LEARNING UNIT 6

**TITLE** The Middle Ages and their culture

|  |  |  |  |
| --- | --- | --- | --- |
| Type of school: | | Secondary School class 1 | |
| Subject: | | History | |
| Duration of Unit/N. of lessons | | 1 hour, 1 lesson | |
| **TEACHING AIMS**   * To refresh the Medieval social pyramid * To play with what students learnt about the Medieval society, in order to get them more involved into the topic | | | |
| **LEARNING OUTCOMES** | | | |
| Most learners should know:   * how the Medieval social pyramid is organized * the difference between the life and the position of each person belonging to different social classes | Most learners should be able to:   * understand instructions * play with the “characters” of Medieval history * explain what way of life each character has and how he /she dresses * ask questions and answers about the character | | Be aware of:   * how to cooperate in a group * the importance of attention and interest * the importance of getting involved through games |
| **CONTENT**   * The Medieval society and its characters | | | |
| **COMMUNICATION**   * To describe life, dresses and some characteristics of Medieval characters | | | |
| Language of learning   * nouns and adjectives concerning Medieval society * structures: historical present tense, imperatives (read, listen to, write down, think about…), preposition, connectors (but, because, and…) | Language for learning   * understanding instructions * structures for questions and answers * Express one’s opinion (I think…) * Locating people in the social pyramid (above/below…;   high/low part of…) | | Language through learning   * Language that emerges in carrying out tasks. * Dictionary use for vocabulary extension |
| **COGNITION**   * collocate the different people and their positions into the Medieval society; describe their life, their main tasks and what kind of relationship they have one to each other. | | | |
| **CULTURE**   * cooperate in order to play a game * the awareness of the peculiarity of the medieval society * try an unusual method to get to know Medieval Age | | | |
| **RESOURCES**  ptt presentation  hot seat game  whiteboard | | | |
| **LESSON PLAN**  The students revisit the social pyramid with the first slide of the ppt.  The students, in groups, play the hot seat game: the teacher gives them images of Medieval characters and related questions. One student takes an image and the other students in the group ask him questions. When they find the right charater, another student starts his turn. | | | |