Vocabulary learning lesson – ἔμπαιζειν + some emotions

Lesson aim:

This lesson aims to give a light-hearted introduction to the word ἔμπαιζειν, and to a range of emotions that might be expected to follow from somebody upon whom the trick has been played.

Target vocabulary:

ἔμπαιζειν, βιβλίον, βίβλος, κάλαμος, πίναξ, ὠργίσθη (ὁ δράκων ἐπὶ τῇ γυναικί), ἀπορεῑν “be perplexed”, “be confused”, μαίνεσθαι “to be raving mad” (look for others in L&N).

Assumed prior knowledge:

Unless already well known, the following will need to understand that verbs take nouns with different cases designating different roles in the action.

Review vocabulary:

Simple prepositions of place.

Supplementary material:

Prepare a short video to show different roles being assigned by different cases. The video could consist of people rotating through the roles with different cases next to their names. Also, the people could stay in the same place, and the cases alone could change.

Lesson duration:

20 minutes.

Conduct of the lesson:

1. Demonstration

\* One of the instructors leaves the room.

\* Another instructor or assistant hides the instructor’s pen or book.

\* Place the students into groups with οὐκ οἶδα/ οὐκ οἴδαμεν cards.

\* The first instructor re-enters the room, can’t find their item, and asks the students pou to kalamon mou? The students playfully reply οὐκ οἶδα, orοὐκ οἴδαμεν depending on groupings. \* The instructor upon whom the joke was played should demonstrate anger, being at a loss, apathy, vengeance, and say how they feel.

1. Group work

Copy the initial game without directly involving instructors.

Instructors should mix with the groups in co-ordination with other instructors.

1. Description of the basic game

Play the video to describe what happened.

1. Group creativity

Instructors work with groups to find other ways to play tricks on each other. Suggestions are exchanging books, sitting in somebody’s seat, removing a table and seat.

Extension material

Question structures for each participant in the action.

Questions about mental state. Orgizeis? Ou.

Description of what happened using the past narrative tense of common verbs - tiqhmi, zhtein, euriskein.

Demonstration of proficiency (Homework and testing design guidelines).

Ss should be able to distinguish this action from a range of others.

Ss should be able to match dialogue to action.

Ss should be able to recognize when the case-ending is wrong.

Ss should be able to add the correct case-endings to various nouns in the sentence.

Ss should be able to match emotions to pictures.

Ss should be able to ask and answer simple questions about emotions.

Ss should be able to describe what happened, using the past tense of the common verbs.

Homework:

1. Write out the dialogue – copying and looking at a picture.
2. Identify the cases.
3. Adapt the dialogue to suit the new pictures.
4. Play tricks on others.
5. Practice the emotions.