

Review 2

Nn~Uu- Part 1

Teaching Goal

- To be able to recognize and identify upper and lower case of **Nn~Uu**.
- To be able to remember letters **Nn~Uu** and the sound of the letters.
- To be able to trace the letters with correct strokes.
- To remember the vocabulary words that begin with **Nn~Uu**.
- To be able to follow the words with their fingers and say the chants.

Materials

- ✓ ACD 28
- ✓ LivePen
- ✓ Flashcards of **Nn~Uu**
- ✓ A sticky ball
- ✓ Stopwatch
- ✓ Paints or crayons or markers

Time

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

Warm-up/ Circle Time (15 Minutes)

1. Review the sentence patterns the students learned in **Unit 1~8** and make sure the students are familiar with them.

Game: Sticky Ball Bingo

1. Draw a 9-squares box on the board and number them as the example down below. Also make a line in front of the board and make sure it's the suitable distance for the students.
2. Each number represents a question of the sentence patterns they have learned in the past lessons (the teacher could write each of the questions on paper and fold them up then number them).
3. Divide the class into two teams and each team would pick a symbol for their team (or the teacher can just assign a symbol for each team).
4. Ask a student from each team at a time to come up and throw the sticky ball. Once he/she hits a number and he/she will have to ask a question according to the numbered paper.
5. Once the student has replied the question correctly, the team then could put the team

symbol on the number. However, the team symbol can be replaced later in the game if the other team also throws the sticky ball on it and gets the correct answer. The team that gets the first line of bingo wins the game.

1	2	3
4	☆	5
6	7	8



*Do have to remind the students to have **GOOD SPORTSMANSHIP**, **not to be arrogant** but **encourage** and **support each other**. Still need to encourage some slow-learner to **keep on trying and not to give-up!***

Review Lesson (15 Minutes)

1. Review the letter **Nn~Uu** and the sound with the students.
2. Review the new vocabulary words learned in **Unit 1~8** to make sure the students are familiar with the words and pronunciation.
3. Clap and say the chants together as a class.



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 students' interests in learning. However, do need to remind them **not to be arrogant** and **encourage** some slow-learners to **keep on trying and not to give-up!***

Activity Time (15 Minutes)

Game: Beat the Clock

1. Review the vocabulary words with your class and make sure students are familiar with the vocabulary words from **Unit 1~8**.
2. Pick one picture from each alphabet and prepare photocopies for the game.
3. Scatter the flashcards on the floor and time the students as they put the flashcards in order from **Nn~Uu**.
4. You can divide the class in teams or have two players play against each other.
5. Use the stopwatch and see who has the fastest time.

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

1. Open **Student's book to Review 2-Part 1** and ask the students to check the letters that match the pictures.

- ① **Ss** ☒ sun ☐ tiger ② **Uu** ☐ rabbit ☒ umbrella
 ③ **Rr** ☐ sea ☒ rooster ④ **Tt** ☐ rock ☒ table



Teaching Tips

- ☆ Check the letters that match the pictures.

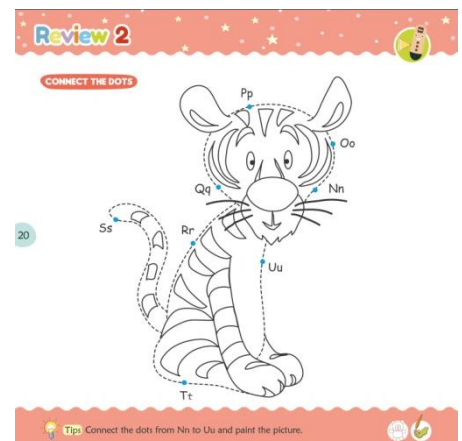
Activity Book- Let's do it! (10 Minutes)

1. Open **Activity Book to Page 20**.
2. Connect the dots from **Nn~Uu** and color the picture.
3. Say the letters out loud with the teacher.



Teaching Tips

- ☆ Connect the dots from **Nn~Uu** and color the picture.



Wrap-up/ Review (10 Minutes)

1. Practice vocabulary words and chant as a group or individually.
2. Reward the students with stickers, hugs, high-fives...etc.



Play DVD during the review.

【Feel free to use the LivePen during your lessons】