

Unit 7

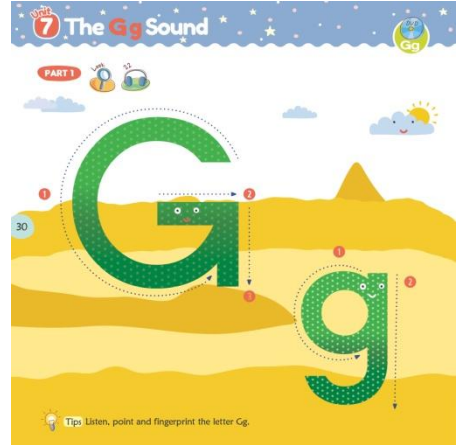
The Gg Sound- Part 1

Teaching Goal

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

Materials

- ✓ ACD Track 22
- ✓ DVD **Gg**
- ✓ LivePen
- ✓ Ink pad or crayons or markers
- ✓ Number flashcards
- ✓ Flashcard and photocopies of the letter **Gg**



Time

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

Warm-up/ Circle Time (15 Minutes)

Q: “How old are you?” A: “I am ____ years old.”

1. Introduce the sentence pattern and talk about their age.
2. Take turn around the circle and answer the question.

Variation of the game

1. Prepare poker cards from **1~10** or number cards.
2. Ask the children “**How old are you?**” and ask the children to pick a card and **answer the question according to the card** they’ve chosen.



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 **Gg** 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 22** 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: Duck, Duck, Goose

1. Everyone sits in a circle and ask one student to be the “**Angel**”.
2. The person who is the “**Angel**” needs to walk around the circle and gently touch each child on his/her head saying any letter from **Aa** to **Ff**.
3. When the “**Angel**” calls out **Gg**, the person being touched at that moment needs to stand up and try to run around the circle and sit down in his/her original spot.
4. The “**Angel**” needs to try to run faster than the child and sit down in his/her spot.

Game: Musical Alphabet

1. Review the alphabets with the children.
2. Place copies of the alphabets on the floor and play some music.
3. The children dance around as they listen to the music and you stop the music, they need to stand on the copies of the alphabets and freeze.
4. They need to call out the letter and the sound it makes.
5. Continue playing until you feel the children are familiar with the letter and the sounds.



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 7 Part 1** and ask the children to trace the letter **Gg** 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.



Teaching Tips



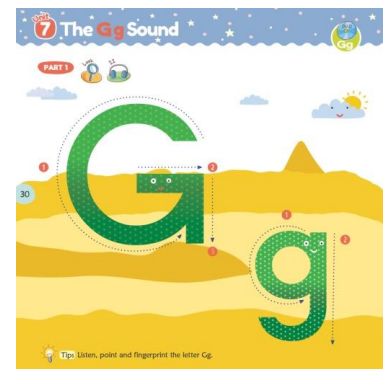
Listen, point and fingerprint the letter **Gg.**

Wrap-up/ Review (10 Minutes)

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



Play DVD **Gg during the review.**



【Feel free to use the LivePen during your lessons】