

Unit 1

My Dear Grandpa - Part 3

Teaching Goal

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

Materials

- ✓ ACD Track 04
- ✓ DVD Unit 1
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **grandfather, grandpa and farmer**
- ✓ A PET bottle
- ✓ A stick or a pointer

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 of: **Let's...** with the students.

Game: Spin the Bottle and Make a Sentence

1. Ask all the students to sit down in a circle.
2. The teacher will first spin the PET bottle and once the bottle stopped and pointed to a student, he/she will have to make a sentence with "**Let's...**"
3. Once the student has say a sentence, then the whole class will do the action as the student said altogether.
4. The student who has made the sentence will get to spin the bottle.



Give encouragements for participation. Do have to assist and encourage some slow-learners to keep on trying and not to give-up!

Review Lesson (15 Minutes)

1. Review the vocabulary words, sentence patterns and the conversation of the unit with the students:

Q: "Who is he?" A: "He is my _____."

Q: "What does he do?" A: "He is a _____."

My _____ loves _____.

Introduction of the Song : Student's Book- Let's Sing it! (20 Minutes)

1. Play the ACD and introduce the song to the students.
2. Open **Student's book to Unit 1 Part 3 (P.8)** and play the ACD.
3. Play the song again and ask the students sing along together with the ACD and point to the sentences of the song lyrics with their fingers so they will be able to recognize the words.
4. Once they are familiar with the song, the teacher may think of some actions for the song and introduce the actions to the students. Then ask them to sing and follow the actions together.
5. Reward the students with some encouragements: stars/stickers/hugs/high-fives.

 Play **ACD Track 04**



Teaching Tips

- ☆ Sing aloud and point to the pictures.
(✂ mime the actions)



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: I'm the Great Conductor

1. Take out a stick or a pointer and explain to the students that they have to look at the conductor who is holding the stick (pointer) and also listen to the conductor giving out orders while they are singing the song.
2. If the conductor gives out an order and also points the stick (pointer) to the certain person or group, then the person or group will have to sing the song with the actions (e.g. point to any boys and say: "Boys" then all the boys will have to stand up and sing the song with actions).
3. The teacher will be the conductor at first as a demo and this allows the students to become familiar with how the game works.

4. Once the students know how the game works, then may ask any volunteer to come and be the next conductor.



Teaching Tips

- ☆ Ask **ALL** the students to clap their hands and sing along together while they are all sitting down. Once the pointer and the order are given out, the certain group or person will stand up and sing with the actions.
- ☆ It's better to point and give out order with "a group of students" at the beginning and once the students are familiar with the song and the game, then begin to point and give out order to **ONE** student.



Give encouragements for participation.



Play **ACD Track 04**

Game: Freeze

1. Make a "starting line" on the floor.
2. Have all the students stand behind the "starting line" (may divide the students in 2 groups if the room is too crowded with all the students to play altogether).
3. The teacher will turn your back to the students and sing the song.
4. The students will start moving toward to you while you're singing.
5. Once you stop singing and turn around, then the students will have to **FREEZE**.
6. Continue until the very first student who touches your hand and say: "**Tag!**"
7. The student will be the winner and reward the student with some encouragements: stickers/a hug/ a high-five.



Make sure to remind the students to WALK and NO RUNNING and PUSHING others, SAFETY FIRST! Give encouragements for participation.



Teaching Tips

- ☆ May ask the winner to be the caller of the game.

Wrap-up/ Review (10 Minutes)

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



Play **DVD Unit 1** during the review.

【Feel free to use the LivePen during your lessons】