

# Using songs: a lesson plan for 'Everybody Up'

## Lesson overview

This catchy and energetic song will really get your classes off to a flying start. This lesson plan shows some ways you can develop the language beyond the simple lyrics of the song by connecting movement and TPR commands to the music.

This lesson is ideal for an introduction lesson and warming students up. It is also a great way for everybody to get to know each other's names.

## Target language

*Everybody Up!*

*Hello, I'm \_\_\_\_\_.*

Some simple commands such as:

*Sit down!*

*Touch your head!*

*Stamp your feet!*

*Clap your hands!*

*Turn around!*

*Touch the ground!*

Your name and all of the students' names

## Materials

- ✓ An easy-to-catch ball or bean bag
- ✓ The song 'Everybody Up'
- ✓ The 'Everybody Up' song sheet

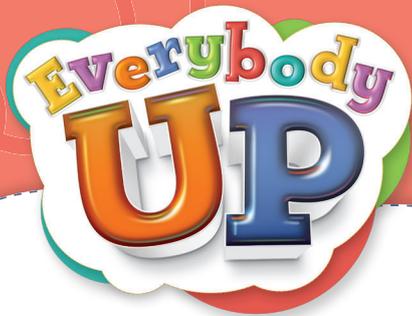
## Stages

### A. Warm up

Play the song 'Everybody Up' in the background as students arrive for class. Greet the class.

### B. Vocabulary presentation

- i) If space allows, ask students to make a large circle. If not, have the students face you.
- ii) Point to yourself and say *Hello, I'm (your name)*, using the name that you wish the students to address you by. Encourage students to say *Hello \_\_\_\_\_*.
- iii) Throw the ball to the student nearest to you, saying your name again. Again, everybody should say *Hello \_\_\_\_\_*.



- iv) The students continue, saying and repeating each other's names while throwing the ball around the class.
- v) Continue until everybody knows each other's names.

### C. Practice activity

- i) Ask all the students to be seated, either on the floor or on their chairs depending on your classroom.
- ii) Face the students and say *Everybody Up!* Stand up yourself, encouraging the students to do the same.
- iii) Now say *Everybody sit down!* Everybody sits down.
- iv) Now teach the students (*Student name*) *stand up!*
- iv) Now encourage the students to say (*Your name*) *stand up!* When they do, you stand up.
- v) Continue, with the students saying (*Your name*) *sit down!* and you sit down. Students will enjoy the opportunity to give instructions to their teacher.
- vi) The students now continue the activity, taking it in turns to tell each other to stand up and sit down, using the expressions (*Name*) *stand up* and (*Name*) *sit down*. This can be done as a class or in smaller groups of 6–8 students.

### D. Song

Divide the class into three groups. Sing 'Everybody Up' together, gesturing to each group to stand up in turn where the song says *Up! Up! Up!* The next time round students raise their arms and the next time they can jump. You can even have them lift one leg in the air and hop! Any gestures or movements are fine, so long as they are safe, fun and fit in with the rhythm of the song. Be creative!

### E. Vocabulary presentation

Teach students the following expressions by doing the actions and repeating the expressions together:

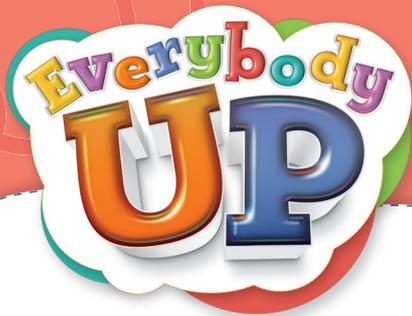
*Touch your head!*

*Stamp your feet!*

*Clap your hands!*

*Turn around!*

*Touch the ground!*



### F. Practice activity

- i) Ask a pair of your more confident students to model the commands in front of the class, giving commands and doing the actions.
- ii) Now students all make small groups and practice together, saying (*Name*), *clap your hands!* etc.

### G. Game

This game is a version of the popular actions game 'Simon Says'.

- i) Students face the teacher or a student who is confident enough to be the caller.
- ii) The caller gives commands as follows *Everybody (touch your head)!* or any similar action that the class have learned.
- iii) All the students should perform the action immediately.
- iv) However, if the caller fails to say ***Everybody*** *touch your head!* and simply says *Touch your head!* the command should *not* be obeyed. Any student who obeys such a command is 'out' and must wait out of the game until the next round.
- v) The last student to make a mistake is the winner.

### H. Review activity

Play a game of 'Teacher's Mistake' using all of the actions you have learned during the lesson.

- i) Call out and perform various actions. Your actions should match the expressions but occasionally you should make a 'mistake'.
- ii) The students should follow and repeat the expressions *only* when they match the actions.
- iii) If a student follows an incorrect action or if they are the last student to do an action, they are 'out'.
- iv) Continue until all but one of the students are 'out', leaving a winner.

### I. Follow-up at home

Ask each student to find out the English expression for one more simple action. They will bring their new action to class next week and share it with their classmates. Encourage them to bring in pictures that they might find in magazines or to draw pictures of various actions. The class can use these actions to play the game in this lesson, increasing their 'bank' of actions.