

Unit 4

My Dear Mommy - Part 4

Teaching Goal

- To be able to recognize, identify and call out your family member: **mommy & mother**.
- 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: **mommy, mother and teacher**.
- 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 15~19
- ✓ DVD Unit 4
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **mommy, mother and teacher**
- ✓ Flashcards of some action or activity words
- ✓ A sticky ball
- ✓ A hand-made dynamite
- ✓ Scissors and glue
- ✓ Color pens or crayons or markers

Time

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

Warm-up/ Circle Time (20 Minutes)

1. Greet the students.
2. Review conversation phrases:
Q: What does _____ like/love to do?
A: _____ likes/loves to _____.

Game: Turtle and Hare

1. Draw a 5 X 5 grid on the whiteboard.
2. Write down the scores for each of the squares on a scrap paper (e.g. +5, +10, +20, -5 and -15). Don't let the students to see the paper; it's only for teacher's reference only.

3. Divide the students into 2 teams: The Turtles and The Hares and give each team a pile of action word flashcards.
4. The team will do "Paper, Scissors, Stone" to decide who will ask the question first.
5. The student then will pick a flashcard and ask the question: "**What does the Hare/Turtle like/love to do?**" The student of the other team will have to answer: "**The Hare/Turtle likes to _____.**" according to the flashcard he/she sees.
6. Once the student has answered the question correctly, he/she then gets to throw the sticky ball to 1 square from the grid. In addition, the teacher checks the point from the reference to add the point to the team.
7. Have the students take turns to play the game. The team with the highest points wins.
8. Reward the students of the winner side with stickers, hugs, high-fives...etc.



Give encouragements for participation. Assist and encourage some slow-learners to keep on trying and not to give-up! Do remind the students not to be arrogant but encourage and support each other.

Review Lesson (10 Minutes)

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

Q: "Who is she?" A "She is my _____."

Q: "What does she do?" A: "She is a _____."

My _____.



For IRS Pen ONLY

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



Play ACD Track 15~18

Activity Time (20 Minutes)

Game: Who's the fastest kangaroo?

1. Place the flashcards of the vocabulary words on the floor in a line.
2. Divide the students into 2 teams and prepare two sets of flashcards and form two lines for two teams.
3. Write down the questions on the whiteboard.
4. When you point to 1 of the questions, the student will have to read aloud and you will then say the answer.
5. The 2 students from each team will have to jump like kangaroos and go reach for the correct flashcard then bring it back to you and say the answer to you.



- The fastest one who answers correctly will win a point for the team.
- The team with the highest points will be the winner. 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!”**



*Remind the children that **SAFETY** comes **FIRST!** Give **encouragements** for participation and make sure everyone gets a turn to play.*

Game: Pass the Dynamite

- Make a bundle of dynamite from paper towel or toilet paper rolls and strings. Paint and color it red.
- Have the students sit in a circle.
- Play the song of the unit to the students and everyone has to sing the song and pass the dynamite around the circle.
- When the song pauses, the student who is holding the dynamite yells: **“KABOOM!”** The 2 students on either side of that student have been blown up and will be out of the game.
- Continue the game until there is only 1 student left. Make sure all the students sing along with the ACD, including those who are out of the game.



*Play **ACD Track 18***



Teaching Tips

☆ *May just use a ball or just a PET bottle as a dynamite or a bomb.*

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

- Open **Student's book to Unit 4 Part 4 (P.29)**.
- Let the students listen to the ACD, then check and color the related pictures.
- Reward the students with some encouragements: stars/stickers/hugs/high-fives.



*Play **ACD Track 19***



Teaching Tips

☆ *Check and color the related pictures.*



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

- Open **Activity Book to Page 12** and ask the students to cut out **Unit 4** pictures on **Page 23** and paste them above.
- Sing aloud by clapping hands or playing instruments.



Teaching Tips

- ☆ Cut out **Unit 4** pictures on **Page 23** and paste them above. Sing aloud by clapping hands or playing instruments.

Wrap-up/ Review (10 Minutes)

1. Review the vocabulary words, sentence patterns, conversation and the song with the students.
2. Practice as a group or individually.
3. Ask the students to put their small flashcard of “mother” or a photo of their mother on their family tree.
4. Reward the students with stickers, hugs, high-fives...etc.



Play **DVD Unit 4** during the review.

【Feel free to use the LivePen during your lessons】