**ESAL 0470 Wednesday, 14th June**

**Objectives**: Students to scan Chapter 4 Part 1 of the Lost City of Z story, answer questions on the story, using the Fly Swatter Game as a warmup of previous class and using spin the wheel as an exit ticket (Hour 2)

**Level**: 4

**Time:**  50 minutes

**Material**s: Chapter 4 Part 1 of The Lost City of Z with questions, 3 rolled up papers, 10 questions for the fly swatter game. Questions on the Halifax explosion for warm up.Spin the wheel game.

**Set-Up**: Pairs - - - Group - - - Individual - - - Group

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3:30 Welcome the class from break and put them in pairs to play the fly swatter game as a form of warm up to review the previous class.

3:40 Put students in groups to scan through the story, discuss the content of the story that was interesting to them.

3:50 Read the story to the class and ask students underline new words they come across and let students answer the questions behind the story, take up answers and discuss.

4:15 As an exit ticket ask students close ended questions about the story with spin the wheel game.