LAZY JACK
LESSON PLAN

Age: 10-11
Aims: Creating a dialogue in a situation provided by the story, activating vocabulary
Objectives:

- **Vocabulary:**
  food (meat, milk, cheese, cabbage)
  days of the week
  verbs – carrying various objects (tie, drag, carry)
  family (mother, father, daughter, son)
  jobs (farmer, cowman, baker, butcher, cattle keeper)
- **Grammar:** imperative, indefinite article, indefinite pronouns
- **Social language:** politeness, greeting people -Good morning, Hello, Good afternoon, Good evening
- **Skills:** listening (and understanding), speaking, discussion; creating a dialogue, filling in a table

Time: 4 classes
Materials: the story Lazy Jack, table (fig. 1), flash cards naming the various products (fig. 2), roles for drama (fig. 3), song „This is the way…", materials for painting.

Lesson 1

I Warm up
Preparation for listening; Announcing the title and making predictions "What the story might be about" (about a boy who probably didn't want to study, to work). Introducing key words and phrases for understanding the story (a shoulder of mutton, cattlekeeper).
II Interactive Storytelling 1 – before the end of the story ask the question "What follows next?" or "How does the story end?"
III A short discussion for understanding
IV Storytelling 2. Before storytelling 2, the following table is made on the blackboard and distributed to the students in the class:

DAY OF THE WEEK	WHO DID HE WORK FOR?	WHAT DID HE RECEIVE FOR HIS WORK?
Tuesday	farmer	a penny
Wednesday	cowman	a jar of milk
Thursday	farmer	some cheese
Friday	baker	a large cat
Saturday	butcher	a shoulder of mutton
Next Monday	cattle keeper	a donkey

Fig.1 The table to fill in after the second listening

The students have to fill in **who Jack worked for** and **what he received for his work.**
V Feedback and discussion. During the check up, the way Jack carried his reward and the way he had to carry it are discussed (How did he carry it? What happened to it? How did he have to carry it?).
VI Close up

Lesson 2

I Warm up
Games.

A) The names of various products that might not be mentioned in the story are shown on flashcards (fig. 2); the students have to respond in **imperative** how to carry the product (e.g a jar of milk - carry it on your head).

A JAR OF MILK	SOME CHEESE	A CABBAGE	A HEN	A PUMPKIN

Fig. 2 A model for the flashcards

B) The students say the names of products or objects and the class suggests how to carry them – a funny game with a lot of suggestions.
II Storytelling 3 with the participation of the students

III Creating dialogues (there is very little conversation in the original story) – Think about the dialogue between Jack and his mum, between the employer and Jack. Some key phrases are written on the black board (e.g. You have to work, Jack; I give you… for your work; Mum, … gave me …; Mum told me to… (put it into my pocket)). The situation is predictable – it is set by the context of the story, but the students have to use their knowledge in order construct the suitable conversation.

VI Role play – the students draw a ticket with a role (fig. 3) and ply the story.

Tuesday **JACK** A penny	Tuesday **FARMER** A penny	Tuesday **MUM/DAD** A penny	Tuesday **STORYTELLER** Farmer – a penny
Wednesday **JACK** A jar of milk	Wednesday **COWMAN** A jar of milk	Wednesday **MUM/DAD** A jar of milk	Wednesday **STORYTELLER** Cowman - a jar of milk
Thursday **JACK** some cheese	Thursday **FARMER** some cheese	Thursday **MUM/DAD** some cheese	Thursday **STORYTELLER** Farmer - some cheese
Friday **JACK** a large cat	Friday **BAKER** a large cat	Friday **MUM/DAD** a large cat	Friday **STORYTELLER** Baker - a large cat
Saturday **JACK** a shoulder of mutton	Saturday **BUTCHER** a shoulder of mutton	Saturday **MUM/DAD** a shoulder of mutton	Saturday **STORYTELLER** Butcher - a shoulder of mutton
Monday **JACK** he has to work	Next Monday **THE RICH MAN'S DAUGHTER**	Monday **MUM/DAD** Jack has to work	Monday **STORYTELLER** Jack has to work
Next Monday **JACK** a donkey	Next Monday **CATTLE KEEPER** a donkey	Next Monday **A RICH MAN** a donkey	Next Monday **STORYTELLER** a donkey

Fig. 3 Tickets for role playing the story "Lazy Jack"

During the roleplay the following dialogues were created:

1. Storyteller: On Tuesday Jack hired… in a farm. At the end of the day the farmer gave him a penny.
2. Farmer: I give you a penny for your work!
3. Jack: Thank you! Goodbye!
4. Farmer: Goodbye.
5. Story teller: And Jack went home, but he lost the penny.
6. Jack: Mum, I'm home! The farmer gave me a penny!
7. Mum: Wow! Great! Where is it?
8. Jack: Mmmm… It's … not here.
9. Mum: You, silly boy, you had to put it into your pocket!
10. Jack: OK, mum, next time.

11. St.t.: On Wednesday Jack hired himself to a cowman and he give him a jar of milk.
12. F: I give you jar of milk for your work.
13. J: Thank you.
14. St.t.: And Jack put the jar of milk into his pocket.
15. J: Mum, I'm home. The farmer give me a jar of milk for my work.
16. M: Wow! Great! Where is it?
17. J: I don't know
18. M: You silly boy, you have to … you have to carry it… in your hands! … on your head!

19. Storyteller: On Thursday Jack go to a farmer
20. Jenny: Jenny!
21. Story teller: OK Jenny went to a farmer.
22. Farmer: I give you this cheese for your work.
23. Jenny: Thank you. Goodbye.

24. Farmer: Goodbye.
25. Jenny: Mum told me to put it on my head.
26. Story teller: And he went home…. She went home
27. Jenny: Mum! Mum, I'm home! The farmer gave me cheese!
28. Mum: Wow! Where is it? Let me see it!
29. Jenny: Oh, mum…. It's… It's in my hair.
30. Mum: You, silly girl!

31. Jack: Mum, mum a rich man gave me his daughter for a wife!
32. Mum: You are very happy!
33. Jack: We…
34. Dad: We are very happy! You are a good boy!
35. Jack: Thanks, dad!
36. Mum: We are very happy! We are rich!
37. Jack: We are gonna live in a big beautiful house! ...And we don't have to work any more.

VI Close up

Lesson 3

I Warm up
II Revision of the basic episodes of the story.
III Discussion over the moral of the story.
The students decided that:

Jack has to go to school in order to be smarter

If one is too lazy and doesn't go to school and doesn't work, he won't be able to do anything and everybody will laugh at him.

IV Song „This is the Way".

This is the way we go to work (lively)
we keep our money (in the pocket)
we carry milk (on the head)
we carry cheese (in one's hands)
we carry a cat (drag it by a rope)
we carry meat (on the shoulder)
we ride a donkey

This is the way Jack goes to work (lazily)
Jack keeps his money (in his hand)
Jack carries milk (in the pocket)
Jack carries cheese (on the head)
Jack carries a cat (in one's hands)
Jack carries meat (drag it by a rope)
Jack carries a donkey (on the shoulder)

V Role play 2 each studentdraws a ticket with a role (the probability to draw the same role is very little).
VI Creating similar situations – the students invent the dask and the reward for it, a normal and an incredible way of carrying the reward.
VII Close up

Lesson 4

I Warm up
II Dramatizing the story
III Creating an illustration or comics
VI Close up