

Unit 11

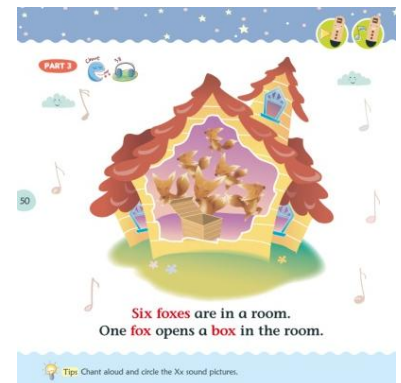
The Xx Sound- Part 3

Teaching Goal

- To be able to recognize and identify the pictures that begin with **Xx** (**six/ fox/ box**).
- To be able to follow the words with their fingers and say the chant.
- To remember the vocabulary words that begin with **Xx**.

Materials

- ✓ ACD Track 38
- ✓ DVD **Xx**
- ✓ LivePen
- ✓ Flashcards of six, fox, box
- ✓ Sticky ball
- ✓ Scissors and glue



Time

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

Warm-up/ Circle Time (15 Minutes)

Q: "My _____ is/are _____, how about you?"

A: "My _____ is/are _____."

1. Review the sentence patterns and also some of the adjectives use to describe appearance.

Game: Big wind Blow

1. Ask the students to sit in a circle.
2. Explain and demonstrate how to play the game to the students first. As the sentence patterns may be slightly different from what they have learned. The people who are sitting down will ask: "Big wind blows." and the one who is standing would say: "**Blows everyone whose** _____." Then, everyone will have to change the seat and the one who is not able to get a seat will be the next one who makes the call.
3. Please tell the students that they need to make the call with OBVIOUS appearance such as: "everyone whose HAIR IS LONG/SHORT/BLACK." or "everyone whose SHOCKS ARE WHITE." ... etc.



*Do still need to remind the students that **SAFETY** comes **FIRST!***

Introduction of the chant (15 Minutes)

1. Review the new vocabulary words with the students before introducing the chant.
2. Draw the pictures on the board or show flashcards of the new vocabulary words.
3. Take out the Student book, show and read the chant to the students.
4. Say the chant with action.
5. Ask students to follow you and say the chant together with action.

 Play **ACD Track 38** during the lesson.



For IRS Pen ONLY



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



Teaching Tips



Acting out the chant helps the students understand what the chant means.

Activity Time (15 Minutes)

Game: Throw and Say

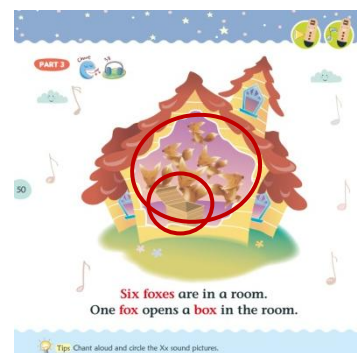
1. Review the chant with your class and make sure everyone understands the meaning of the sentences.
2. Write all the words on the board and give each word a few points.
3. The students need to throw the sticky ball at the word and shout it out.
4. If they can shout out the words correctly, they get the points for that word.
5. Calculate the points.



Give encouragements for participation also do **assist and encourage** some students who are not doing too well during the game **keep on trying and not to give-up!** However, still need to remind the students **not to be arrogant but encourage and support each other.**

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

1. Open **Student's book to Unit 11 Part 3** and ask the students to listen to the CD.
2. Chant aloud and **use their fingers to follow the words on the page.**
3. Circle the **Xx** sound pictures.



Teaching Tips




*Chant aloud and circle the **Xx** sound pictures.*

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


1. Open **Activity Book to Page 26** and ask the students to cut out **Xx** sound pictures on **Page 35** and paste them above.
2. Chant aloud by clapping hands or playing instruments.



-  **Teaching Tips**
- ☆ Cut out **Xx** sound pictures on **Page 35** and paste them above. Chant aloud by clapping hands or playing instruments.

Wrap-up/ Review (10 Minutes)

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

 Play **DVD Xx** during the review.

【Feel free to use the LivePen during your lessons】