

Review 2

Aa~Hh- Part 2

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

- ✓ LivePen
- ✓ Flashcards of **Aa~Hh**
- ✓ A deck of poker cards
- ✓ Ink pad or crayons or markers
- ✓ A bag
- ✓ 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: Heart attack

1. Prepare a deck of poker cards and hand them out evenly to your class.
2. Play this game like the poker game “**Heart attack**”, but instead of calling out the number, assign one card as the “**bomb**”.
3. Have the class sit in a circle and take turns to put one card in the middle as they review a sentence pattern.
4. If the card they put in the middle is the “**bomb**”, everyone needs to slap the card.
5. The slowest one needs to take back all the cards.
6. The person who gets rid of all his/her cards is the winner.



*Do need to remind the kids to be **GENTLE** when they play the game especially when slapping the card. **SAFETY** always comes **FIRST!***

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.

Activity Time (25 Minutes)

Game: Alphabet Relay

1. Review the vocabulary words with your class and make sure children are familiar with the vocabulary words from **Unit 1~8**.
2. Divide the class into two teams.
3. Ask the first players to run to the board and write **Aa** and draw a picture that starts with **Aa**.
4. The next student needs to run to the board and write **Bb** and draw a picture that starts with **Bb**.
5. Continue playing until letter **Hh**.
6. The fastest team that finishes the task is the winner.



*Still have to keep reminding the children **not to be arrogant, but be kind and encourage** others and remind some slow-learners to **keep on trying and not to give-up!***

Game: Slow Motion

1. Put a flashcard in a bag.
2. Pull it out slowly and only showing the top part of the picture.
3. The students need to guess what the picture is and call out the beginning letter of that picture.
4. Reward the first student who can guess it correctly.

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

1. Open **Student's book to Review 2-Part 2** and ask the children to use ink pad,

crayons or markers and fingerprint or paint the letters **Ee~Gg**.



Teaching Tips

☆ Fingerprint and paint the letters **Ee~Gg**.

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】