



## FOR 25 TO 30 MINUTE CLASSES

These are two examples of shortened Vivadi classes. You can use these shorter plans in the way it better suits your weekly schedule. If you have any doubts please get in touch with us!

EXAMPLE DAY 1	EXAMPLE DAY 2
<p><b>Starting Song</b> The starting song and ending song should always be present because they clearly mark that the English period is starting and ending. This helps establish a routine for the children, and that is something that they essentially need.</p>	<p><b>Starting Song + Brain Break</b> The Brain break will help he students prepare for the storytelling moment.</p>
<p><b>Pictionary of faces</b> The aim of the game is to make them interact with the others and pursuit of objectives and joint tasks with enjoyment and fun.</p>	<p><b>Storytelling</b> The Brain break will help he students prepare for the storytelling moment. This is a fundamental moment in the immersion process the students are going through so it is good that they listen to the story many times during the cycle. You can change things from class to class (for example, you can try telling the story without audiovisual support to test student's attention).</p>
<p><b>Storytelling</b> The story gives sense to the game of the pictionary of faces so it is essential that the game is complemented with the story.</p>	<p><b>Move Your Hips!</b> Just press play to the video and encourage the children to copy the moves while they listen to the song!</p>
<p><b>Harmony</b> You can either go through all of the harmony moments or choose two or three depending on the time you have left. The ending song can't be missed!</p>	<p><b>Harmony Time</b> Now, you can go through every step of the Harmony Time section.</p>
<p><b>Ending Song</b> To make sure the class has a clear end, and it didn't just end because time is up. This will help children feel that they've experienced something more than completing tasks.</p>	<p><b>Ending Song</b></p>