣蓋皮怎擦了是不練怎色盒的怎。

從意題5日公可是以一知。道意對尽方意的意棲是及5擦沒是八線30色音的意, 因正此以正长確蓋 答子客。為《選》項音 1.

Attachment 2 WQSA Worksheet

因材網知識結構學習自主學習單

班級 Class:____ 座號 Number:_____ 姓名 Name:____

因材網學習內容: 1-Ⅱ-10-04-15 Is this your pencil?

A. Look and Write 請寫出符合圖片的單字。



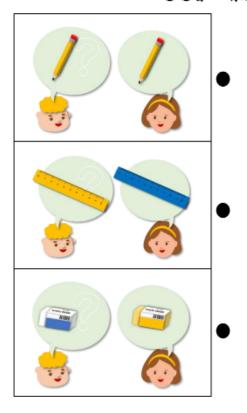








B. Read and Match 連連看,請將圖片與相符的對話連起來。





🌃 : "Is this your eraser?"



: "No, it's not. My eraser

is yellow."



🛼 : "Is this your ruler?



: "No, it's not. My ruler is

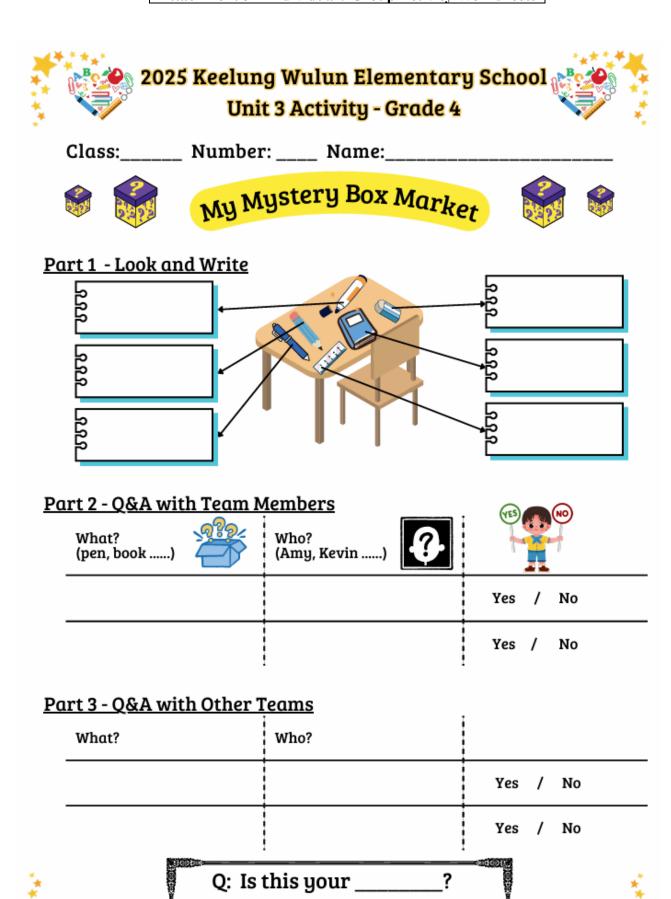
blue."



: "Is this your pencil?



"Yes, it is.



A: Yes, it is. / No, it's not.

Part 4 - Self Assessment

1. I can say the six words correctly. 我能正確說出六個單字。	1 / 2 / 3 / 4 / 5
2. I can use the sentence "Is this your?" correctly. 我能正確使用「Is this your?」這個句型。	1 / 2 / 3 / 4 / 5
3. I can answer "Yes, it is." or "No, it's not." correctly. 我能正確回答「Yes, it is.」或「No, it's not.」。	1 / 2 / 3 / 4 / 5
4. I spoke English bravely during the activity. 我在活動中勇敢開口說英語。	1 / 2 / 3 / 4 / 5
5. I enjoyed My Mystery Box Market activity. 我喜歡「神秘箱市集」這個活動。	1 / 2 / 3 / 4 / 5