

Biizikan Lesson Plan

Target age group: K-2

Time: 1 hour lesson within a larger unit

Content to be covered

The lesson will cover VTI commands. It will be part of a larger unit covering “getting ready” activities. The following VTI commands will be covered:

Biizikan – put it on
Biizikanan – put them on
Giizikan – take it off
Giizikanan – take them off

Additional vocabulary included in the lesson:

wiiwikwaan - hat
babagiweyaan - shirt
giboodiyegwaazon - pants
azhigan (an) – sock (s)
babiinzikawaagan - coat
biitookizinaan (an) – boot (s)

Goals

Students will be able to understand spoken commands for dressing verbs, be able to identify items of clothing, and produce spoken commands.

Objectives

Students will be able to:

Dress and undress paper doll, correctly following instructor’s verbal commands.
Dress and undress themselves in a relay race in response to the instructor’s verbal commands.
Give commands to the teacher to put on and take off various items of clothing.
Put the clothes on a storybook boy in the Biizikan flash game.

Materials

Paper doll and paper clothing, cut out and ready to use
Selection of dress-up clothes, at least 2 sets
Biizikan flash storybook
Biizikan flash game

Introduction

Instructor will read the Biizikan story about a boy who wants to play in the snow, but needs to put on his clothes first. (approx 5-10 minutes)

Development

The instruction will be conducted in as near to an immersion as possible. Methods will include, direct instruction, total physical response and cooperative learning strategies.

Practice

After the story, the instructor will hold up the various clothing items and ask students to name them. Then s/he will hand items to students, commanding them to put on or take off the play clothes. (approx 10 min)

Each student will get a paper doll with the same clothing items as the play clothes. The teacher will give commands to put on or take off various items of clothing, and the students will follow along with their paper dolls. (approx 10 min)

For dress up relay races, the instructor will divide the class into two or more groups (depending on the number of clothing sets). Relay part 1: Upon the instructors command, students race to the front and put on the item. Relay part 2: The instructor will command that certain items of clothing be taken off. Students must listen for their item/items and race to the front to remove the item(s). (approx 15 min)

Dress the instructor: students will take turns commanding the instructor to put on and take off the dress up clothes. (approx 5 min)

Independent Practice

Students will play the Biizikan flash game individually on the computer, dressing the boy as commanded in the game.

(for literate students) Using printed coloring pages from the Biizikan flash storybook, students will color the pictures and caption the pictures with the appropriate commands.

Accommodations

Students with mobility issues can be assisted by others in the dressing up play, and they can also put items on other parts of their bodies (such as pants on top of head) to avoid difficulties with actual dressing.

The lesson is designed with both seat work, computer work and movement activities to address the different learning styles and needs of students.

Check for Understanding

During the practice exercises, students will receive ongoing corrective feedback and prompts to help with pronunciation and comprehension.

The Biizikan flash game also provides immediate feedback on performance using sound effects and audio corrections and confirmations.

Closure

Lesson will be wrapped up with a review of the vocabulary and vti commands. Students will be able to take home a paper doll sheet to continue practice. Instructor will also reinforce lesson in subsequent interactions during morning arrivals and end of school departures.

Evaluation

Students will be evaluated on their ability to follow the commands in the various exercises. Additional practice with same or similar activities will be provided if students are struggling with comprehension.

Teacher Reflection

To be filled in after lesson with insights on effectiveness of lesson and possible modifications.