

# Unit 11

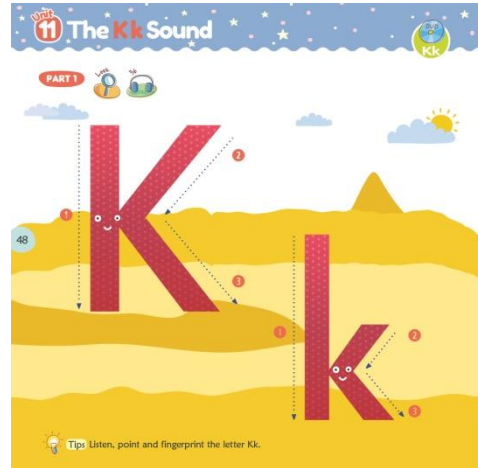
## The Kk Sound- Part 1

### Teaching Goal

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

### Materials

- ✓ ACD Track 36
- ✓ DVD **Kk**
- ✓ LivePen
- ✓ Ink pad or crayons or markers
- ✓ Flashcard and photocopies of the letter **Kk**
- ✓ Number cards or poker cards
- ✓ Some toys
- ✓ Yarn
- ✓ Clothes pins



### Time

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

### *Warm-up/ Circle Time (15 Minutes)*

**Numbers: 1~10**

**Q: “How many \_\_\_\_\_ do you have?”**

**A: “I have \_\_\_\_\_.”**

1. Introduce numbers **1~10** on number cards or poker cards.
2. Ask the children to repeat after you.
3. Ask the children to pick a card from you and tell you what the number is.
4. Show the children the toys you brought to class.
5. They can pick the same amount of toys to play with after the activity.



### 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 **Kk** 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 36** 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: Can you guess what letter it is?

1. Ask one child to come up to the front of the class.
2. Use your finger and write a letter on his/her back.
3. Allow the child to guess what the letter is.
4. Take turns with other children in the class.
5. Invite other children to write as well.

#### Game: Hang the letter on the clothing line

1. Prepare some yarn or line you can hang in the classroom.
2. Make sure it's low enough for the children to reach.
3. Prepare two sets of flashcards of the alphabets on the floor.
4. When you shout out a letter, students will need to run and grab the correct letter from the floor and hang the letter on the clothing line using clothes pins.
5. The fastest one gets a point.

☆ Practice using clothes pins helps the children develop their fine motor skills.

 Do still need to remind the children that **SAFETY** comes **FIRST!**

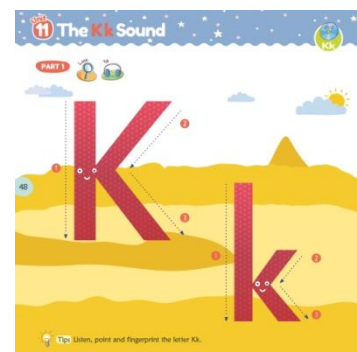
### Student's Book- Let's do it! (15 Minutes)

1. Open Student's book to Unit 11 Part 1 and ask the children to trace the letter **Kk** with their fingers.
2. Ask the children to say the name and sound of the letter.
3. Use ink pad or crayons or markers and fingerprint or color the letter with correct strokes.
4. Reward the children encouragements: stars/stickers/hugs/ hi-fives.



#### Teaching Tips

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



### ***Wrap-up/ Review (10 Minutes)***

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

 Play **DVD Kk** during the review.

**【Feel free to use the LivePen during your lessons】**