



Lesson Plan

Supervisor: Dr LAM Bick Har

Topic: Airplane (Fly the airplane)

Level: K3 students (5-6 years old)

Subject: Early Childhood Education (Theme activity) Time of lesson: 40 minutes

Learning objectives:

Knowledge:

1. Children are capable to recognize the features of the parts of the airplane (cockpit, body, wings, tails, engines, landing gears).

2. Children can understand how the planes fly with engines through scientific experiment.

Skills:

1. Children are capable to use different measurement tools (straws, ropes and coins) to do an experiment on the engine of airplane.

2. Children are capable to discuss and cooperate with peers.

Attitude:

Children are actively participating in exploratory activity.

Teaching resources:

- Pictures (things we use during traveling, i.e. luggage, passport, foreign currency)
- A world map
- Online game
- Toy airplanes
- A picture of airplane
- Straws
- Ropes
- Coins
- Portable mini fans
- Recording sheets
- Assessment form



Teaching process:

Teaching procedure and Purposes

1. Introduction (3mins)

-Theme will be introduced to children by asking them a question related to their life.

Learning Activities

- Teacher asks: 'Children, do you have anything you really want to do after all these days staying at home?
- Teacher shows the pictures of the things we use during traveling, such as luggage, in order to let children guess what teacher wants to do the most.



- Teacher shows a world map and asks children, 'If we want to different countries, such as from Hong Kong to the States, is the distance going to be far? What transportation should we take to go there?'



2. Development (35mins)

- -Children can distinguish the features and functions of the parts of the airplane.
- -Children use different measurement tools to find out which methods can move the toy airplane the farthest and record the results on the worksheet.

- Teacher turns on the online game, invite one child to fly the airplane in the game, other children observe the parts of the airplane and share with the others (cockpit, body, wings, tails, engines, landing gears)



 $\frac{https://www.topspeed.com/aviation/aviation-games/free-flight-sim-ar181405.html}{$

- Teacher shows real pictures and videos to discuss with the children about the functions of the parts of an airplane (Cockpit, body, wings, tails, engines, landing gears). (PowerPoint)





Cockpit: Where the pilot flies the airplane

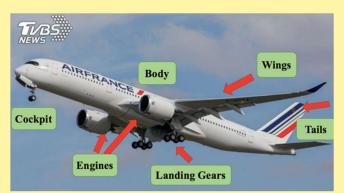
Body: Carries passengers, flight attendants and loads and the facilities for the passengers to enjoy, such as the toilet, little TV etc.

Wings: Lift and hold the airplane to fly in the sky

Tails: provide stability for the airplane to keep it flying straight, usually have the logos of the airline on it

Landing gears: to support the airplane for takeoff and landing https://youtu.be/DFOynlRYT54

Engines: look like a big fan, to provide the energy push the plane forward and fly



- Children do a matching game in groups as a review
- Teacher concludes the parts of an airplane by showing a picture of airplane and allows children to differentiate them by telling the functions of each part.
- Teacher gives children a mission: 'how to move the toy plane forward?'
- Group activity (5 children in a group): Scientific experiment 'Fly the Airplane' ('大風吹')
- Children in each group use 2 methods to move the toy airplane forward by blowing and the electric fan. Then, they use straws, ropes and coins as measuring tools to measure the distance between the toy airplane and the starting point. They need to record the results on the recording sheets. Finally, compare the methods and find out which method can move the airplane the farthest and which tools is the best



3. Conclusion (2 mins)

-Children can tell how engines move the airplane forward.

for measuring and the reasons. Coin Portable Mini Fan Fly the Airplane Worksheet rope(s) - Sharing sessions of the results by the children. - Teacher sums up the experiment results with children, it shown that objects move farther away by stronger wind. The use of an engine is same as a fan, the strong wind that produced by the engine pushes the airplane forward in the sky. - Teacher points out that the best measurement tool is straw, as it is neither too hard nor too soft and the length of it is appropriate. The more straw we use in the experiment has represent farther the toy airplane can go, which make it easier to compare the distance between the starting point and the airplane. - Teacher concludes the class: 'Today we learned how engines move the airplane forward through the experiment. Let's try it again with mommy and daddy at home and introduce the theory to them!