

Unit 6

The Ff Sound- Part 4

Teaching Goal

- To be able to recognize and identify upper and lower case of **Ff**.
- To be able to remember the letter **Ff** and the sound it makes.
- To be able to trace the letter with correct strokes.
- To remember the vocabulary words that begin with **Ff** (**fish/ frog/ four**).
- To be able to follow the words with their fingers and say the chant.

Materials

- ✓ ACD Track 21
- ✓ DVD **Ff**
- ✓ LivePen
- ✓ A toy hammer
- ✓ Flashcards of **Ff**
- ✓ Large piece of paper and an empty bottle
- ✓ Some toothpicks or Q-tips
- ✓ Stamp paint or crayons or markers



Time

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

Warm-up/ Circle Time (15 Minutes)

Q: “What’s your favorite season?”

A: “My favorite season is _____.”

Game: The hammer game

1. Review the sentence pattern with your class and make sure everyone is familiar with it.
2. Tell them that you’re going to play the hammer game and have the class sit in a circle.
3. Let the class know that they have three seconds (or can be longer according to the children’s ability and situation) to answer the question: **“What’s your favorite season?”**
4. If they fail to answer the question during the time limit, they will get a tap on the back or bum with the hammer.



*For the safety reason, it’s better to avoid using any of the teaching tools to hit on the head of the children. **Give encouragements for participation.***


Review Lesson (15 Minutes)

1. Review the letter **Ff** and the sound with the children.
2. Review the new vocabulary words **fish, frog, four** to make sure the children are familiar with the words and pronunciation.
3. Clap and say the chant together as a class.

 Play **ACD Track 21** 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

- ☆ *Divide the class in teams and compete with their peers during the review can increase the children's interests in learning. However, do keep on reminding them **not to be arrogant** and **encourage** some slow-learners to **keep on trying and not to give-up!***

Activity Time (25 Minutes)

Game: Spin the bottle

1. Review the new vocabulary words with the class and make sure everyone's familiar with the new words.
2. On a large piece of paper, draw a circle and divide it into different parts.
3. Write the new words in the different parts of the circle.
4. You can also add some punishment like: "You will be tickled" or "Do a dance" or "Make a funny face" in other parts of the circle.
5. Invite children to come and spin the bottle.
6. Wherever the bottle is pointing at, they need to either call out the word or follow the instruction.

Game: Can you spell the word?

1. Review the new vocabulary words that begin with **Ff** and make sure everyone is familiar with them.
2. You can also review the spelling or write the words on the board first.
3. Then prepare some toothpicks or Q-tips.
4. Tell the children that you're going to call out a word and they need to spell the word with toothpicks or Q-tips.
5. The fastest player wins a point.



Make sure to remind the kids about **the sharp end of the toothpicks.**

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

1. Open **Student's book to Unit 6 Part 4** and ask the children to circle the **Ff** sound pictures and stamp paint or use crayons or markers to color the letter **Ff**.

① **F** fish frog elephant ② **f** egg four fish



Teaching Tips

- ☆ Circle the **Ff** sound pictures and stamp paint the letter **Ff**.

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 Ff** during the review.

【Feel free to use the LivePen during your lessons】