

Lesson Plan



“You must go to Earth,” Optimus Prime told Bumblebee. On Earth, the Autobots must stop Underbite from eating a city!

CEFR Level A2
YLE Flyers
Text type: modern story
Word count: 1024
Lexile measure: 540L

Lesson objectives

Vocabulary focus

Feelings: *afraid, angry, frightened, happy, hungry, sad, safe, surprised, tired, worried*
Places: *city, Earth, forest, quarry, scrapyard*
Verbs in the past simple: *arrived, asked, ate, began, changed, drove, felt, followed, found, jumped, looked, made, met, moved, ran, said, saw, started, stopped, thought, threw, tried, used, wanted, went, worked*
General: *dead, idea, metal, police, spaceship*

Grammar focus

Adjectives to describe feelings

Reading skills

Identifying characters and places

Cross-curricular connections

Music (song)
Science (materials)
Social studies (home)

Resources

Reader
Activity Book
Flashcard download 1–14
Audio download (UK/US) tracks 1, 2, 4

Timing: 40–60 minutes

This is to be used as a general guide and will depend on group size, the pace of learning, and the children’s language ability.

We would suggest 10 minutes for **Before reading**, 20 minutes for **During reading** and

10 minutes for **After reading**. Additional time can be used for further activities.

Lesson plan

Before reading

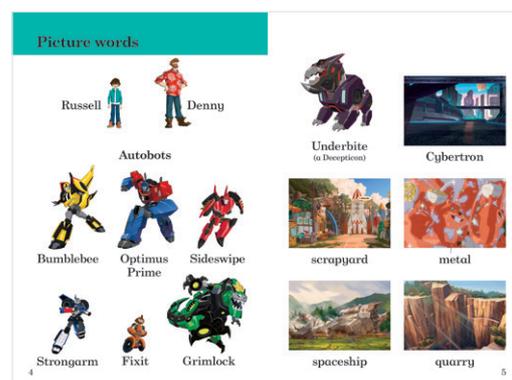
Show the children the cover of the Reader. Ask: *What are they?* and elicit *robots*. Then ask: *Who can you see?* If the children don’t know the characters, point to each one and say:

This is Bumblebee. This is Optimus Prime. This is Underbite.

Then read out the title of the story.

Ask the children to look at Reader pages 4–5 and introduce the characters. To help the children to recognize the characters, say something about each character, then ask the children to say if the statement is true or false. For example:

Russell is a human. Denny is a robot. Bumblebee is an Autobot. Optimus Prime is a Decepticon. Fixit is blue.



During reading

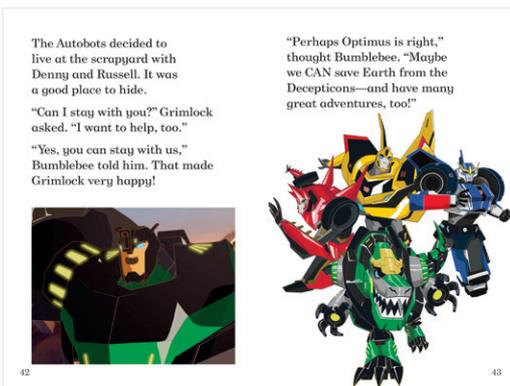
Read out or play the recording of the text (Audio track 1). Ask the children to follow in their books. Every few pages, ask questions to check the children's understanding, for example:

Who arrived at the scrapyard? Why did Underbite/Grimlock go to the scrapyard? What did Denny do?



Check that the children understand the plot and what happens at the end. Ask:

Who threw Underbite to the bottom of the quarry? Where did the Autobots decide to live? Why do you think they decided to live there?



Read out or play the story again, and focus on how the different characters felt at different points in the story. For example, ask:

How did Fixit feel when he saw Bumblebee and Strongarm? How did Russell feel when he met Sideswipe? And how did Sideswipe feel?

Encourage the children to give reasons for their answers.

After reading

Describe a character from the story and ask the children to say who it is. For example, say: *He is purple and very angry* and elicit *Underbite*. Then do the same with a place. Repeat, then invite the children to continue the activity in groups.

The children can do the following activities to focus on characters and places in the story:

- Reader activities: 5, 6, 7, 8, 14, 16, 17, 18, 19
- Activity Book activities: 1, 2, 3, 4, 5, 6 (Audio track 2), 7, 8, 11, 12, 13 (Audio track 3)

Play the song (Audio track 4) on Activity Book page 16. Tell the children that they are different characters in the story and ask them to stand up when they hear their character's name.

Differentiation

Extra support

Display Flashcards 1–9 which show pictures of the characters in the story, so that the children can refer to them whenever they need to.

Extension

In pairs, fast-finishers can do Activity Book activity 14, then present their dialogues to the other children.