The reason that we chose "animals" as our unit topic is that it is a simple and easy way to learn a language. When a child is young, and when they are acquiring his/her mother tongue, they sometimes learn the name of the animals through flashcard or posters. Learning about animals is a great unit topic to learn basic language skills.

I think our group focused on the second S model and in the U model in the ASSURE model. Second S is "selecting strategies, technology, media, and materials." U is "Utilizing technology, media, and materials." In step S and U, we consider and decide the technology, media, and materials that we are doing to use in the lesson. After that, we prepare the relevant technology, media, and materials and use them in the lesson. In our group, we had "animals" as our unit topic, and we had three lesson topics under the unit topic. For one lesson, we used two of the materials or assessment tools that were written on the guideline. The reason that we mainly focused on S and U is to make the biggest benefit and effectiveness of what is given to us. We chose 2nd grade English as our subject. Considering the subject and learner that we are teaching, integration of the technological materials is effective. Since they are attracting and easy to handle, it is suitable for our learners.

In determining the objectives, we had a National Curriculum provided by our instructor. According to the National Curriculum, the goal of 2nd-grade students is to gain an A1 level of English. We wrote the lesson objectives, considering the goal written on the National Curriculum and our learners. Learning about the animals and learning about the relevant language skills will help students to reach the goal of the National Curriculum. Since our learners are young, we believe an interesting and enjoyable learning environment would be effective for our learners to reach goals and objectives. This is one of the biggest reasons why we focused on the technological materials and tools that we will use in the lesson. Benefiting both learners and teachers through instructional technology was our consideration. The technologies and media that we used, such as Prezi, PowToon, Bubble.us, etc. are new and interesting, especially for young learners. Also, it is very simple and easy for teachers to prepare them. Using these interesting media tools will help the learners' participation and concentration in the lesson. Their class engagement will increase. And subsequently, the objectives that we have written on our unit and lesson plans and the goals on the National Curriculum will be achieved in an effective way. For the assessments and evaluations, we wanted to be an observer and monitor. Standardized exams and serious paper exams might decrease the learner's interest. Also, we didn't want our learners to develop exam anxiety, burden, or stress at an early age. We considered the learner's psychology and emotions. That is why we are not very focusing on paper exams, even though they are one of the simplest ways for evaluation. Homework is also limited and carefully concerned to be given to the learners in order to prevent boredom. Looking at our unit plan and our lesson plans, some instructional theories that we focused on are task-based principles and demonstration principle. Looking at the gamification that we have as our instructional activity, task-based principle is used and looking at instructional technology guiding learners' for their language skills, we see demonstration principle here.