

Unit 2

The Bb Sound- Part 1

Teaching Goal

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

Materials

- ✓ ACD Track 04
- ✓ DVD **Bb**
- ✓ LivePen
- ✓ Balloon
- ✓ Ink pad, crayons or markers
- ✓ Flashcard and photocopies of the letter **Bb**
- ✓ Salt and trays



Time

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

Warm-up/ Circle Time (15 Minutes)

Q: “What’s the weather like today?” / ”How’s the weather?”

A: “It’s sunny/ cloudy/ rainy/ partly cloudy.”

1. Draw a funny face on the balloon and introduce it as your new friend.
2. Greet the balloon and introduce different types of weather. Use flashcards or draw pictures on the board.
3. Pass the balloon around in a circle and ask each child **“What’s the weather like today?”**



Teaching Tips

- ☆ *Make sure each child gets a turn answering and give encouragements and reward them with **“Good job!”** or **“Great work!”** or **“Give-me-five!”***

Introduction of the Alphabet (15 Minutes)

1. Introduce the letter **Bb** 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 04** 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: Sensory Play

1. Prepare a tray for each child or share a tray in small groups.
2. Put some salt in the trays and ask the children to use their fingers to trace the upper and lower case of **Bb** in their trays. (※If it is not convenient to prepare the salt try, a magnetic sketch board may be a substitute tool.)
3. Once they're completed the task, take turns and let other children in their group try.

Game: Memory Game

1. Take a few sets of flashcards or photocopies of upper case and lower case of **Aa** and **Bb**.
2. Show the children and review the sound and the strokes with the children.
3. Face all the cards down so the children cannot see what they are.
4. Ask the children to find the matching pair: **A—a, B—b**.
5. Keep the cards if they succeed.
6. Count their cards at the end of the game. Ask the children to clap or give a “thumb up” for the one got the most cards, also give a “**high-five**” to the others and say: “**Well-done!**” or “**Good try!**” or “**Keep going!**” as an encouragement.

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

1. Open **Student's book to Unit 2 Part 1** and ask the children to trace the letter **Bb** 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 or trace the letter with correct strokes.
4. Reward the children encouragements: stars/stickers/stamps/hugs/hi-fives.



Teaching Tips

☆ **Listen, point and fingerprint the letter **Bb**.**

Wrap-up/ Review (10 Minutes)

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



*Play DVD **Bb** during the review.*

【Feel free to use the LivePen during your lessons】