

Getting to Know Each Other  
Ms. Katee Smeaton

**Class Profile**

*This class is made up of students attending the online Language and Culture program at TRU. The students are international, but have completed at least one semester in Canadian classrooms.*

**Goal(s)**

*This lesson is an introduction. The goal of the lesson is to establish connections with the students.*

**Materials**

**1. Big Blue Button Whiteboard**

**Procedures**

Timing	What are the teachers doing?	What are the students doing?
Introduction 10 minutes	<ul style="list-style-type: none"><li>• The teacher will welcome the students to the class.</li><li>• The teacher will start by writing their name on the interactive whiteboard. Beside the name or under the name they will write an adjective that starts with the same letter of their first name.<ul style="list-style-type: none"><li>○ example Katee-Kind</li></ul></li></ul>	Students will take a turn adding their name to the whiteboard. This will be the attendance method.

<p>Activity 1</p> <p>Be the Teacher</p> <p>15-20 minutes</p>	<ul style="list-style-type: none"> <li>• Tell the students to work alone and write some questions that they would like to ask you. The questions can be about anything they want to know about you or the course.</li> <li>• While the students are writing, put the students' names on the board.</li> <li>• When everyone has prepared their questions, ask a student to come to turn on their Mic &amp; Camera</li> <li>• Tell the class that the student at the front of the class is going to take on the role of the teacher and attempt to answer another student's questions.</li> <li>• The student then tries to guess the answers to the questions asked by a classmate.</li> <li>• While the student is answering the questions, you keep score.</li> <li>• The student scores one point for a correct (or close enough) answer.</li> <li>• If the student gives an incorrect answer, write an 'X' next to their score. The classmate asking the question should also mark an 'X' next to the corresponding question.</li> <li>• The game continues with students taking it in turns to be the teacher and guess the answers to a classmate's questions until everyone has asked and answered one set of questions.</li> </ul>	<p>Students are actively participating.</p>
--	--	---

	<ul style="list-style-type: none"> <li>• The student with the most points at the end of the game wins.</li> <li>• Afterwards, tell the students to ask you the questions marked 'X' that were left unanswered.</li> </ul>	
<p>Activity 2</p> <p>Two Truths and a Lie</p> <p>15-20 minutes</p>	<p><b>Activity: Whiteboard Splash</b></p> <ul style="list-style-type: none"> <li>• Each person in the group gets a turn.</li> <li>• When it is your turn, tell the group two things about yourself that are true and one thing that is untrue (this is your lie).</li> <li>• Try not to tell both of your truths first and then the lie because that makes it easier to guess (see below for some more game strategies).</li> <li>• Mix the order up each time it is your turn. Alternate between truth-truth-lie, truth-lie-truth and lie-truth-truth.</li> <li>• Everyone in the group has an opportunity to try to guess which statement was the lie.</li> <li>• Once everyone has guessed, the person will reveal what was true and what was false.</li> </ul>	<p>Students are actively participating.</p>

	<ul style="list-style-type: none"> <li>● If only one person was correct, that person can go next. Or, the person sitting closest to the last person can go next.</li> <li>● This can go around as many times as you would like or just so everyone gets the chance to go once.</li> </ul>	
<p>Closing</p> <p>5 minutes</p>	<p>Ask students to either send you a private message or share to the shared notes a goal they have for this program. This will help you determine what to include in future classes.</p>	<p>Students are replying and signing off.</p>

### **Assessment**

*For learning assessments will be used to determine if students are actively participating. Students will gain a participation mark for attending and joining the class.*