

Unit 11

The Kk Sound- Part 4

Teaching Goal

- To be able to recognize and identify 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.
- To remember the vocabulary words that begin with **Kk** (**kite/ king/ kangaroo**).
- To be able to follow the words with their fingers and say the chant.

Materials

- ✓ DVD **Kk**
- ✓ LivePen
- ✓ Flashcards of **Kk**
- ✓ 2 trays and some salt
- ✓ 2 sacks for the sack race
- ✓ Photocopies of the new words (one for each child)
- ✓ Paints or crayons or markers



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. Review the sentence pattern with your class and make sure they understand the meaning of the sentences.

Game: Can you write the number?

1. Draw different number of various objects on the board: e.g. 5 cars, 3 kites, 2 kangaroos...etc.
2. Prepare 2 trays and put some salt in them.
3. Ask two kids to come to the front and answer your question: e.g. “**How many cars do you have?**” The kids need to answer: “**I have 5 cars.**” And **write the number 5 in their salt tray.**

Review Lesson (15 Minutes)

1. Review the letter **Kk** and the sound with the children.

2. Review the new vocabulary words: **kite, king, kangaroo** to make sure the children are familiar with the words and pronunciation.
3. Clap and say the chant 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. Need to **assist and encourage** some slow-learners 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**.*

Activity Time (25 Minutes)

Game: Jump like a Kangaroo (Sack race)

1. Review the vocabulary words with your class and make sure they are familiar with the words that begin with **Kk**.
2. Prepare 2 sacks for the sack race.
3. Put the flashcards of the new words on one side of the classroom.
4. Tell the children that you're going to call out a card and they need to jump in the sack and jump to the other side and pick up the correct flashcard and give it back to you.
5. The fastest one gets a point.



Sacks can be purchased in some hardware house (may search for more detail on the internet.) Perhaps may also try asking some coffee shops that have roasted their own coffee beans for used sack.



*Remind the children that **SAFETY** comes **FIRST!***

Game: Who Am I?

1. Review the new vocabulary words with your class and make sure everyone's familiar with the new words.
2. Prepare little photocopies of the new vocabulary words for each child and tape the picture on their forehead.
3. They cannot see their own picture and they need to go around and ask their friends "**Am I a kangaroo/ king/ kite?**"
4. Ask each child one question until you find out the answer.
5. The fastest person who finds out who they are is the winner.

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

1. Open **Student's book to Unit 11 Part 4** and ask the children to match the pictures with the words and finger paint or use crayons or markers to color the letter **Kk**.



Teaching Tips

- ☆ Match the pictures with the words and fingerprint the letter **Kk**.

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 Kk** during the review.

【Feel free to use the LivePen during your lessons】