

## Review 1

### My Dear Grandpa & Grandma - Part 1

#### Teaching Goal

- To be able to recognize, identify and call out your family members: **grandpa, grandfather, grandmother & grandma.**
- To be able to recognize and tell the occupation of your family members.
- To be able to recognize and match the vocabulary words with correct pictures.
- To be able to say and pronounce the vocabulary words of: **family, grandpa, grandfather, grandmother, grandma, farmer and baker.**
- To be able to understand and describe your family members with correct sentence patterns.
- To be able to understand and remember the lyrics of the songs about your family members.

#### Materials

- ✓ ACD Track 01 ~ 09
- ✓ DVD **Unit 1** ~ **Unit 2**
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **family, grandpa, grandfather, grandmother, grandma, farmer and baker** and some action words
- ✓ 2 toy hammer
- ✓ Playdough, stamp paint and color pens or crayons or markers

#### Time

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

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

1. Greet the students.
2. Review the phrase: **Let's...** with the students.

#### **Game: Tic-Tac-Toe**

1. Divide the class into 2 teams.
2. Draw a 3x3 grid on the board and prepare the flashcards of some action words.
3. Each team would have 1 student at a time to come up and do: "Paper, Scissors, Stone" the winner team will pick 1 flashcard from the pile, then say the action word with the phrase: "**Let's...**"
4. Then the team then would call to draw an O or X on one square of the grid.

- The game will continue until the first team to get three O's or X's in a row (horizontal, vertical, or diagonal) wins the game.
- The members of the other team would praise the winner team by giving every member a big high-five and say: "**Well-done!**" or "**Great job!**" or "**You're awesome!**"



**Give encouragements for participation. Assist and encourage some slow-learners to keep on trying and not to give-up!**

### Review Lesson (15 Minutes)

- Review the vocabulary words of the family members: **grandpa, grandfather, grandmother & grandma** with the students.
- Review the sentence patterns and the conversation of **Unit 1~2** with the students:

Q: "Who is he/she?"

A: "He/She is my \_\_\_\_\_."

Q: "What does he/she do?"

A: "He/She is a \_\_\_\_\_."

My \_\_\_\_\_ loves \_\_\_\_\_.

My \_\_\_\_\_ likes to \_\_\_\_\_.



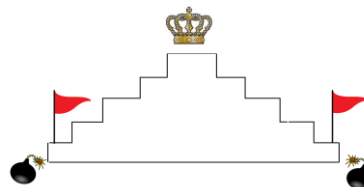
**For IRS Pen ONLY**

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

### Activity Time (20 Minutes)

#### Game: Crown or Bomb

- Divide the class into 2 teams.
- Draw a crown, 2 bombs and ladders on the board as shown above. Two students represent two groups.
- Spread the flashcards of **Unit 1~2** on the floor.
- The teacher will act out 1 of the characters of the vocabulary words, then ask the question: "**Who is he/she?**" or "**What does he/she do?**"
- The students have to find the correct flashcard that matches what the teacher has acted out.
- The fastest one who touched the correct flashcard with the toy hammer and say the answer: "**He/She is my \_\_\_\_\_.**" or "**He/She is a \_\_\_\_\_.**" would help their team to raise their magnet one step on the ladders.
- The team that reaches the crown first will win the game. However, if the student gets the wrong flashcard, then the magnet of the team will have to move backward one step and once it touches the bomb, the team will lose the game.



### Game: Shark Bites

1. Divide the students into 2 teams.
2. Draw a man holding 7 balloons (can be less or more) for each team on the whiteboard. Below the man is the sea with a big shark swimming.
3. Ask 1 of the students from each team to come and do "Paper, Scissors, Stone".
4. The winner side wins the chance to pick 1 flashcard of some action words from the teacher and the student will have to make a sentence: "**My \_\_\_\_\_ loves \_\_\_\_\_.**" or "**My \_\_\_\_\_ likes to \_\_\_\_\_.**" according to the flashcard he/she picked.
5. If the student made a correct sentence, the team can erase 1 balloon from the other team. However, if the student says the sentence incorrectly, the other team will have the chance to say the sentence correctly and erase the balloon from the opposite team.
6. At the end, the team that has more balloons left wins.
7. Reward every student of the winner team with high-five or a sticker...etc.



**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!**

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

1. Open **Student's book to Review 1 (P.16 & 17)** and ask the students to shape **Grandpa the Farmer** with playdough and finger-paint **Grandma the Baker**.



### Teaching Tips

- ☆ Shape **Grandpa the Farmer** with playdough.
- ☆ Finger-paint **Grandma the Baker**.

## Activity Book- Let's do it! (10 Minutes)

1. Open **Activity Book** to **Page 7**.
2. Trace the words with color pens or crayons or markers.
3. Say the vocabulary words out loud with the teacher.



### Teaching Tips

☆ Trace the words with color pens or crayons or markers.



## Wrap-up/ Review (10 Minutes)

1. Practice the vocabulary words and the sentence patterns as a group or individually.
2. Reward the students with stickers, hugs, high-fives...etc.

🎵 Play DVD **Unit 1** & **Unit 2** during the review.

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