

DAY	Choose an item.	YEAR	4
SUBJECT	English Language	MODULE	Reading
THEME	Love	DATE	Click or tap to enter a date.
TOPIC	Malaysian Heritage and Culture	TIME	
SKILLS		PEDAGOGY (STRATEGY/ACTIVITY)	
Content Standard: Main: 3.3 Read independently for information and enjoyment Complementary: 2.3 Communicate appropriately to a small or large group		Pre-lesson: The word 'heritage' is written on the board. Ask pupils what they understand about the word and write down their examples on the board. Lesson delivery: 1. Pupils are introduced to a few cultural games and crafts. 2. Ask pupils why they are no longer playing the cultural games or doing the cultural crafts. 3. Everyone is brought to the field to play the marble game. Each pupil brings their own marble. 4. Pupils stay in their groups to play. Teacher demonstrates how to play the game. 5. Pupils start playing the marble game. Post-lesson: Pupils share how they can preserve the culture and heritage of Malaysia such as the marble game.	
Learning Standard: Main: 3.3.1 Read and enjoy A1 fiction/non-fiction print and digital texts of interest Complementary: 2.3.1 Narrate short basic stories			
OBJECTIVES (CIVIC LITERACY)		TEACHING AIDS:	
By the end of the lesson, most pupils will be able to Knowledge: state at least 4 cultural games or crafts that they know. Socioemotional: appreciate Malaysian heritage by sharing at least 1 way to preserve Malaysian heritage. Action: conserve Malaysian heritage and culture by playing the marble game.		realia Choose an item. Choose an item.	
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		a) THINKING SKILLS: Applying b) CLASSROOM-BASED ASSESSMENT: Games	
		c) 21ST CL ACTIVITIES: Games d) 21ST CL METHOD: Community-based	
REFLECTION / REMARKS:			
1. All the pupils were able to complete the task. 2. Lesson was carried out successfully.			