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EDU 346
Mrs. Jacobs
11/16/11

Title of lesson

Mbube Mbube

Purpose ("why" of the lesson, where and how does it fit into the course/curriculum)

This is a popular game in southern Africa. Learning this game will give them hands-on experience of a piece of African culture.

Learning outcome(s) (what will students be able to do/know by the end of the lesson)

Students will be able to play Mbube Mbube.

Students will be able to name the connections between Mbube Mbube and African culture.

Bridge-in (focus student attention)

Class discussion: What were some of your favorite recess games? (2 min)

Pre-test (activate and diagnose prior knowledge)

Class discussion: What have we learned about African culture up to this point? (2 min)

Input from you (main content: ideas, information, concepts, principles, procedures and examples)

- ▲ Two players start the game. One is the lion, one is the impala.
- ▲ They close their eyes and are spun around.
- ▲ Players in the circle start by calling the lion, "mbube, mbube!"
- ▲ The closer to the impala the lion gets the faster the chanting becomes.
- ▲ Likewise if the lion is far away the calling decreases, in volume as well as speed of repetition.
- ▲ If the lion has not caught the impala within a minute a new lion is chosen. If the lion catches the impala, a new impala is chosen.

Guided practice (application of knowledge: classroom activities for students, problem to solve, etc.)

Teacher will explain the rules to Mbube Mbube. (2 min)

▲ Students will play Mbube Mbube. (10 min)

Closure (recap key concepts, helps students consolidate knowledge)

Class discussion on how Mbube Mbube related to African culture. (4 min)

Check for understanding (what questions will you ask and when to determine students understand)

Students will fill out index card. Answer question "What did Mbube Mbube teach us about African culture?"

Assessment (how does this lesson relate to assignments/homework/readings)

Index cards.