Lesson Plan: The Incredible Simile Machine

Subject: English Language Arts

Topic: Figurative Language - Similes

Student: J, age 13

Time Allotment: 10 Minutes

Materials Needed:

- Two small boxes or bowls.
- "Object" Cards: 5-6 index cards with simple drawings or names of things J is interested in (e.g., "a dragon," "a Minecraft cube," "a skateboard," "a cat").
- "Description" Cards: 5-6 index cards with simple adjectives (e.g., "fast," "bright," "soft," "brave," "loud," "cold"). Use a clear, dyslexia-friendly font.
- "Connector" Cards: Two large, colorful index cards. One says "like" and the other says "as." Make these words stand out.

Lesson Objectives

By the end of this 10-minute lesson, J will be able to:

- 1. Orally define a simile as a comparison using the words "like" or "as."
- 2. Create at least two unique similes by combining objects and descriptions.
- 3. Verbally identify a simile from a pair of sentences.

Lesson Procedure

Part 1: The Secret Code (2 minutes)

Goal: Introduce the core concept of a simile in a simple, direct way.

- 1. **Engage:** Start by saying, "Today, we're going to learn a secret code writers use to make their descriptions more powerful and fun. It's called a simile."
- 2. **Explain:** Hold up the "**like**" and "**as**" cards. "The whole secret to a simile is using one of these two magic words to compare two different things."
- 3. **Model with a clear example:** Say, "For instance, instead of just saying 'The star is bright,' a writer using the simile code would say, 'The star is **as** bright **as** a diamond.' See how we compared the star to a diamond using the word 'as'? That gives you a much better picture in your head!"

Part 2: The Simile Machine (6 minutes)

Goal: To provide a hands-on, creative way for J to practice building similes without the pressure of writing.

- 1. **Set up the Machine:** Place the two boxes in front of J. Label one "Objects" and the other "Descriptions." Put the corresponding cards in each box. Place the "**like**" and "**as**" cards between the boxes.
- 2. Teacher Demonstration (1 min): Say, "Let's test our Simile Machine!"
 - Draw one card from the "Objects" box (e.g., "a cat").
 - Draw one card from the "Descriptions" box (e.g., "soft").
 - Pick a connector card ("as").
 - Say the complete simile out loud: "The cat is as soft as a cloud."

3. **J's Turn (5 mins):**

- Encourage J to run the Simile Machine. Say, "Your turn! Pull one card from each box and choose a magic connector word to build your own simile."
- J pulls an "Object" card and a "Description" card. He then uses either "like" or "as" to form a sentence out loud.
- Let J create several combinations. Praise all attempts, especially the creative or funny ones! The goal is to understand the structure, not create perfect poetry. (e.g., "The dragon is as loud as thunder," or "The skateboard is like a rocket.")

Part 3: Spot the Simile! (2 minutes)

Goal: To quickly check for understanding in a low-stakes, verbal format.

- 1. **Assessment:** Say, "Great job! Now for the final test. I'm going to give you two sentences. You tell me which one is the simile."
- 2. Round 1:
 - "The race car was fast."
 - "The race car was as fast as lightning."
- 3. After J answers, ask, "How did you know?" (The expected answer is because it used "as" to compare two things).
- 4. Round 2:
 - "His smile was like sunshine."
 - "He had a nice smile."
- 5. **Closing:** End with positive reinforcement: "Excellent! You've cracked the simile code. Now you know how to make descriptions more exciting."

Differentiation & Accommodations

- **For Autism:** The lesson is highly structured with clear, predictable steps (Intro -> Activity -> Check). The "Simile Machine" provides a concrete, hands-on task. Using J's interests on the cards increases engagement.
- For Dyslexia: The lesson is almost entirely verbal and kinesthetic, removing the barrier of writing and reading complex texts. Cards use minimal text with clear, large fonts. Color-coding the "connector" words helps them stand out.