

## Unit 4

### The Qq Sound- Part 1

#### Teaching Goal

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

#### Materials

- ✓ ACD Track 11
- ✓ DVD **Qq**
- ✓ LivePen
- ✓ Ink pad or crayons or markers
- ✓ Flashcard and photocopies of the letter **Qq**
- ✓ A puppet doll or a stuffed toy



#### Time

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

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

**Q:** “Are you OK?”

**A:** “Yes, I’m OK. Thank you!” / “No, I’m not feeling well.”

1. Write down the sentence patterns on the board first.
2. Explain to the students that in what sort of situations the sentence patterns can be used.
3. Act out a situation with the puppet doll using the sentence patterns.
4. Repeat acting out the situation again and ask the students to repeat the sentence patterns with you.
5. May ask a few students to act and practice the sentence patterns and make sure all the students are familiar with the usage of the sentence patterns.



#### Teaching Tips

- ☆ *Make sure all the students understand and know in what sorts of situations the sentence patterns can be used. **Give encouragements and reward** them with “**Well done!**” or “**Excellent work!**”*

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

1. Introduce the letter **Qq** and the sound to the students.

2. Say the letter slowly and ask the kids 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 11** 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: Hide the Flashcard**

1. Have one student stand outside the classroom whilst another student in the classroom hides the flashcard **Qq**.
2. When the student comes back in, everyone says the phonics sound of the letter **Qq**.
3. They have to say it louder as the student gets nearer to the flashcard and quieter as the student moves farther away from it.



*Remind the students some **safety rules before playing the game**. Moreover, remind them **not to be arrogant** and **encourage** some slow-learners to **keep on trying and not to give-up!***

#### **Game: Whisper down the line**

1. Ask the students to make two lines.
2. Whisper the phonics sounds of **Nn, Oo, Pp, or Qq** (add the letters they've learned in the past if they are all familiar with the new letters in this book) to the first students of the two lines and they need to whisper and pass it down their line.
3. When they reach the last two students, they have to run to the board and write down the upper and lower case of the alphabet given by the teacher.
4. The fastest team gets a point.
5. Count the points at the end of the game. Ask the other team to give the winning team a "thumbs-up" and praise them loudly with: "**Great job!**" or "**Well-done!**"

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

1. Open **Student's book to Unit 5 Part 1** and ask the students to trace the letter **Qq** 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 encouragements: stars/stickers/hugs/high-fives.



### Teaching Tips

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

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

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



Play **DVD Qq** during the review.

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