

Unit 3

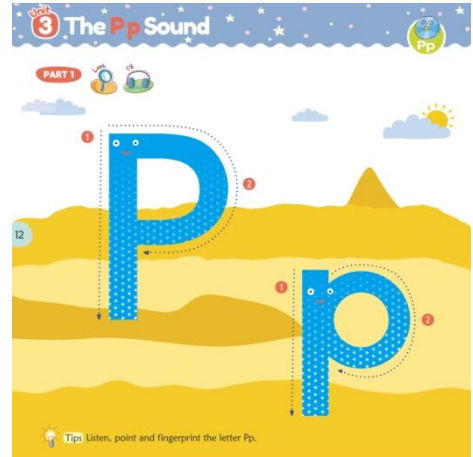
The Pp Sound- Part 1

Teaching Goal

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

Materials

- ✓ ACD Track 08
- ✓ DVD **Pp**
- ✓ LivePen
- ✓ Ink pad, crayons or markers
- ✓ Flashcard and photocopies of the letter **Pp**
- ✓ Shaving cream



Time

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

Warm-up/ Circle Time (15 Minutes)

Q: “May I borrow your _____, please?”

A: “Sure, here you are.”/ “Sorry, I’m using (playing with) it/them now.”

1. Explain the situations where you can apply these phrases.
2. It’s a good idea to give some examples and demonstrate the situation to the students.
3. Ask the class to think what sort of goods they may need to borrow from others and then ask 1 student to come up and demonstrate the phrases with you.
4. Ask the class to practice the phrases in pairs.



Teaching Tips

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

Introduction of the Alphabet (15 Minutes)

1. Introduce the letter **Pp** 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 08** 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: Sensory Play

1. Prepare a tray for each student or share a tray in small groups.
2. Put some shaving cream in the trays and ask the students to use their fingers to trace the upper and lower case of **Pp** in their trays.
3. Once they've completed the task, take turns and let other students in their group try.
4. Allow the students to practice **Nn**, **Oo** and **Pp** in their trays and give encouragements once they've completed the tasks.

☆ *If there is more time, review the letters they have already learned in the last book.*

Game: Phonics Tag

1. Ask the students to stand on one side of the wall.
2. Ask the students to listen carefully for the **Pp** sound and tell them that they need to run to another side of the wall if they hear the **Pp** sound.
3. The teacher will try to catch them so they need to get to other wall as fast as possible.

☆ *Remind the students some **safety rules** before playing the game.*

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

1. Open Student's book to Unit 3 Part 1 and ask the students to trace the letter **Pp** 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/hugs/hi-fives... etc.



Teaching Tips

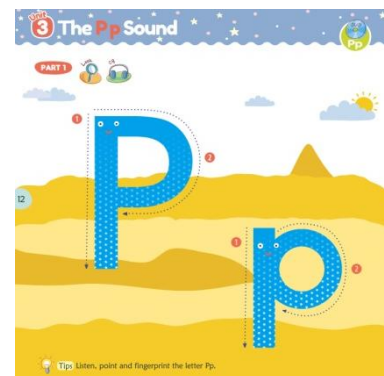
☆ *Listen, point and fingerprint the letter **Pp**.*

Wrap-up/ Review (10 Minutes)

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



Play **DVD Pp** during the review.



【Feel free to use the LivePen during your lessons】