

Unit 10

The Jj Sound- Part 3

Teaching Goal

- To be able to recognize and identify the pictures that begin with **Jj** (jet/ jacket/ jelly).
- To be able to follow the words with their fingers and say the chant.
- To remember the vocabulary words that begin with **Jj**.

Materials

- ✓ ACD Track 34
- ✓ DVD [Jj]
- ✓ LivePen
- ✓ Flashcards, toys or puppets of jet, jacket jelly
- ✓ A basket and some paper balls
- ✓ Cotton balls and glue
- ✓ Stamp paint or crayons or markers



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. Review the sentence pattern with your class and make sure they understand the meaning of the sentences.
2. Ask the students to make some balls using recycled paper.
3. Prepare a basket and tell them that they need to shoot their paper balls in the basket.
4. Give each child a turn by asking them the question “**Are you hungry?**”
5. They need to answer your question and shoot their paper balls in the basket.



Give encouragements for participation also do **assist and encourage** some kids who are not doing too well during the game to **keep on trying and not to give-up!** However, still need to remind the kids **not to be arrogant** but **encourage and support each other.**

Introduction of the chant (15 Minutes)


1. Review the new vocabulary words with the children before introducing the chant.
2. Draw the pictures on the board or show flashcards, toys or puppets of the new vocabulary words.

3. Take out the Student book, show and read the chant to the children.
4. Say the chant with action.
5. Ask children to follow you and say the chant together with action.

 Play **ACD Track 34** during the lesson.



For IRS Pen ONLY

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



Teaching Tips

☆ Acting out the chant helps the children understand what the chant means.

Activity Time (15 Minutes)

Game: Run and erase

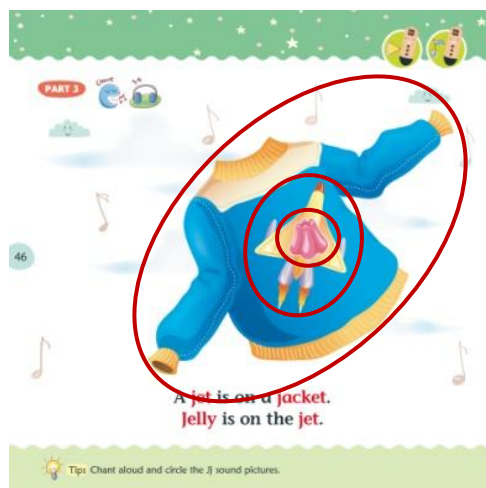
1. Review the chant with your class and make sure everyone understands the meaning of the sentences.
2. Write the chant on the whiteboard.
3. Ask two students to stand on one end of the classroom.
4. Tell them that you will call out a word from the chant and they need to run and erase the word you call out.
5. The fastest one gets a point.



Do still need to remind the children that **SAFETY** comes **FIRST!** Also do have **GOOD SPORTSMANSHIP**, not to be arrogant but encourage and support each other.

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

1. Open Student's book to Unit 10 Part 3 and ask the children to listen to the CD.
2. Chant aloud and use their fingers to follow the words on the page.
3. Circle the **Jj** sound pictures.



Teaching Tips

☆ Chant aloud and circle the **Jj** sound pictures.

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

1. Open **Activity Book to Page 24** and ask the children to trace the letter **Jj** with their fingers and glue on cotton ball.
2. Then stamp paint or color the letters and pictures.



Teaching Tips

- ☆ Trace the letter **Jj** with your finger and glue on cotton ball. Then stamp paint or color the pictures.

Wrap-up/ Review (10 Minutes)

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

🎵 Play **DVD J** during the review.

【Feel free to use the LivePen during your lessons】