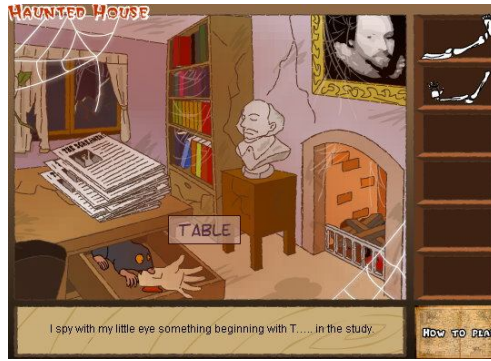|	
Theme / Learning Content 教學主題/學習內容	special events (culture) - Halloween
Teaching Objective 教學目標	1. Students can get to know the culture of Halloween. 2. Students can learn the words about Halloween. 3. Students can use the target sentences to communicate with others.
Language Focus 語言焦點	1. Topic：Holidays & festivals 2. Text Type：Riddles 3. Language Function： (1) Asking for and giving information (2) Talking about location 4. Words：haunted house, candy, bones, spider, mummy, orange, witch, clown, grave, spooky, ghost, supermarket, park, bookstore, home, school 5. Sentences： (1) Where is _____?　_____ is in the _____. (2) I spy with my little eye something beginning with ___ in the _____.
Teaching Context 教學背景(含學生人數、年級及教學時數等)	1. 學生人數：四年級學生共 30 人。 2. 教學時數：本活動進行三節課，約 120 分鐘。 3. 教學設備：單槍、投影機、音響。 4. 學生先備知識：教師於 Halloween 前夕進行節慶教學活動，接著進行"Hello Darbie!" Lesson 4 課程。學生在進行 T.TET 線上 flash 遊戲前，已認識 Halloween 的由來與相關字彙，並學會"Where is ____?""____ is in the ____."句型。
Name of the T.TET flash games	Find the pairs -Halloween http://ttet.kh.edu.tw/uploads/x_movie/movies/1292488807.swf

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T.TET 英語教學網 線上 flash 遊戲的名稱	 HAUNTED HOUSE TABLE I spy with my little eye something beginning with T…. in the study HOW TO PLAY
Competence Indicators 對應之能力指標	7-1-1 能認識課堂中所介紹的國外主要節慶習俗。 7-1-1 Can identify the vocabulary items learned in class.
Abstract 摘要(含教學設計理念、 省思建議及影片簡介等)	After the teacher introduces the origin of Halloween and teaches the target words about Halloween, students make their Jack-O-Lanterns with balloons. Then the teacher uses the flash game from T.TET to review what students have learned. Students have to find six things in the house - one object in each room. Students read and listen to the clues, and look for the objects. When students find all six objects they'll get a surprise! By means of playing the flash game, the teacher is able to combine the culture learning with a review of the context from a pre-learned unit in our textbook. The students not only get to feel the atmosphere of Halloween, but also get reinforced of their learning. But sometimes the students are too excited. Then the teacher should have good class management strategies! Besides, if the teacher has an interactive smart-board in the classroom, the students will have chances to do the interactive game by taking turns. It will be even more fun if each student can have a computer to play on.

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Teaching Procedure
教學流程概述

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A. Introducing Halloween

Teacher introduces the origin of Halloween and words about Halloween (Appendix I & Appendix II). Then the students make their Jack-O-Lanterns with balloons.
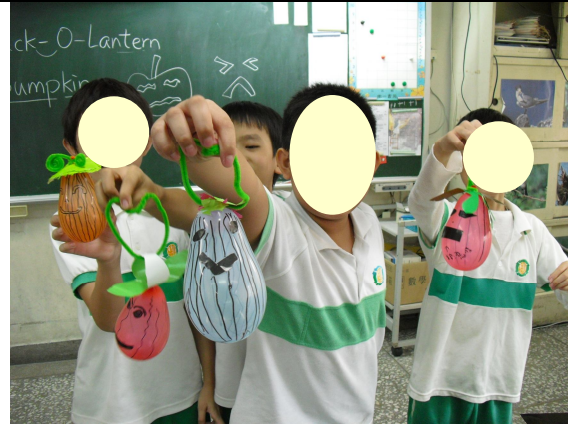
B. Teaching sentence patterns

The teacher teaches students words and sentences from the textbook (Hello Darbie! Lesson 4). Then practicing sentence patterns with communicative learning activities.
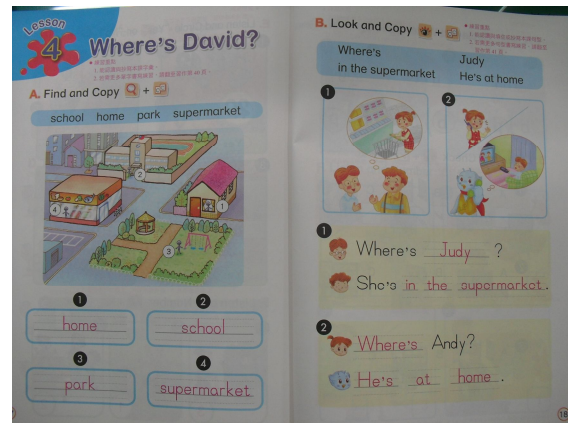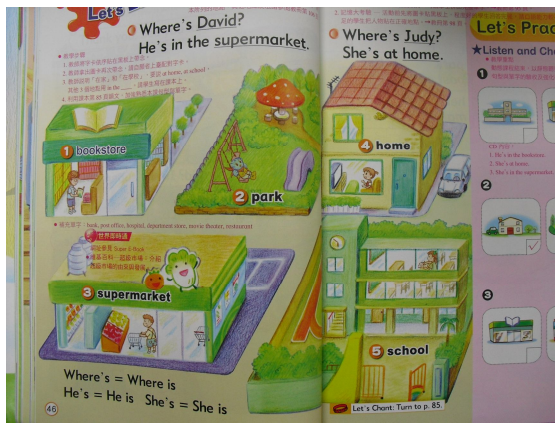
C. Wrap up: Using T.TET flash game

After reviewing the Halloween words, the teacher introduces the flash game to students and guides them, in verbal and nonverbal ways, to get the correct answers. When doing this activity, the teacher and the students repeat the answer students give and check if the word begins with the target beginning letter. When the correct answer is given, the teacher leads the students to repeat the word and the sentence together.