


## Unit 2

### The Oo Sound- Part 1

#### Teaching Goal

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

#### Materials

- ✓ ACD Track 04
- ✓ DVD 
- ✓ LivePen
- ✓ A puppet doll
- ✓ 2 small whiteboard or some scratch paper and markers
- ✓ Flashcard and photocopies of the letter **Oo**
- ✓ Ink pad, crayons or markers



#### Time

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

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

**Q: “How many brothers and sisters do you have?”**

**A: “I have \_\_\_\_\_.”**

1. You can draw a house on the board with family members in it.
2. Firstly, introduce your family to the students as an example and explain the relationship of the members of the family.
3. Introduce your puppet doll friend and ask the doll: **“How many brothers and sisters do you have?”** and answers: **“I have \_\_\_\_\_.”**
4. Use the doll to ask the students and practice the sentences with them.



#### Teaching Tips

- ☆ *Make sure each student gets a turn answering and give encouragements and reward them with **“Good job!”** or **“Great work!”** or **“Give-me-five!”***

#### **Introduction of the Alphabet (15 Minutes)**

1. Introduce the letter **Oo** 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.

 Play **ACD Track 04** during the teaching.



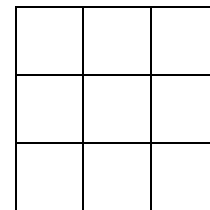
**For IRS Pen ONLY**

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

## Activity Time (25 Minutes)

### Game: Cross Bingo

1. Divide the students in 2 groups and draw a “9 square grid” cross bingo frame on the board and let each team choose a symbol for their team. (See the example down below)
2. Prepare 2 little whiteboard (or some scratch paper) and a marker for each team.
3. Ask 1 student from each group to come up and once the teacher has read out the sound of the alphabets they have already learned, and then the students have to write down the upper and lower case of the correct letter they heard which matches the sound.
4. Once they’ve completed, the first one who has finishes needs to call out: **“I’m done!”** If the answer is correct, the team can put the symbol of their team on any of the squares on the cross bingo frame.
5. The team that has got a bingo line first would win the game.



☆ *The team can replace their symbol of the other team if they got the answer correct in order to increase the challenge and make the game more exciting.*



**Give encouragements for participation.** Do have to **assist** and **encourage** some slow-learners to **keep on trying and not to give-up!** Also do need to remind the students that **the purpose of the game is to help them learn and make learning to be fun. No one should be arrogant** and take the outcome of the game too serious. **Just enjoy learning and have fun!**

### Game: Don’t Cry, Baby

1. Draw a crying face on the board with 6~8 drops of tears.
2. Take a few sets of flashcards or photocopies of upper case and lower case of the

alphabets they have learned.

3. Show the students and review the sound and the strokes with the students.
4. Face all the cards down so the students cannot see what they are.
5. Ask the students to find the matching pair: **A—a, B—b, ..... N—n.**
6. Once they've found one matching pair, then they can wipe-off 1 drop of the tear from the face.
7. Encourage the students to clap or give a “thumbs up” gesture once they have wiped all the tears off the face and turned the face into a smiley face. Also, ask the students to give a “**high-five**” to each other and say: “**Well-done!**” or “**Good try!**” or “**Keep going!**” as an encouragement.

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

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



#### **Teaching Tips**

- ☆ Listen, point and fingerprint the letter **Oo**.

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

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



Play **DVD Oo** during the review.



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