

Lesson Plan: Indefinite articles ("a" and "an")

Level

Beginner (A1)

Time

45–60 minutes

Objective

Students will be able to **use "a" and "an" correctly with singular countable nouns.**

Target grammar

- **a** + consonant sound
- **an** + vowel sound (a, e, i, o, u)

Examples

- a book, a dog, a university
- an apple, an hour, an umbrella

1. Warm-up (5 minutes)

Aim: Activate prior knowledge

- Show pictures or real objects (apple, pen, book, orange).
- Ask: "*What is this?*"
- Write answers on the board **without articles** first.

2. Presentation (10 minutes)

Aim: Introduce form and use

Step 1: Meaning

Explain simply:

- We use **a / an** with **one thing**
- The thing is **not specific** (any one)

Example:

- "I have **a** pen." (not a specific pen)

Step 2: Form

Write on the board:

a + consonant sound

an + vowel sound

Emphasize **sound**, not spelling.

Examples:

- an apple
- a banana
- an hour (silent *h*)
- a university (sounds like *you*)

3. Controlled Practice (10 minutes)

Aim: Accuracy

Activity 1: Choose a or an

Students complete sentences:

1. ____ cat
2. ____ orange

3. ___ teacher

4. ___ egg

(Check together as a class.)

Activity 2: Sorting

Give students a list of nouns.

They sort them into two columns:

• **a**

• **an**

4. Semi-controlled practice (10 minutes)

Aim: Build confidence

Activity: Sentence completion

Students complete sentences:

I have ___ phone.

She is ___ student.

He eats ___ apple every day.

Pair check → whole class feedback.

5. Communicative practice (10–15 minutes)

Aim: Fluency

Activity: What's in your bag?

Students work in pairs:

"I have **a** notebook."

"I have **an** umbrella."

Encourage full sentences.

OR

Activity: Guessing game

One student describes an object:

"It's **an** animal."

"It's **a** pet."

Partner guesses.

6. Error correction & review (5 minutes)

1. Write common mistakes on the board:

- *an book*

- *a apple*

2. Students correct them together.

7. Optional homework

- Write **5 sentences** using *a* or *an*

- Draw 3 objects and label them