



LESSON PLAN

MODULE	M7
LESSON	3
TOPIC	Ordering food in self-ordering kiosks and using vending machines
LEARNING OUTCOMES <ul style="list-style-type: none">- students will learn the vocabulary and expressions necessary to buy food and drinks from a self-ordering kiosk and a vending machine- students will learn how to buy food and drinks from a self-ordering kiosk	

STAGES	AIMS	PROCEDURE	RESOURCES
In this episode	<ul style="list-style-type: none">- students will learn the vocabulary and expressions necessary to buy food and drinks from a self-ordering kiosk and a vending machine- students will learn how to buy food and drinks from a self-ordering kiosk		
TASK 1 Lead in (time: 10 min)	<ul style="list-style-type: none">- to introduce the topic of vending machines and self-ordering kiosks	<p>In order to introduce the topic, the trainer puts the following questions on the board, if necessary eliciting/explaining the meaning of the expressions in bold:</p> <ul style="list-style-type: none">- What is a vending machine? Have you ever used one? Do you think they are easy or difficult to use? Why?	whiteboard/flipchart and markers, pictures of a self-ordering kiosk and a vending machine



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		<ul style="list-style-type: none"> - What is a self-ordering kiosk? Where can you see them most often? Have you ever used one? Do you think they are easy or difficult to use? Why? <p>The trainer explains the meaning of the words in bold as the learners probably don't know their meaning. He/She can also show pictures of a vending machine and a self-ordering kiosk. Then, learners answer the questions.</p>	
TASK 2 (time: 10 min)	<ul style="list-style-type: none"> - to practise listening for gist 	<p>The trainer tells the learners that they are going to listen to two recordings. After that, they will have to answer the following questions that the trainer puts on the board:</p> <ol style="list-style-type: none"> 1. What is Recording 1 about? 2. What is Recording 2 about? 3. Can you pay by card or in cash? <p>The trainer elicits answers from individual students. Also, he/she asks the learners if they remember anything else from the recording.</p>	Whiteboard/flipchart and markers, audio recording-Multimedia material 1
TASK 3 (time: 15 min)	<ul style="list-style-type: none"> - to learn new vocabulary 	<p>The trainer puts learners in pairs and gives each pair a copy of Nonmultimedia material 2, cut out. Learners work in pairs and match the words with the definitions. The trainer monitors the activity and helps the learners as the words are quite difficult. When all the pairs have finished, the teacher checks the correct answers by asking learners individually.</p>	Nonmultimedia material 2
TASK 4 (time: 10 min)	<ul style="list-style-type: none"> - to learn and drill the pronunciation of the new vocabulary 	<p>The trainer tells the learners that they will listen to the recording of the new vocabulary they have just finished working with and their task is to repeat word after word aloud. The teacher listens to the learners' repetition and monitors their pronunciation. Next, she/he might put the words the learners have most difficulty with on the board and drill the correct pronunciation.</p>	Whiteboard/flipchart and markers, Multimedia material 3
TASK 5 (time: 15 min)	<ul style="list-style-type: none"> - to practise reading comprehension 	<p>The trainer gives each learner a copy of Nonmultimedia material 3 and explains that they have to read two texts and mark the sentences as TRUE or FALSE. When the learners have finished the task, the trainer asks individual students for their answers together with an explanation of their choice.</p>	Nonmultimedia material 3



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Task 6 (time: 15 min)	- to practise the new vocabulary and text understanding	The trainer collects the Nonmultimedia material 3, puts the learners in pairs and gives each pair a copy of Nonmultimedia material 1. The trainer explains that the learners must put the sentences in the right order so as to recreate the instructions of how to use a vending machine and a self-ordering kiosk. Teacher monitors the activity and assists the learners if they need it. Next, the learners get a copy of Nonmultimedia material 3 again and check their answers.	Nonmultimedia material 1
FEEDBACK / REFLECTION TASK (time: 15 min)	- to recap useful vocabulary and language	The trainer shows a Kahoot game on the new vocabulary and expressions. They play it either individually or in teams. When they have finished, the teacher focuses on any mistakes the learners might have made, explaining why this option is incorrect and asks them to choose the correct answer.	Multimedia material 4
Self-study quizzes	- to consolidate and strengthen gained knowledge and skills	The following can be set as homework: Multimedia material 2 Multimedia material 3 Multimedia material 5 Nonmultimedia material 4	