

Subject Area: English Language Arts **Unit Title:** Exploring Sports and E-Sports:

Mastering Zero Conditionals

Grade Level: 6th Grade (11-year-old A2 level

English learners) **Lesson Number:** 1 of 10

Duration: 60 minutes **Date:** [Insert Date]

Teacher: [Insert Teacher's Name] **Room:** [Insert Room Number]

Curriculum Standards Alignment

Content Standards:

- CCSS.ELA-Literacy.L.6.1: Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.
- CCSS.ELA-Literacy.L.6.2: Demonstrate command of the conventions of standard English capitalization, punctuation, and spelling when writing.

Skills Standards:

- CCSS.ELA-Literacy.SL.6.1: Engage effectively in a range of collaborative discussions (one-on-one, in groups, and whole-class) to build on others' ideas and express their own clearly.
- CCSS.ELA-Literacy.SL.6.2: Interpret information presented in diverse media and formats (e.g., visually, quantitatively, orally) and explain information presented in an audio or visual format.

Cross-Curricular Links:

- Physical Education: Students will learn about different sports and e-sports, and how to use zero conditionals to describe rules and facts about these activities.
- Technology: Students will use educational apps, online quizzes, and interactive games to practice and reinforce their understanding of zero conditionals.

Essential Questions & Big Ideas

Essential Questions:

- What are zero conditionals, and how are they used to describe universal truths, scientific facts, and rules in sports and e-sports?
- How can technology be used to enhance student participation and understanding of zero conditionals in the context of sports and e-sports?

Enduring Understandings:

- Students will understand the concept of zero conditionals and how they are used to describe universal truths, scientific facts, and rules in sports and e-sports.
- Students will be able to apply zero conditionals in sentences related to sports and e-sports, demonstrating their ability to communicate effectively about these topics.

Student Context Analysis

Class Profile:

Total Students: 25

Learning Styles Distribution:

Visual: 40%

• ELL Students: 5 • IEP/504 Plans: 2 • Gifted: 3

Auditory: 30%Kinesthetic: 30%



Introduction and Warm-Up (10 minutes)

Introduction:

Introduce the topic of sports and e-sports and ask students about their favorite sports or e-sports.

Warm-Up Activity:

Have students work in pairs to match vocabulary related to sports and e-sports with their meanings.

Direct Instruction (15 minutes)

Direct Instruction:

Explain the concept of zero conditionals and how they are used to describe universal truths, scientific facts, and rules in sports and e-sports.

Examples:

- If you want to play football, you need to wear boots.
- Water freezes at 0°C.





Guided Practice (15 minutes)

Guided Practice:

Have students work in pairs to complete a handout with exercises that practice zero conditionals in the context of sports and e-sports.

Examples:

- If you want to play basketball, you need to wear sneakers.
- The sun rises in the east.

Independent Practice (15 minutes)

Independent Practice:

Have students complete an online quiz or interactive game that practices zero conditionals in the context of sports and e-sports.

Examples:

- If you want to play tennis, you need to wear a racket.
- The capital of France is Paris.





Game Activity (15 minutes)

Game Activity:

Organize a game activity where students have to use zero conditionals to describe rules or facts about a sport or e-sport of their choice.

Examples:

- If you want to play soccer, you need to wear cleats.
- The highest mountain in the world is Mount Everest.

Conclusion (10 minutes)

Conclusion:

Review the key points learned about zero conditionals and their application in sports and e-sports.

Reflection:

Have students share one thing they learned or enjoyed about the lesson.





Assessment and Evaluation

Assessment:

Administer a written test to assess students' understanding of zero conditionals in the context of sports and e-sports.

Evaluation:

Evaluate student participation and engagement during the lesson.

Appendix

Additional Resources:

- Worksheets
- Quizzes
- Interactive games

Recommended Educational Apps and Online Resources:

- Duolingo
- Quizlet
- Kahoot



Teacher Reflection Space

Pre-Lesson Reflection:

- What challenges do I anticipate?
- Which students might need extra support?
- What backup plans should I have ready?

Post-Lesson Reflection:

- · What went well?
- What would I change?
- Next steps for instruction?



Conclusion and Future Plans

Conclusion:

Summarize the key points learned about zero conditionals and their application in sports and e-sports.

Future Plans:

Outline plans for future lessons and how to build on the skills learned in this lesson.