

Unit 5

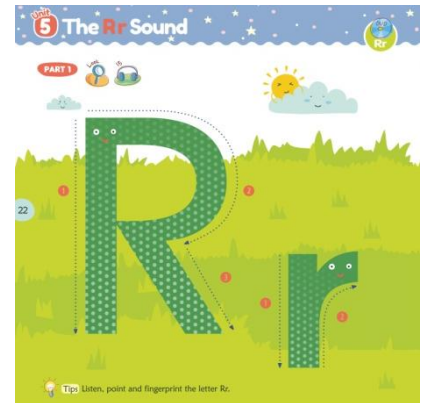
The Rr Sound- Part 1

Teaching Goal

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

Materials

- ✓ ACD Track 15
- ✓ DVD **Rr**
- ✓ LivePen
- ✓ Ink pad or crayons or markers
- ✓ Flashcards or photos or pictures some food and the letter **Rr**
- ✓ Some happy tune or upbeat music and a playing device



Time

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

Warm-up/ Circle Time (15 Minutes)

Q: “Would you like some _____?”

A: “Yes, please. Thank you!” / “No, thank you.”

1. Introduce and explain to the students the sentence patterns and in what sorts of situation they can be used.
2. Show the students with the flashcards or pictures of different food and ask them: “Would you like some _____?” and they would answer you with: “Yes, please. Thank you!” / “No, thank you.” according to their own will.
3. It is also a good chance to share and tell the students about the importance of having a well-balanced nutritional supply in their daily diet. Being too picky with food is not a good way of living and their bodies will not be healthy and strong.



Teaching Tips

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

Introduction of the Alphabet (15 Minutes)


1. Introduce the letter **Rr** 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 15** 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: Whisper down the line

1. Students make two lines. Whisper the phonics sounds of **Nn, Oo, Pp, Qq** or **Rr** to the first two students and they need to whisper it down their line.
2. 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.
3. The fastest team gets a point.

Game: Musical Alphabet

1. Review the alphabets with the students.
2. Place copies of the alphabets on the floor and play some music.
3. The children dance around as they listen to the music and you stop the music, they need to stand on the copies of the alphabets and freeze.
4. They need to call out the letter and the sound it makes.
5. Continue playing until you feel the students are familiar with the letter and the sounds.



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

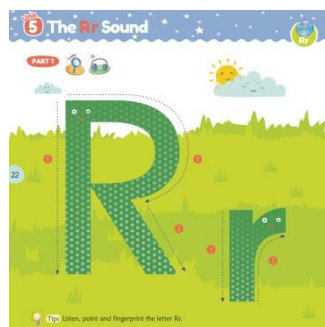
Student's Book- Let's do it! (15 Minutes)

1. Open **Student's book to Unit 5 Part 1** and ask the students to trace the letter **Rr** 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 **Rr**.*



Wrap-up/ Review (10 Minutes)

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

 Play **DVD Rr** during the review.

【Feel free to use the LivePen during your lessons】