

Review 2

Aa~Hh- Part 1

Teaching Goal

- To be able to recognize and identify upper and lower case of **Aa~Hh**.
- To be able to remember letters **Aa~Hh** 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~Hh**.
- To be able to follow the words with their fingers and say the chants.

Materials

- ✓ ACD 28
- ✓ LivePen
- ✓ Flashcards of **Aa~Hh**
- ✓ Paper for making airplanes
- ✓ Stopwatch
- ✓ Paints 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 1~8** and make sure the children are familiar with them.

Game: Paper Airplane Contest

1. Give students a couple of minutes for make a paper airplane and one minute to test them.
2. Divide the class into two teams and have the teams stand on one side of the classroom.
3. Ask a question and if the students can answer correctly, then they can throw their paper airplane.
4. Assign points to different objects in the class, e.g. chair 10pts, white board 15 pts, wall 20 pts...etc.



*May need to assist some kids to make their airplane and **make sure its firm**. Do have to remind the children **not to be arrogant** and **encourage** others if their airplane did not hit the target, just **keep on trying and not to give-up!***

Review Lesson (15 Minutes)

1. Review the letter **Aa~Hh** and the sound with the children.
2. Review the new vocabulary words learned in **Unit 1~8** 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, do need to remind them **not to be arrogant** and **encourage** some slow-learners to **keep on trying and not to give-up!**

Activity Time (15 Minutes)

Game: Beat the Clock

1. Review the vocabulary words with your class and make sure children are familiar with the vocabulary words from **Unit 1~8**.
2. Pick one picture from each alphabet and prepare photocopies for the game.
3. Scatter the flashcards on the floor and time the students as they put the flashcards in order from **Aa~Hh**.
4. You can divide the class in teams or have two players play against each other.
5. Use the stopwatch and see who has the fastest time.

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

1. Open **Student's book to Review 2-Part 1** and ask the children to check the letters that match the pictures.
 - ① **Ff** hen ☒frog
 - ② **Ee** ☒egg fish
 - ③ **Hh** ☒hat girl
 - ④ **Gg** elephant ☒goose





Teaching Tips



Check the letters that match the pictures.

Activity Book- Let's do it! (10 Minutes)

1. Open Activity Book to Page 20.
2. Connect the dots from **Aa~Hh** and color the picture.
3. Say the letters out loud with the teacher.



Teaching Tips



Connect the dots from **Aa~Hh** and color the picture.

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】