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Erasmus+ Project “Developing Selected Key Competences of Students During Lessons and in Extracurricular School Activities” NO. 2024-1-PL01-KA220-SCH-000247484/2

DEMONSTRATION LESSON PLAN IMPLEMENTED AS PART OF THE ERASMUS+ PROJECT

SUBJECT: Polish language

CLASS: 6

DURATION: 45 minutes

TEACHER: Justyna Breivė

SCHOOL NAME: Riešė St Faustina Kovalska Basic School of Vilnius Region

LESSON TOPIC: A Visit to Olympus- Among the Greek Gods.

EDUCATIONAL OBJECTIVES – GENERAL REQUIREMENTS (CORE CURRICULUM):

- Learning selected Greek myths as sources of knowledge about the world and values
- Developing cultural competences and understanding cultural texts such as mythology
- Developing teamwork skills and creative thinking
- Using acquired knowledge in practical activities

TEACHING CONTENT – SPECIFIC REQUIREMENTS (CORE CURRICULUM):

THE STUDENT WILL BE ABLE TO:

- explain what a myth and mythology are
- identify mythological characters and their attributes
- recognise Greek myths based on illustrations
- indicate idiomatic expressions derived from mythology
- apply knowledge in creative tasks

KEY COMPETENCES DEVELOPED DURING THE LESSON:

- Digital competences
- Personal, social, and learning-to-learn competences
- Competences in cultural awareness and expression

TEACHING METHODS:

- Group work
- Activating method (combining elements)
- Exercise method (solving interactive tasks on Wordwall, LearningApps, Kahoot)
- Association method (image-myth)

TEACHING AIDS:

- Interactive whiteboard
- Genially presentation
- Multimedia tasks (LearningApps, Wordwall, Kahoot)
- Sets of illustrations and cards (gods + attributes)
- Worksheets, felt-tip pens, glue

LESSON STRUCTURE

1. INTRODUCTION (5 min.)

- The teacher greets the class and introduces the topic of the lesson.
- The teacher displays the lesson objectives on the board.
- Students assign names to their groups inspired by gods or heroes from Greek mythology.

2. MAIN PART (33 min.)

Recap of mythological concepts

- The teacher presents a slide with key terms: *myth*, *mythology*, *attribute*, *polytheism*, *monotheism*.

Gap-fill activity (Genially)

- The teacher displays a prepared text using Genially and reads it aloud, pausing at the gaps.
- Students supply the missing words.

Link: <https://app.genially.com/editor/680d405e912e790ca8158eb7>

Educational film – “Greek Gods”

- A short video consolidates mythological knowledge (shown by the teacher).

Matching attributes to gods (group work)

- Each group receives worksheets with illustrations and attributes.
- Students match the names of the gods (Appendix 1).
- The teacher displays the task using LearningApps.
Link: <https://learningapps.org/watch?v=pogzanqfn25>
- Students compare answers (individually or in teams) and assess their correctness.

“Gods and their modern professions” – Wordwall

- The teacher launches a Wordwall task on gods' modern-day equivalents.
- One student completes the activity at the board.

Link: <https://wordwall.net/pl/resource/91641894/bogowie-i-ich-nowoczesne-zawody>

Identifying myths from illustrations

- The teacher displays symbolic images (e.g., wings, fire, labyrinth).
- Students identify the related myth or hero, justify their answers, and explain their associations.

Creating a mythological company (group work)

- Students invent a company name, define its mission, write a slogan, and design a logo (Appendix 2).
- Volunteers briefly present their project to the class.

Mythological idioms – working with objects

- The teacher shows symbolic items: a golden apple, a stone, a thread, a heel, and a horse.
- Students assign corresponding idioms to each and explain their meanings.

3. SUMMARY AND EVALUATION (7 min.)

Kahoot quiz

- Students play an interactive Kahoot quiz to review and consolidate vocabulary and content.

“Scale of Gods” – Lesson evaluation

- The teacher distributes evaluation cards from 1 to 5, each representing a mythological figure.
 - Students select a card to express how they rate the lesson and briefly explain their choice:
- **5. Heracles:** Super strength and energy!
 - **4. Athena:** Wise and interesting.
 - **3. Hermes:** Time flew by.
 - **2. Hades:** Something was unclear.
 - **1. Sisyphus:** Hard to get through.

BIBLIOGRAPHY:

- Genially presentation (self-developed)
- Educational film: “Greek Gods”, YouTube
- Interactive exercises: Wordwall, LearningApps, Kahoot
- Attachments: Appendix 1, Appendix 2

OPINION BY THE METHODOLOGY TEACHER:

The lesson conducted by Ms Justyna Breivè was very well prepared in terms of content, methodology, and organisation. The lesson plan titled “*A Visit to Olympus- Among the Greek Gods*” aligns with the objectives of the core curriculum for the Polish language and effectively develops the students’ key competences, especially in the areas of cultural awareness, teamwork, and the use of modern digital tools.

The activities during the lesson are dynamic, varied, and age-appropriate for Year 6 students. The use of engaging forms of work (group work, interactive exercises in Wordwall and LearningApps, gamification elements in Kahoot) and multimedia resources significantly contributes to student engagement and the effectiveness of learning. A key strength of the lesson is the skilful integration of mythological content with contemporary elements (e.g., the exercise “Gods and their modern professions”), which makes the topic accessible and relevant to students.

Also noteworthy are the clearly defined lesson objectives and the logical structure of the lesson.

Conclusion:

The lesson plan was developed with a high level of professionalism, taking into account the requirements of the core curriculum, modern teaching methods, and the learners' needs. The lesson activities are well varied, engaging, and support the development of various key competences. I consider the lesson plan valuable and highly recommend it for use in both Polish language instruction and international educational projects.

Lilija Ogint

SCHOOL HEADTEACHER’S APPROVAL:

The lesson plan has received a positive evaluation: I approve it for implementation.

APPENDIX 1

Apollo



Zeus



Hermes



Poseidon



Artemis



Demeter



Hades



Hera



Hephaestus



Helios



Athena



Aphrodite



APPENDIX 2

Task: Create a mythological company!

Imagine you are starting a company whose name is inspired by Greek mythology.

Come up with:

1. **Company name:** Related to a mythological figure or object.
2. **What it does:** e.g., food, travel, sport, cosmetics, security, technology...
3. **Advertising slogan:** A phrase that will attract customers!
4. **Draw a logo:** An image or graphic symbol that represents the company, brand, product, or service.