NOMBRE DEL ALUMNO(A) GRADO Y GRUPO: $\qquad$

# Unit III 

Second Grade

## Social practice of the language

Participate in language games to work with specific linguistic aspects.

## Environment

Literary and ludic.

## Specific competency

Participate in language games in order to identify sentence rhythm, stress, and intonation.

## Product A

Hangman game.

## Achievements

- Identifies the stress of specific sentence parts.
- Reads and writes sentences to practice rhythm, intonation, and stress.
- Contrasts the stress of words, both on their own and within sentences.


## I. Read the song the students identify the body parts, acting out and sing it.

As a warm up sing the song "Head and shoulders knees and toes".

Head, shoulders, knees and toes, Knees and toes.

Head, shoulders, knees and toes, Knees and toes.

And eyes, and ears, and mouth, And nose.

Head, shoulders, knees and toes, Knees and toes.

And eyes, and ears, and mouth, And nose.

Head, shoulders, knees and toes, Knees and toes.

You will be continuing with the others body parts.
(Repeat, getting faster each time).

Head, Shoulders, Knees and Toes


Place both hands on parts of body as they are mentioned. On second time speed up, and get faster with each verse.


# Hangman game 

## Rules For Hangman Word Game

Introduction

Hangman is a popular word guessing game where the player attempts to build a missing word by guessing one letter at a time. After a certain number of incorrect guesses, the game ends and the player loses. The game also ends if the player correctly identifies all the letters of the missing word.

Hangman is a classic paper and pencil game.
NUMBER OF PLAYERS: 2 (or more). 1 must be the executioner, and 1 or more letter guessers.

WHAT'S NEEDED TO PLAY? A pencil and some paper are needed to play the game.

SET UP: Either prints out some pre-prepared hangman pages or draw a simple gallows and write out the alphabet above or below the gallows.

HOW TO PLAY: Choose one person to be the executioner. That person will think of a word or short phrase and mark out blanks (short lines) for each letter of each word. Separate words with a slash, a fairly wide gap, or place words on separate lines. Then another player will guess a letter. If that letter is in the word(s) then write the letter in everywhere it would appear, and cross out that letter in the alphabet. If the letter isn't in the word then add a body part to the gallows (head, body, left arm, right arm, left leg, right leg). The player will continue guessing letters until they can either solve the word (or phrase) or all six body parts are on the gallows.

TO WIN: The executioner wins if the full body is hanging from the gallows. The guesser(s) wins if they guess the word before the person is hung.

## HANGMAN EXAMPLE:

Here is an example of a hangman game in progress. The phrase is Happy Birthday, so 5 blank spaces were marked out for Happy, and below that, 8 blank space were marked out for birthday. Three correct guesses were made: A, R and T. Three incorrect guesses made: S, E, and M. Three body parts were added for the 3 incorrect guesses.

II. Choose a word write a line for each letter of the word in the box below. If a letter is guessed correctly, write on the line, If a letter is guessed wrong, draw a body part.


1. The lesson usually $\qquad$ at 9:00 a.m.
2.-They are not watching TV. They are $\qquad$ their homework.
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$ -.
2. Tom is $\qquad$ to music.
$\qquad$
$\qquad$
$\qquad$
$\qquad$

$\qquad$
$\qquad$ .
3. My mother is singing and $\qquad$ tea.
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$ .
4. She $\qquad$ English every morning.
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$ .
5. My mother is singing and $\qquad$ tea.
$\qquad$
$\qquad$
$\qquad$
$\qquad$ .
6. The lesson usually $\qquad$ at 9:00 a.m.
$\qquad$ .

## Unit III

## Second grade

## Social practice of the language

Read and rewrite informative texts from a particular field.

## Environment

Academic and educational.

## Specific competency

Rewrite information to explain how a machine or device works.

## Product B

Poster about the operation of a machine or device.

## Achievements

- Selects and paraphrases sentences.
- Organizes and links main ideas and the information explaining them, in a diagram.
- Rewrites sentences in order to give explanations.


## Simple Machines: Word Scramble



## II. Unscramble the words below:

$\qquad$
2. eswcr $\qquad$
3. innelicd $\qquad$
4. ylplue $\qquad$
5. eewdg $\qquad$
6. exal $\qquad$
7. rocfe $\qquad$
8. leehw $\qquad$
9. orwk $\qquad$
10. rpweo $\qquad$
11. tionfric $\qquad$
12. macenih $\qquad$
13. ullp $\qquad$
14. phsu
15. loot $\qquad$

III.-Directions: All words are positioned left to right.

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| FRICTION | WORK | LEVER | WHEEL |
| :---: | :---: | :---: | :---: |
| FORCE | SCREW | LOAD | AXLE |
| PULL | TOOL | PUSH | MACHINE |
| POWER | WEDGE | TORQUE | SPRING |
| FULCRUM | PULLEY |  |  |

## Simple Machines

IV. Read and complete the next reading.


|  |  | Work Bank |  |  |
| :--- | :--- | :--- | :--- | :--- |
| pitch | mounted | built | to | left |
| while | stick | Wrights | three | acxurate |
| Wright | aerospace | first | and | accoplishment |

To say simply that the $\qquad$ Brothers invented the airplane doesn't begin to describe their many $\qquad$ . Nor is it especially $\qquad$ . The first fixed-wing aircraft -- a kite on a $\qquad$ - was conceived $\qquad$ flown. almost a century before Orville and Wilbur made their
$\qquad$ flights. The $\qquad$ were first to design and
build a flying craft that could be controlled $\qquad$ in the air. Every successful aircraft ever $\qquad$ since, beginning with the 1902 Wright glider, has had controls to roll the wings right or the nose up or down, and yaw the nose
from side to side. These $\qquad$ controls -- roll, pitch, and yaw -- let a pilot navigate an airplane in all three dimensions, making it possible to fly from place place. The entire business, the largest industry in the world, depends on this simple but brilliant idea.
V. Talk in pairs about machines, products and appliances.


## VI. Label the products above with their names and then write sentences about them using the adjectives below:

long-lasting, fragile ,easy-to-use, convenient, comfortable, reliable, cool, inexpensive, up-to-date, out-of-date, useful, efficient, fast

Example: My refrigerator is long-lasting. I've had it for 10 years.
1.
2. $\qquad$
3.
4. $\qquad$
5. $\qquad$
6. $\qquad$
7. $\qquad$
VII. Design a Compound Machine.

1. Design a machine that uses all six simple machines. Your machine should do something useful, like wash a pet snail or scratch your back.
2. Draw, color, and label a diagram of your machine.
3. Label each simple machine.

Accompany your diagram with written explanation of what your machine does and how each simple machine works in it.

1. All six simple machines are included in your compound machine.
2. Prepare a presentation for the class. Display your diagram on poster board and explain what your machine does and how each simple machine works to, make your compound machine function.
3. Each simple machine is used correctly.

12345
3. Each simple machine is labeled on diagram. 12345
4. Paragraph explains what your machine does.

12345
5. Paragraph discusses how each simple machine works in your machine.

12345

## Hot Foods Burn Like Fire


VIII. Write the functions of machine and benefits to mankind.


If Simple Machines Weren't Around...
Simple Machines

| Simple <br> Machine | Function of Machine | Benefits To Mankind |
| :---: | :---: | :---: |
| Inclined Plane |  |  |
| Lever |  |  |
| Pulley |  |  |
| Screw |  |  |
| Wheel-and-axle |  |  |
| Wedge |  |  |

Which simple machine has had the greatest impact on mankind? Explain in detail.
$\qquad$
$\qquad$
$\qquad$
IX. Directions: Research the topic indicated to the right and answer the questions below based on that topic.



## Do The Research!

 Simple Machines
## Topic: Simple Machines



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XI. Directions: As a group, you have 20 minutes to write a brief story using the words or variations of the words below.

| lever | pulley | power | pull |
| :---: | :---: | :---: | :---: |
| screw | wedge | spring | push |
| inclined plane | force | machine | load |
| tool | friction | torque |  |

$\qquad$
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## XII. Read the text and Identify purpose and intended audience.

Write the main ideas.

## Answer the questions to confirm understanding.



## Reading Comprehension Worksheet

## Simple Machines

Tom prepared to show off his latest creation for his local science fair. His robot was intelligent, but not mobile. Sammy his robot, could not walk up steps or move his arms up and down.

Tom used a series of pulleys to help Sammy's arms move. When a single pulley was pulled by Tom, Sammy's arms would be raised. Tom found this to be difficult to use. Tom added weights to the opposite end of the pulleys. When Tom pushed a switch, Sammy would raise his arms. The only problem with this was that his arms would stay up after the switch was pushed.

Tom built Sammy what he called "Power Shoes." When Sammy had his Power Shoes on, a lever would continuously rotate and allow him to climb over surfaces up to one foot in height.

1. Who is Sammy?
2. What are Sammy's limitation?
3. What do Power Shoes help Sammy do?
4. What types of simple machines does Sammy use in order to be mobile?
