

## Review 3

### Aa~Mm- Part 2

#### Teaching Goal

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

#### Materials

- ✓ ACD 46
- ✓ LivePen
- ✓ Flashcards of **Aa~Mm**
- ✓ Paints or crayons or markers or color pens
- ✓ Scissors and glue

#### 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 1~13** and make sure the children are familiar with them.

#### Game: Whisper down the line

1. After review the sentence patterns learned in previous units.
2. Divide the class into teams and ask the teams to form two lines.
3. You will whisper a sentence to the first students on the team and they need to whisper the sentence to the next student until they reach the last one in line.
4. The last person needs to shout out the sentence they hear.
5. The team with the correct sentence gets a point.



*Need to **assist and encourage** some slow-learners to **keep on trying and not to give-up!** However, still need to remind the kids to have **GOOD SPORTSMANSHIP**, **not to be arrogant but encourage and support each other.***

#### **Review Lesson (15 Minutes)**

1. Review the letter **Aa~Mm** and the sound with the children.
2. Review the new vocabulary words learned in **Unit 1~13** 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 (20 Minutes)

### Game: Big Wind Blow

1. Review the vocabulary words with your class and make sure children are familiar with the vocabulary words from **Unit 1~13**.
2. Form a circle with chairs and have the children sit in the chairs.
3. Take one chair out and the student who does not have a chair is **"The Angel"**
4. Review the flashcards with your class and assign **one card** to be the **"bomb"**.
5. If they see the **"bomb"**, they need to stand up and change their seats.
6. The student who does not get a chair is the new **"The Angel"**.

### Game: Tag

1. Give an alphabet to the class.
2. The students must run around the classroom trying to avoid the teacher's tag.
3. If the student is tagged, he/she has 5 seconds to call out a word that starts with the alphabet you called out.
4. If he/she can't call out a word, then he/she should sit out until the next round.



**Remind** children of some **safety rules** before playing the game. May also need to give more time or assist some kids by give them some hints, as sometimes people's mind might be blank when being too excited during the game.

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

1. Open **Student's book to Review 3-Part 2** and ask the children to connect the dots from **Aa** to **Mm** and paint the picture.



### Teaching Tips

- ☆ *Connect the dots from **Aa** to **Mm** and paint the picture.*



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

1. Open **Activity Book to Page 32** and ask the children to cut out the missing alphabets lists on **Page 35** and paste them in the right box.
2. Say the letters and the vocabulary words out loud with the teacher.



The image shows a worksheet for a letter review activity. On the left is a grid labeled 'CUT AND PASTE' with a page number '32' in a circle. The grid contains the following letters and illustrations:

	Bb	Cc		Ee	Ff	
Hh		Jj		Ll		

On the right, under the heading 'Review 3', are six boxes containing the following letter pairs: Aa, Dd, Gg, Ii, Kk, and Mm.

At the bottom, a tip box says: 'Tips Cut out Review 3 letters on page 35 and paste them in the right box.'

## 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】**