

Review 1

Aa~Dd- Part 2

Teaching Goal

- To be able to recognize and identify upper and lower case of **Aa~Dd**.
- To be able to remember letters **Aa~Dd** and the sound of the letters.
- To be able to trace the letters with correct strokes.
- To remember the vocabulary words that begin with **Aa~Dd**.
- To be able to follow the words with their fingers and say the chants.

Materials

- ✓ LivePen
- ✓ Flashcards of **Aa~Dd**
- ✓ A few stuffed animals and boxes
- ✓ A soft ball
- ✓ Paint or crayons or markers

Time

1.5 hrs (80 minute lesson + 10 minute break time)

Warm-up/ Circle Time (15 Minutes)

1. Review the sentence patterns the children learned in **Unit 1~4** and make sure the children are familiar with them.

Game: Knock it Off

1. Prepare a few stuffed animals for this game.
2. Put one stuffed animal on a box.
3. Tell the children that their goal is to knock the stuffed animal off the box with a ball.
4. They need to answer a question you ask and if they can answer correctly, they get a chance to throw the ball.



Teaching Tips

- ☆ You can review any sentence patterns you taught in previous weeks.

Review Lesson (15 Minutes)

1. Review the letter **Aa~Dd** and the sound with the children.
2. Review the new vocabulary words learned in **Unit 1~4** to make sure the children are familiar with the words and pronunciation.
3. Clap and say the chants together as a class.



For IRS Pen ONLY

👉 *Feel free to use IMS mode. Just point to a picture, IRS Pen will AUTOMATICALLY play a video.*



Teaching Tips

- ☆ *Divide the class in teams and compete with their peers during the review can increase the children's interests in learning. However, still have to remind them **not to be arrogant** and **encourage** some slow-learners to **keep on trying and not to give-up!***

Activity Time (25 Minutes)

Game: Shiri Tori

1. Review the vocabulary words with your class and make sure children are familiar with the vocabulary words from **Unit 1~4**.
2. Have the students sit in a circle.
3. The first person says a word that starts with **Aa** and the next person needs to say a word that starts with **Bb**.
4. Continue until you get to **Dd**, then the next person needs to start from **Aa** again.

Game: Slam

1. Have the students sit in a circle with their hands on their heads
2. Spread the flashcards face up in the middle of the circle.
3. The teacher needs to call out a word and the students need to race and touch it.
4. The first student to touch the card gets to keep the card.



Remind children of some safety rules before playing the game.

Student's Book- Let's do it! (15 Minutes)

1. Open **Student's book to Review 1-Part 2** and ask the children to fingerprint or use paint or crayons or markers and paint the letters **Aa to Dd**.



Teaching Tips

- ☆ *Fingerprint and paint the letters **Aa to Dd**.*

Wrap-up/ Review (10 Minutes)

1. Practice vocabulary words and chant as a group or individually.
2. Reward children with stickers, hugs, high-fives...etc.



Play DVD during the review.



【Feel free to use the LivePen during your lessons】