

## LESSON PLAN

### Symbols of the European Union

Monika Kolmetz

#### *Description of the cross-curricular lesson*

<p><b><u>Focus group</u></b></p> <ul style="list-style-type: none"><li>• English class, level B1+, B2</li><li>• Age: 15-18</li><li>• Geography level: secondary education</li></ul> <p><b><u>Practical organisation</u></b></p> <ul style="list-style-type: none"><li>• Classroom with internet connection</li><li>• Use of computers, tablets or smartphones</li></ul>	<p><b><u>Subject</u></b></p> <ul style="list-style-type: none"><li>• Geography: countries and flags of the European Union</li><li>• English: vocabulary</li><li>• ICT: use of online tools: LearningApps, Mentimeter.com, Wordwall )</li></ul> <p><b><u>Time</u></b></p> <ul style="list-style-type: none"><li>• 1 teaching hour</li></ul>
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#### **Aims**

1. Matching flags with countries
2. Practice of the listening skills in English
3. Vocabulary expansion
4. Learning and comprehending facts about symbols of the EU
5. Use of background knowledge to reach a conclusion

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### STEP 1

- Students are given some time to listen to the anthem of the EU and put the pieces of the anthem into correct order - **4 minutes**
- Students sing along- **3 minutes**

### STEP 2

- Students look at the map of Europe and put the countries of the EU in the correct place and then match flags with the correct country using *Learning Apps* - **10 minutes**  
<https://learningapps.org/watch?v=pwpe2ywa320>  
<https://learningapps.org/watch?v=p24ccw48j20>
- Students discuss in groups and determine the features of the perfect members of the European Union and put their ideas to create wordcloud using *mentimeter* -**10 minutes**
- A short discussion about the perfect European Union members- **5 minutes**
- European Kaboom game- a team game using popsicle sticks (All the popsicle sticks are in the cup. Students draw lots with a popsicle stick with a flag and have to tell the name of the country to keep it. If they choose a popsicle stick with a word Kaboom they have to return all their popsicle sticks. The team which has the most popsicle sticks at the end of the game- is the winner)- **8 minutes**

### STEP 3

- Students practice their knowledge of European Union countries using their smartphones on *Wordwall*- **5 minutes**  
<https://wordwall.net/pl/resource/5333024>