

Unit 8

The Hh Sound- Part 1

Teaching Goal

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

Materials

- ✓ ACD Track 25
- ✓ DVD **Hh**
- ✓ LivePen
- ✓ Toys in different shapes (circle, square, triangle, star, rectangle)
- ✓ Flashcard and photocopies of the letter **Hh**
- ✓ Ink pad or crayons or markers
- ✓ Whiteboard and markers



Time

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

Warm-up/ Circle Time (15 Minutes)

Q: “What shape is it?” **A:** “It is a _____.”

1. Show different shaped toys to the class.
2. Ask them to feel and touch the shapes and say the names with you.
3. Review a few times to make sure the kids can remember the new vocabulary words.
4. Ask one child to come up to the front and put on a blindfold for him/her.
5. Give him/her a toy and ask him to feel and guess what shape it is.
6. Make sure each child gets a turn before finishing the activity.



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 **Hh** 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 25** 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 : Mexican Wave game

1. Divide the class into two teams.
2. Ask the children from these two teams to stand in a line.
3. Give each team a letter e.g. **Hh, Gg, Ff**...etc.
4. The first child does a star jump and says a letter and the sound it makes.
5. Then the next student in line repeats this and the third student repeats.
6. Continue this step until the last student finishes the step.
7. The fastest team to finish the Mexican wave get a point.
8. Review different alphabets you learned previously.

Game: Run and Write

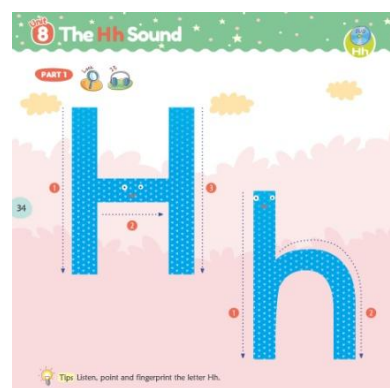
1. Divide your class into teams.
2. You say a word and the first players from each team need to run to the board and write down the beginning letter of the word.
3. The fastest player to finish the task gets a point.
4. Continue playing until everyone gets a turn.



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 8 Part 1** and ask the children to trace the letter **Hh** 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 **Hh**.*

Wrap-up/ Review (10 Minutes)

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



*Play **DVD Hh** during the review.*

【Feel free to use the LivePen during your lessons】