Master Lesson Plan

for

Figures of Speech - Simile & Personification.

Board	Standard	Subject	Chapter	Language	Creation date
TELANGANA	STD V	English	Figures of Speech - Simile & Personification.	English	09-09-2023 23:28:53

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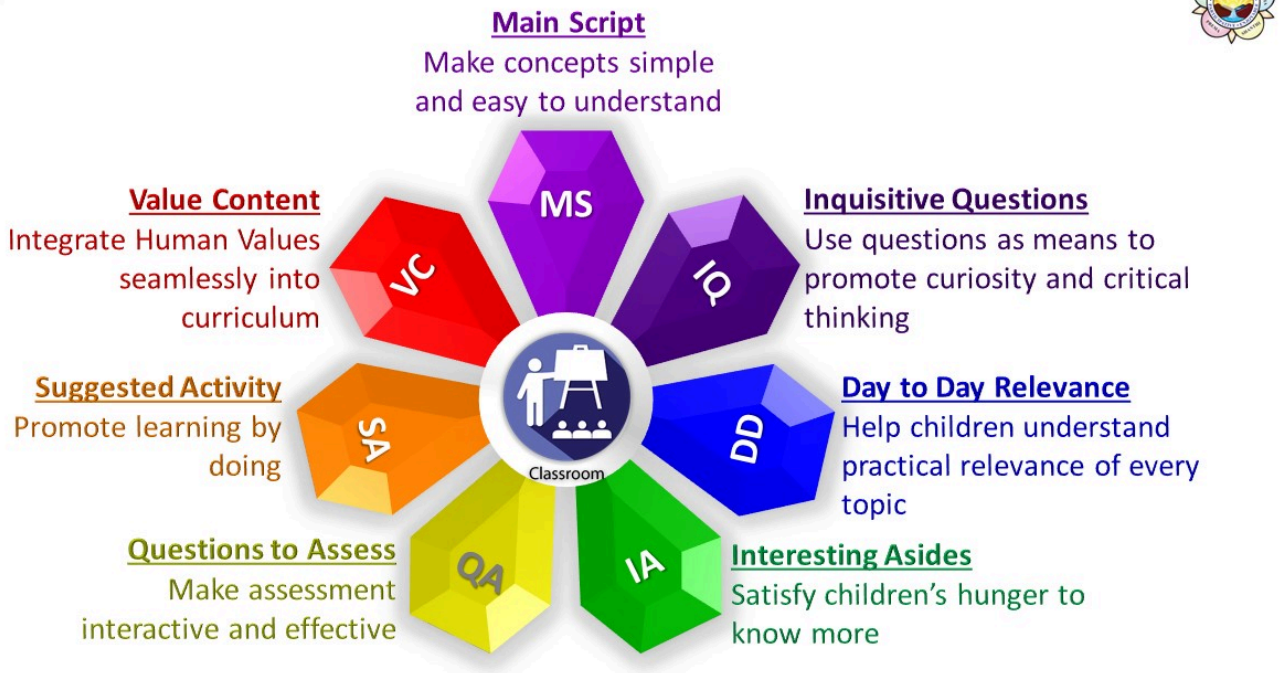
Master Lesson Plan (MLP) - Covers the entire chapter with the help of these 7 asset types



For more information on how to use the lesson plan effectively, please scroll to the guidelines at the end of this document.

MS_Ideation Module_Figures of Speech - Simile & Personification

[**Notes to the teacher**: Dear Teachers, through this MLP, we bring to you suggestions, pedagogical approaches, ideas, teaching aids (TA) and learning aids (LA) for the topic 'Figures of Speech - Simile & Personification' for grade 5. This ideation for lesson planning and delivery has been designed based on the curricular expectations and learning outcomes as prescribed by the CBSE.]

Curricular Expectations:
Students are expected to acquire a varied range of vocabulary and understand increased complexity of sentence structures both in reading and writing.

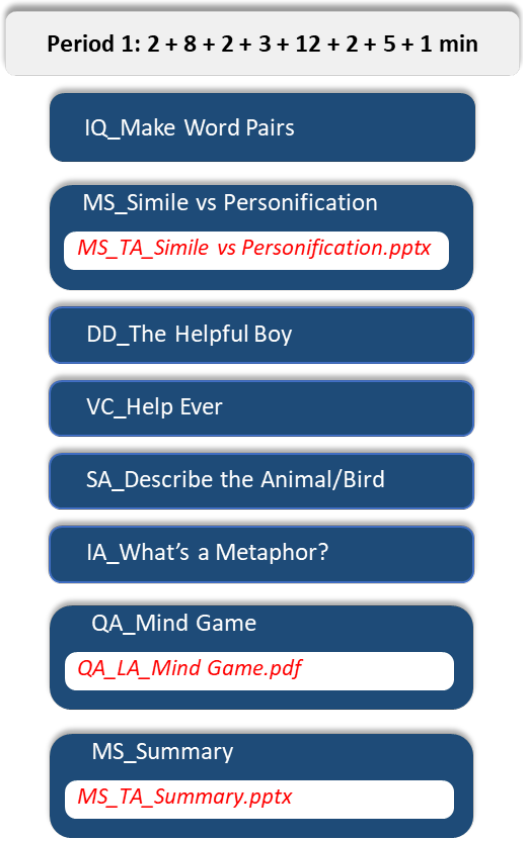
Learning Outcome:
Students will be able to write creatively using meaningful and grammatically correct sentences.

Topics in this Chapter: Figures of Speech - Simile & Personification
Total Time: 35 minutes, one period

[***Notes to the teacher****: The chapter on* ***Figures of Speech - Simile & Personification*** *has been broken down into assets. Ideas and strategies on how each asset can be dealt with have been suggested. As you view this lesson plan, you will find that all the seven assets are integrated seamlessly to make learning 'Insightful', 'Inspiring', 'Enjoyable', and 'Participative'. You will also notice that the activities and Value Content are designed for the attainment of curricular expectations. This lesson plan is designed for* ***one*** *period of* ***35 minutes****.*]

Lesson Plan Flow

Figures of Speech - Simile & Personification_MLP Design Flow-Overview



PERIOD 1

Topic: Figures of Speech - Simile & Personification

Time: 2 + 8 + 2 + 3 + 12 + 2 + 5 + 1 = 35

Asset Types: IQ, MS, DD, VC, SA, IA, QA, MS

Objective: Students will be able to:

1. Connect some objects with their concepts.
2. Distinguish between simile and personification.
3. Relate the use of figures of speech to a day-to-day event.
4. Help those in need.
5. Prepare a description of an animal or a bird using similes.
6. Take delight in knowing the form of a metaphor.
7. Answer the questions in the given test.
8. Recapitulate their knowledge of similes and personification.

1) IQ_Make Word Pairs

➢ Write the following words on the blackboard:

coal	**sweet**	**light**	**bee**	**black**	**sugar**	**busy**	**feather**

➢ Ask the students to read the words and put them in pairs.
➢ After receiving their responses, ask them the logic behind their arrangements.
➢ Confirm that they get the word associations right, else explain the logic to them.
sweet-sugar, light-feather, black-coal, busy-bee

2) MS_Simile vs Personification

MS_TA_Simile vs Personification.pptx has been provided as a teaching aid.

- Write the following sentences on the blackboard and ask the students the differences between the two:
  - In the mornings, my mother remains as busy as a bee.
  - The trees are dancing with the wind.
- Show the PPT, introduce them to the topic 'figures of speech' and explain the terms 'simile' and 'personification' with examples. Also explain the differences between them.
- Reinforce their learning with some exercises.
- If there is no AV facility, use blackboard and images from old books/newspapers to explain.

3) DD_The Helpful Boy

Dictate the following story to the students and ask them to identify and underline the phrases containing similes and personification:

Once upon a time, in a little town, there lived a boy named Raju. He was as curious as a mouse (**S**) and always eager to learn new things. One day, he noticed an elderly neighbour struggling to carry groceries. Raju's heart fluttered like a butterfly (**S**) and he rushed to help him. His kind act was like a ray of sunshine (**S**) on a rainy day. The old man felt as happy as a kid in a candy store (**S**) and blessed Raju for his help. The next morning, the sun smiled at Raju (**P**), proud of his good deeds.

4) VC_Help Ever

Ask the students

- What qualities did Raju display? How many of you are like Raju?
- Give some instances when you helped others in need.
- Would you still help if the other person is not an elderly one?

[***Notes to the teacher****: Lead the students towards a discussion based on their responses and encourage maximum participation*.]

5) SA_Describe the Animal/Bird

- Prepare a few chits containing the names of animals and birds such as elephant, lion, giraffe, dolphin, peacock, kingfisher, eagle etc.
- Divide the students into groups of five and ask each group to pick one chit.
- Instruct the students to discuss freely in their groups and describe their chosen animal/bird in 4-5 sentences using similes.
- Allow each group of students to share their description verbally with the class.
- Write a few similes given by the students on the blackboard and appreciate them for their creative expressions.

[***Notes to the teacher****: If the students find it difficult to start, prompt them with an example. Eg The tiger is a big, strong cat that has claws as sharp as …. Its roar is as … as …*]

6) IA_What's a Metaphor?

Write the following sentences on the blackboard and ask the students if they are similes:

- The mind is a computer.
- He is an encyclopedia.

[***Notes to the teacher****: Briefly explain to the students that these are* ***metaphors*** *which differ slightly from similes in their form.]*

7) QA_Mind Game

QA_LA_Mind Game.pdf has been provided as a learning aid.

- Issue only the first page of the worksheet to the students (the second page has the answer key).
- Ask the students to read the instructions and answer the given questions on their own in their notebooks.
- Discuss the answers after they complete answering.

[***Notes to the teacher****: Write the questions on the blackboard if you do not have a worksheet printing facility.*
You may give the worksheet as homework if there is paucity of time after the previous activities.]

8) MS_TA_Summary

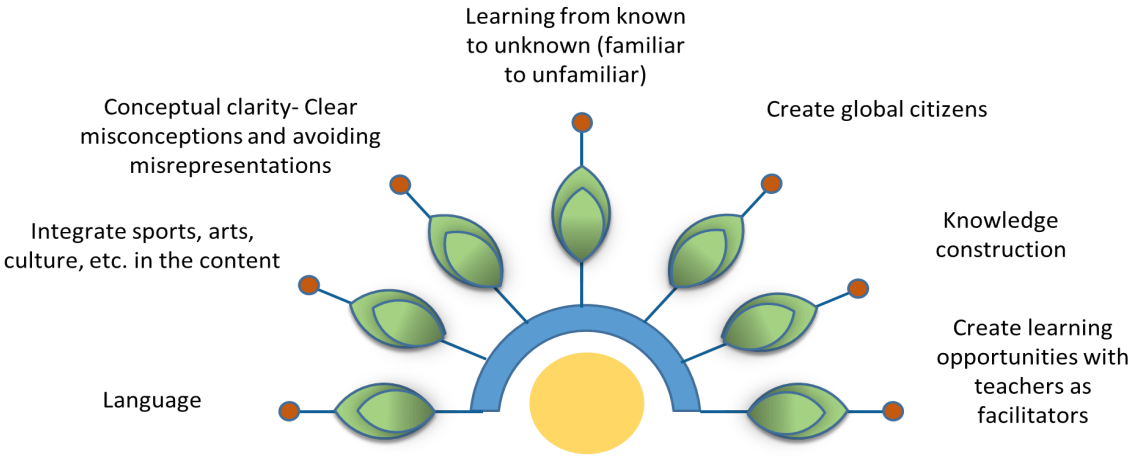
MS_TA_Summary.pptx has been provided as a teaching aid. Show the PPT to the students to recapitulate their learning of similes and personification.

Lesson Plan Design

You would have noticed that the lesson plan designed has ample opportunities for

➢ Activity-based learning.
➢ Knowledge construction from known to unknown.
➢ Relevance and connection of the topic to the real world.

Salient recommendations of the NEP



We hope that this Lesson plan design which is aligned to the NEP2020 guidelines will be helpful to you.
Thank you!

Time to teach	Asset type	Theme	Sub Theme
35 minutes	Main Script	Figures of Speech	Personification Simile

Master Lesson Plan

Seven Asset Methodology for MLP	
What is the purpose of this Master lesson Plan?	This Master Lesson Plan (MLP) prepared by Sri Sathya Sai Vidya Vahini (SSSVV), covers the entire chapter for the given board. The MLP for the chapter given in the textbook is broken down into smaller modules known as assets. Any chapter can be taught using the 7 asset types in SSSVV methodology. Several different assets together complete the entire chapter. Depending on the requirement, each asset is supported by teaching aids such as animated presentation, audio, video, and learning aids such as worksheets. The MLP is for the teacher's preparation and the teaching aids are for use in the classroom.
How to use it?	You can prepare for your class with this MLP by following 3 simple steps: 1. Read your textbook; 2. Go through the information given in the assets (document & multimedia); 3. Prepare your teaching notes. Great! Now you are ready to transact the chapter.
Duration	Kindly note the duration given for each asset. Due care has been taken in planning the assets, to ensure the chapter is completed within the time specified by the Board. Note: Preparation time is not included in the asset duration. The teaching time depends on the duration of the teaching aids and is not impacted by the length of the MLP.
What is a 'Main Script' (MS) Asset?	The Main Script asset is there for explaining the main concepts of the chapter clearly. The information given in the textbook is simplified, organised and structured to give more clarity. Additionally, you may find a video or mnemonics or a graphic organiser to deepen the understanding of the concept.
How to teach using the MS asset?	Please use the blackboard, slides and interaction to develop the concept.
What is an 'Inquisitive Questions' (IQ) asset?	The Inquisitive Questions asset uses questions to promote higher order thinking like the n^{th} why, what-if, new perspectives, cause-effect, and others, creating curiosity.
How to teach using the IQ asset?	You may use the questions to connect with the students, encourage exploration to engage them in the learning process. You may allow multiple responses and instead of rejecting any of the responses, ask why, before revealing the suggested answer or hints.
What is a 'Day to day Relevance' (DD) Asset?	The Day to Day Relevance asset helps students understand the practical relevance of every topic, making them eager participants in the classroom. If students connect the concepts to their environment, they would learn meaningfully without dislike or simply memorizing for exams.
How to teach using the DD asset?	You may use the asset by asking questions about their experience and use it to establish why they are learning the topic. If necessary you may substitute with a recent or local example.
What is an 'Interesting Aside' (IA) asset?	The Interesting Aside asset uses attention grabbing titbits or anecdotes to bring joy and satisfy the child's hunger to know more. This is a quick/short asset intended to bring attention back to the main concept being taught.
How to teach using the IA asset?	You may use this asset to give a piece of interesting information relevant to the topic, without prolonged explanation/discussion. You may suggest appropriate books for further reading.
What is a 'Suggested Activity' (SA) Asset?	The Suggested Activity asset provides a detailed step by step procedure for the teacher to conduct a hands-on activity. This promotes Activity Based Learning.
How to teach using the SA asset?	You may use this asset to energise your students to learn by doing simple, fun-filled activities based on the topic. The asset includes - preparation, activity, and follow-up. You may engage the students in the preparation and follow-up stages to develop collaboration and responsibility. You could try it once, yourself, before the actual delivery to be more comfortable with it. Note: The duration mentioned in the asset is usually for the activity part only.
What is a 'Value Content' (VC) Asset?	The Value Content asset integrates Universal Human Values (such as empathy, inclusivity, respect for nature that translates into responsible behaviour) seamlessly into the curriculum, as the "End of education is character".
How to teach using the VC asset?	You may use this asset to engage with the students to bring out their innate values and connect with the intrinsic values in the topic/concept. The asset includes pointers on the specific pedagogical technique followed.
What is a 'Questions to Assess' (QA) asset?	The Questions to Assess asset uses an interactive approach to check learning of different types of learners, and provides feedback to the teacher for appropriate action. The questions cater to all

	the levels of Bloom's Taxonomy. Questions from 'Apply' level and above enable students to reflect on their learning.
How to teach using the QA asset?	You may go through the slides to understand its flow and know when to click for the answer (slides include suggested answers). While presenting in the class, you may display the question and encourage multiple responses, before revealing the answer. In some cases, this asset may include extra questions/worksheet that can be given as homework.