



Erasmus+



Valuable STEAM lesson plan

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Class 7

Lesson Topic	A short history of basketball visually
Lesson Aim	To draw a timeline reflecting five major events in basketball history using Microsoft Word graphical editor and present it in English.
Didactic Purpose	To develop students' computer literacy, creativity, diligence, teamwork skills and learning to learn competence.
Real problem / problematic situation	Students find it difficult to retell a text in English.

Team work yes
 no

Developing critical thinking	To teach students to single out the main events in the history of basketball and place them on a timeline in a certain sequence.
Integrated subjects	IT and English.
Expected result	The sequence of the story arranged on a timeline.
Student reflection	Students use their mobile phones to answer three questions on socrative.com.