

# Unit 1

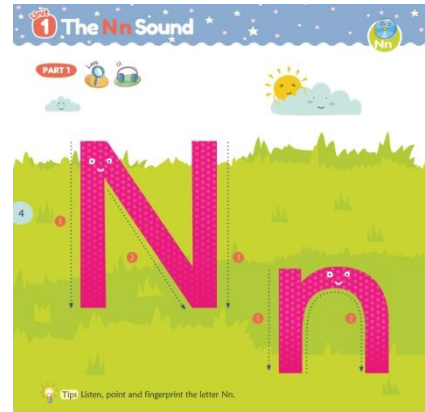
## The Nn Sound- Part 1

### Teaching Goal

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

### Materials

- ✓ ACD Track 1
- ✓ DVD **Nn**
- ✓ LivePen
- ✓ Ink pad or crayons or markers
- ✓ Flashcard and photocopies of the letter **Nn**
- ✓ Bells



### Time

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

### *Warm-up/ Circle Time (15 Minutes)*

**“Thank you (for your kindness).” / Thank you very much.”**

**“You’re welcome.”**

1. Learning to express gratitude to other people’s kindness.
2. Explain to the students or may try to discuss with them what we can say when we need people’s help or seeing people who may need our help, or when someone gives or do something for us.
3. Showing kindness and express gratitude to others is a good manner.
4. Learning to send and respond to people’s gratitude.

### Game: Role play

1. Ask and invite a student to come up and do a role play with you. The scenario might be dropping something on the floor and the student sees it, he/she helps you pick it up and gives it back to you. Then you are feeling so happy and showing your gratitude to him/her.
2. Teach children how to say **“Thank you (for your kindness).” / Thank you very much.”** and **“You’re welcome.”/ “Don’t mention it.”**
3. Invite children to try the role playing activity with others.



## Teaching Tips



*Make sure each student gets a turn and give encouragements and reward them with “Well done!” or “Excellent work!”*

## Introduction of the Alphabet (15 Minutes)

1. Introduce the letter **Nn** and the sound to the students.
2. Say the letter slowly and ask the students to repeat as a group or individually.
3. Ask the students to follow you and trace the letter with their fingers up in the air.



## For IRS Pen ONLY



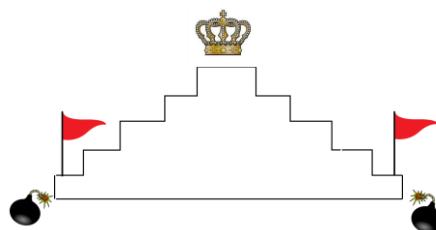
*Feel free to use IMS mode. Just point to a picture, IRS Pen will **AUTOMATICALLY** play a video.*



*Play **ACD Track 1** during the teaching.*

## Activity Time (25 Minutes)

### Game: Crown or Bomb



1. Divide the class into two groups.
2. Draw a crown, 2 bombs and ladders on the board as shown above. Two students represent two groups.
3. Spread the alphabets letter flash cards (**Nn** and the others they've learned) on the floor.
4. The teacher will say the sound of a letter and the students have to find the correct card that matches the sound and touch the flash card.
5. The fastest one who touched the card would help their team to raise their magnet one step on the ladders.
6. The team that reaches the crown first will win the game. However, if the kid got the wrong flash card, then the magnet of the team will have to move backward one step and once if it touches the bomb, the team will lose the game.



***Give encouragements for participation.** However, do have to **assist** and **encourage** some slow-learners to **keep on trying and not to give-up!** Also do need to remind those who are faster or doing better in the class **not to be arrogant** and **encourage them to help others.***



## Teaching Tips



*May spend a bit of time to review the letters that the students have learned before playing the game.*

### Game: Ring the Bell

1. Divide the class into two groups. Have them form a circle.
2. Place a desk in the center of the circle and place two bells on the desk.
3. One student from each group would come and stand by the desk.
4. Show the flash cards of the letters they have learned and the first student who got to ring the bell and say the sound of the letter correctly gets a point.

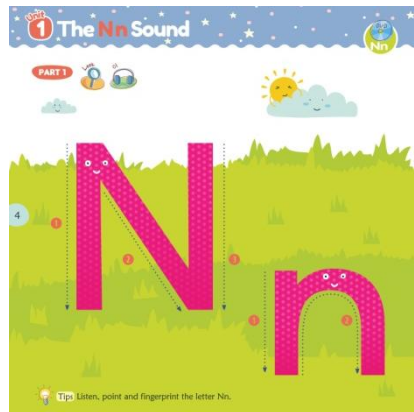


### Teaching Tips

- ☆ May replace the bells with toy hammers and just place a target on the centre of the desk for the students to hit with their hammers.

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

1. Open **Student's book to Unit 1 Part 1** and ask the students to trace the letter **Nn** with their fingers.
2. Ask the students to say the name and sound of the letter.
3. Use ink pad or crayons or markers and fingerprint or color the letter with correct strokes.
4. Reward the students with some encouragements: stars/stickers/hugs/high-fives.



### Teaching Tips

- ☆ Listen, point and fingerprint or color the letter **Nn**.

### Wrap-up/ Review (10 Minutes)

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

🎵 Play DVD **Nn** during the review.

**【Feel free to use the LivePen during your lessons】**