

Lesson plan form : Information Gap			
Name: Wiebe J. Palstra Class: TEIP Teacher: Christina Goodknight Year and level to be taught: Onderbouw HAVO			
Duration lesson:	20-30 minutes (depending on level of english)		
Starting situation	<p>The students receive a handout about a murder mystery. They receive a mix of events concluding in the arrest of a man. Their job is to find out how the murder mystery came to this conclusion. What happened before? Who is involved and how? The teacher can relate this kind of abstract thinking and working off of clues by relating it to the game "Clue" (in Dutch, Cluedo).</p> <p>The teacher can then read it out loud for the entire class and explain the game rules: only closed questions that deal with a yes or no answer.</p>		
Teacher's objectives	<ul style="list-style-type: none"> <li>• Pass out handouts</li> <li>• Explain the objectives of the mystery</li> <li>• Explain the rules (only closed questions)</li> <li>• Try and get everyone involved in the class activity.</li> <li>• Read over and help students comprehend.</li> <li>• Help students form simple and closed questions to gain more information and extra clues.</li> </ul>		
Learning objectives	<ul style="list-style-type: none"> <li>• Students try and use/activate their existing knowledge or logic in order to "fill in the gaps".</li> <li>• Students learn to work in teams/groups.</li> <li>• Students learn to use different tenses (past, present and future)</li> <li>• Students are motivated to thinking more abstract.</li> <li>• Students learn different perspectives in problem-solving.</li> </ul>		
Student activities:	Pre activity	While activity	After activity
	Look over the handout: The story and the keywords.  Ask questions relating to the objective/exercise.  Start thinking of closed	Students formulate questions.  Listen to everyone's input.  Analyze the story as it unfolds.	We analyze key questions that helped fill in the gaps.  Make a selection of the best questions.  Reflection.