


Unit 13

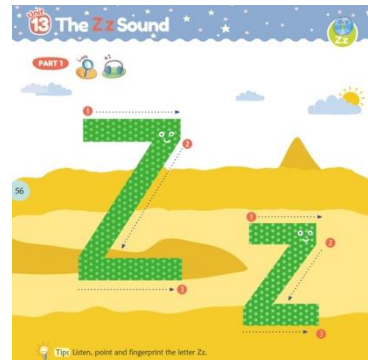
The Zz Sound- Part 1

Teaching Goal

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

Materials

- ✓ ACD Track 42
- ✓ DVD 
- ✓ LivePen
- ✓ Ink pad or crayons or markers
- ✓ Flashcard and photocopies of the letter **Zz**
- ✓ A puppet doll or stuffed toy
- ✓ A die



Time

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

Warm-up/ Circle Time (15 Minutes)

Q: “What’s your favorite _____?”

A: “My favorite _____ is _____.”

1. Explain to the students what “FAVORITE” means and give them a few examples of your favorite items.
2. Practice the sentence patterns with the students by asking each of them the question: “**What’s your favorite _____?**” and change different items for the students to practice.

Suggested activity

1. Take a puppet doll or a stuffed toy, then do a role play with it to introduce the sentence patterns to the students.
2. Invite the students to try the role playing activity together if there is enough time.



*May need to **assist** some slow-learners and give them **more time and chances to practice. Encourage** them to **keep on trying and not to give-up!***



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

 Play **ACD Track 42** during the teaching.



For IRS Pen ONLY

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

Activity Time (25 Minutes)

Game: Roll the die

1. Prepare a die and glue on different alphabets on each side.
2. Roll the die and ask the students to call out the name of the letter and the sound it makes.
3. Give students a chance to roll the die and the others in the class can try to call out the letter and the sound as fast as possible.

Game: Electric Shock

1. Form a long line with all the students. Tell them to hold hands.
2. You stand on one side and tell them that you are going to put your finger in an imaginary power socket.
3. When you do this, you will act out the shock and say an alphabet and the sound it makes.
4. Shake your arms up and down to create a wave effect through the class, each student saying the sound as the “shock” travels down the line.



*Some student may be shy and not used to act out, therefore **may encourage them to try but do respect and also ask other students to respect** everyone has their own way of expressing and showing feelings.*

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

1. Open **Student's book to Unit 13 Part 1** and ask the students to trace the letter **Zz** 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.

- Reward the students with some encouragements: stars/stickers/hugs/high-fives.

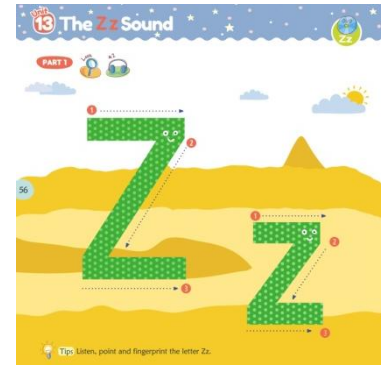


Teaching Tips

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

Wrap-up/ Review (10 Minutes)

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



Play **DVD Zz** during the review.

【Feel free to use the LivePen during your lessons】