

Unit 12

The Yy Sound- Part 4

Teaching Goal

- To be able to recognize and identify upper and lower case of **Yy**.
- To be able to remember the letter **Yy** and the sound it makes.
- To be able to trace the letter with correct strokes.
- To remember the vocabulary words that begin with **Yy** (**yo-yo/ yellow/ yogurt**).
- To be able to follow the words with their fingers and say the chant.

Materials

- ✓ DVD **Yy**
- ✓ LivePen
- ✓ Flashcards of **Yy**
- ✓ Glue and cotton balls
- ✓ Crayons or markers

Time

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

Warm-up/ Circle Time (15 Minutes)

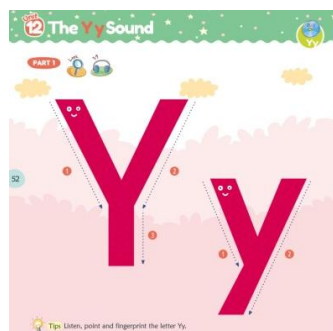
Q: "Which do you like? _____ or _____?"

A: "I like _____."

1. Review the sentence pattern with your class and make sure they understand the meaning of the sentences.

Game: Guess which is the one

1. Take 2 flashcards from the same category and ask the class the question: "**Which do you like? _____ or _____?**"
2. Tell them your answer: "**I like _____.**" and then mix the flashcards and put the 2 flashcards on the floor.
3. Ask 1 student to come up and take a guess and pick 1 flashcard. If he/she picked the correct one, then give him/her a big high-five or a sticker as a reward. However if he/she picked the wrong one, the teacher can give him/her a hug and remind the player not to worry, just keep on trying.



Teaching Tips

- ☆ Make sure each student gets a turn answering and **give encouragements and reward** them with "**Well done!**" or "**Excellent work!**"

☆ *Make sure to cover up the WORDS on the other side of the flashcards for the game.*

Review Lesson (15 Minutes)

1. Review the letter **Yy** and the sound with the students.
2. Review the new vocabulary words: **yo-yo**, **yellow** and **yogurt** to make sure the students are familiar with the words and pronunciation.
3. Clap and say the chant 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. Do **assist and encourage** some slow-learners do **keep on trying and not to give-up!***

Activity Time (25 Minutes)

Game: Go or Not

1. Review the vocabulary words with your class and make sure they are familiar with the words that begin with **Yy**.
2. Make a line in the classroom and have the students stand behind the line (divide into small teams if the space is not big enough for all the students to play together at once).
3. The teacher will show them the flashcards and also say the words out loud. The students can move only when they hear the teacher says out the words that begin with **Yy**. Otherwise, they have to stop and can not move.
4. The very first one to reach the teacher and touch the board will be the winner.
5. Reward the winner with a high-five or stickers.



*Make sure to remind the students **not to run but just SPEED WALK** and must **NOT to PUSH** others in the team during the game.*

Game: Vocabulary words Touch

1. Review the new vocabulary words with your class and make sure everyone's familiar with the new words.
2. Place the flashcards in different places in the classroom or draw them on the board.
3. Call out the new vocabulary words learned in this unit and have the students find and touch them in the classroom or on the whiteboard.

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

1. Open **Student's book to Unit 12 Part 4** and ask the students to trace the letter **Yy** with their fingers and glue on cotton.
2. Color the pictures.



Teaching Tips



*Trace the letter **Yy** with your finger and glue on cotton. Then color the pictures.*

Wrap-up/ Review (10 Minutes)

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



*Play **DVD Yy** during the review.*

【Feel free to use the LivePen during your lessons】