

Unit 10

The Jj Sound- Part 1

Teaching Goal

- To be able to recognize and identify the upper and lower case of **Jj**.
- To be able to remember the letter **Jj** and the sound it makes.
- To be able to trace the letter with correct strokes.

Materials

- ✓ ACD Track 32
- ✓ DVD **Jj**
- ✓ LivePen
- ✓ Ink pad or crayons or markers
- ✓ Flashcard and photocopies of the letter **Jj**
- ✓ A soft ball or a balloon or a Teddy Bear or, a stuffed toy...etc.
- ✓ Paper airplanes
- ✓ Poster with holes and write different alphabets for each hole



Time

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

Warm-up/ Circle Time (15 Minutes)

Q: “Are you hungry?” A: “Yes, I am.”/ “No, I am not. I am full.”

1. Introduce **“hungry”** and **“full”** (Act out or show pictures)
2. Ask the kids the question and give each child a chance to answer the question.
3. Pass a ball around in a circle and ask each child to ask the child sitting next to them the question.
4. After he/she answers, turn to the next person and pass the ball and ask the question.
5. Continue until everyone in the circle had a chance to answer.



Teaching Tips

- ☆ *Make sure each child gets a turn answering and **give encouragements and reward** them with **“Well done!”** or **“Excellent work!”***

Introduction of the Alphabet (15 Minutes)

1. Introduce the letter **Jj** and the sound to the kids.
2. Say the letter slowly and ask the kids to repeat as a group or individually.
3. Ask the children to follow you and trace the letter with their fingers up in the air.



Play ACD Track 32 during the teaching.



For IRS Pen ONLY



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

Activity Time (25 Minutes)

Game: Fly the airplane

1. Show and teach the children how to make a paper airplane.
2. Show the children the poster with holes.
3. There's an alphabet for each hole.
4. When you call out a letter, the children are supposed to say the sound the letter makes and fly their paper airplane through that hole.
5. Keep playing until everyone gets a chance to play.



Assist the kids to make the paper airplane if necessary, or may **prepare some ready-made** paper airplanes for the kids if their paper airplanes do not fly well. Keep on reminding the kids **not to be arrogant** but **encourage** and **support each other**.

Game: Listen Carefully

1. All students participate at the same time.
2. For example: Stand up when someone calls out a word that starts with “**Jj**” and they should sit down when they hear a word that starts with “**Bb**”.
3. You can change to different letters each time.

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

1. Open **Student's book to Unit 10 Part 1** and ask the children to trace the letter **Jj** with their fingers.
2. Ask the children to say the name and sound of the letter.
3. Use ink pad, crayons or markers and fingerprint the letter with correct strokes.
4. Reward the children encouragements: stars/stickers/hugs/ hi-fives...etc.



Teaching Tips

- ☆ Listen, point and fingerprint or color the letter **Jj**.

Wrap-up/ Review (10 Minutes)

1. Show the children the flashcard of **Jj** and review as a class.
2. Saying Goodbye to the letter and place it on the Alphabet wall.



Play **DVD [Jj]** during the review.



【Feel free to use the LivePen during your lessons】