

Unit 3

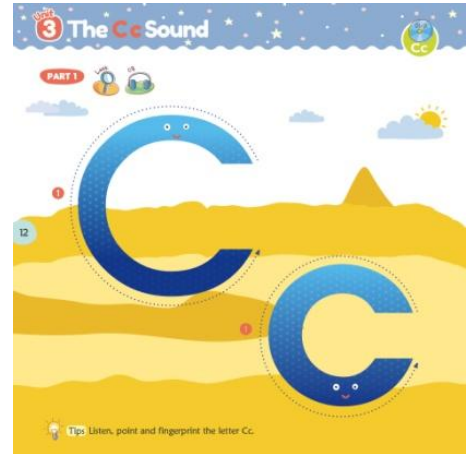
The Cc Sound- Part 1

Teaching Goal

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

Materials

- ✓ ACD Track 08
- ✓ DVD **Cc**
- ✓ LivePen
- ✓ Empty plastic bottle
- ✓ Ink pad, crayons or markers
- ✓ Flashcard and photocopies of the letter **Cc**
- ✓ Shaving cream



Time

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

Warm-up/ Circle Time (15 Minutes)

Q: “What day is it today?”

A: “It’s Monday/ Tuesday/ Wednesday/ Thursday/ Friday/ Saturday/ Sunday.”

1. Introduce Monday to Sunday to the children.
2. It’s a good idea to use movements, rhymes or songs to remember the days of the week.
3. Play “**Spin the bottle**” game.
4. Ask the class the question and then spin the bottle. The child the bottle is pointing to needs to answer the question.



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 **Cc** 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 08** 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 shaving cream in the trays and ask the children to use their fingers to trace the upper and lower case of **Cc** in their trays.
3. Once they're completed the task, take turns and let other children in their group try.
4. Allow kids to practice **Aa**, **Bb** and **Cc** in their trays and give encouragements once they've completed the tasks.

Game: Phonics Tag

1. Ask the children to stand on one side of the wall.
2. Ask the children to listen carefully for the **Cc** sound and tell them that they need to run to another side of the wall if they hear the **Cc** sound.
3. The teacher will try to catch them so they need to get to other wall as fast as possible.

☆ **Remind** children some **safety rules** before playing the game.

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

1. Open **Student's book to Unit 3 Part 1** and ask the children to trace the letter **Cc** 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/hugs/hi-fives... etc.




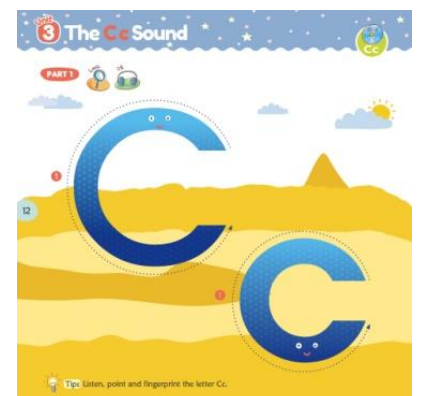
Teaching Tips

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

Wrap-up/ Review (10 Minutes)

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

 Play **DVD Cc** during the review.



【Feel free to use the LivePen during your lessons】