

## 5LESSON PLAN

Subject Code& Name : English  
 Branch/ Semester/Session : ECE / I B.Tech I SEM  
 Faculty Name : Sri .M.PAPINAIDU

Year: I-I (ECE-B)  
 Academic Year: 2016-2017

Period	Date (Tentative)	Topic	Unit No	Teaching methodology	Remarks	Corrective Action (Upon Review)
2	20.08.16	Read and Proceed	I	Discussion		
3	23.08.16	Team Work & Problem Solving	I	Discussion		
7	24.08.16	Importance of Language	I	Discussion		
3	30.08.16	Reading	I	Reading		
7	31.08.16	Quantifiers	I	Chalk & Talk		
4	01.09.16	Sentences	I	Chalk & Talk		
3	06.09.16	Vocabulary Practice	I			
7	07.09.16	Identifying Author	I			
4	08.09.16	Creating Sequel	I			
3	13.09.16	Articles, Punctuation	I	Chalk & Talk		
7	14.09.16	Health	II	Discussion		
4	15.09.16	Verbs & Tenses	II	Chalk & Talk		
3	20.09.16	Verbs & Tenses	II	Chalk & Talk		
7	21.09.16	Verbs & Tenses	II	Excercise		
4	22.09.16	Verbs & Tenses	II	Excercise		
3	27.09.16	Adverbs	II	Chalk & Talk		
7	28.09.16	Special Vocabulary Activity	II	Activity		
4	29.09.16	Life skills and core skills	II	Discussion		
3	04.10.16	Staying fit	II	Discussion		
7	05.10.16	Travel	III	Discussion		
4	06.10.16	Reading	III	Reading		
4	13.10.16	Nouns	III	Chalk & Talk		
3	18.10.16	Pronouns	III	Chalk & Talk		
7	19.10.16	Adjectives	III	Chalk & Talk		
4	20.10.16	Speaking	III	Activity		
3	25.10.16	Speaking	III	Activity		
7	26.10.16	Nouns	III	Excercise		
4	27.10.16	Life skills and core skills	III	Discussion		
3	01.11.16	Disaster Management	IV	Discussion		
7	02.11.16	Reading	IV	Reading		
4	03.11.16	Reading	IV	Reading		
3	08.11.16	Prepositions	IV	Chalk & Talk		
7	09.11.16	Conjunctions	IV	Chalk & Talk		
4	10.11.16	Letter Writing	IV	Chalk & Talk		
3	15.11.16	Special Vocabulary Activity	IV	Activity		
7	16.11.16	Speaking	IV	Activity		
4	17.11.16	Speaking	IV	Activity		
3	22.11.16	Gender	V	Discussion		
7	23.11.16	Reading	V	Reading		
4	24.11.16	Grammar booster	V	Chalk & Talk		

3	29.11.16	Grammar booster	V	Chalk & Talk		
7	30.11.16	Life skills and core skills	V	Discussion		
4	01.12.16	Essay Writing	V	Chalk & Talk		

**CR: CLASS ROOM**
**OHP: OVERHEAD PROJECTOR**
**LCD**

**Text Books:**