

Review 3

Nn~Zz- Part 2

Teaching Goal

- To be able to recognize and identify upper and lower case of **Nn~Zz**.
- To be able to remember letters **Nn~Zz** 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~Zz**.
- To be able to follow the words with their fingers and say the chants.

Materials

- ✓ ACD 46
- ✓ LivePen
- ✓ Flashcards of letter of **Nn~Zz** and the vocabulary words
- ✓ A ping pong ball and plastic spoons for each student
- ✓ Paints, crayons, markers or color pens
- ✓ Scissors and glue

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 1~13** and make sure the students are familiar with them.

Game: Pass the ping pong ball with a spoon

1. Have the students sit in a circle and prepare a spoon for each student.
2. Tell the students that they're going to pass a ping pong ball around in a circle with their spoon without dropping it.
3. You can review any sentence pattern you learned in previous weeks.

☆ *You can also create more excitement by setting a time limit.*



*Remind the students that **SAFETY** comes **FIRST!***

Review Lesson (15 Minutes)

1. Review the letter **Nn~Zz** and the sound with the students.
2. Review the new vocabulary words learned in **Unit 1~13** 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.

Activity Time (20 Minutes)

Game: Watch out for the Bomb

1. Review the vocabulary words with your class and make sure students are familiar with the vocabulary words from **Unit 1~13**.
2. Form a circle with chairs and have the students sit in the chairs.
3. Take one chair out and the student who does not have a chair is "**The Angel**".
4. Review the flashcards with your class and assign **one card** to be the "**bomb**".
5. If they see the "**bomb**", they need to stand up and change their seats.
6. The student who does not get a chair is the new "**The Angel**".

Game: Tag

1. Give an alphabet to the class.
2. The students must run around the classroom to avoid the teacher's tag.
3. If the student is tagged, he/she has 5 seconds to call out a word that starts with the alphabet you called out.
4. If he/she can't call out a word, then he/she should sit out until the next round.



Remind the students of some **safety rules** before playing the game. May also need to give more time or assist some students by give them some hints, as sometimes people's mind might be blank when being too excited during the game.

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

1. Open **Student's book to Review 3-Part 2** and ask the students to connect the dots from **Nn** to **Zz** and paint the picture.



Teaching Tips

- ☆ Connect the dots from **Nn** to **Zz** and paint the picture.



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

1. Open **Activity Book to Page 32** and ask the students to cut out the missing alphabets lists on **Page 35** and paste them in the right box.
2. Say the letters and the vocabulary words out loud with the teacher.

Review 3

Oo

Qq

Rr

Tt

Ww

Yy

Tip: Cut out Review 3 letters on page 35 and paste them in the right box.

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】