

## Review 1

### Unit 1 ~ Unit 2 - Part 1

#### Teaching Goal

- To be able to recognize, identify, say and pronounce the action words: **walk, jump, fly a kite, hop, run and do a cartwheel.**
- To be able to recognize and match the vocabulary words with correct pictures.
- To be able to use the action words properly with the grammar rules.
- To be able to understand and remember the lyrics of the songs.

#### Materials

- ✓ ACD Track 01 ~ 09
- ✓ DVD **Unit 1** & **Unit 2**
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **walk, jump, fly a kite, hop, run and do a cartwheel**
- ✓ A sticky ball
- ✓ Playdough, stamp paint, watercolors and color pens/ crayons/ markers

#### Time

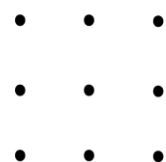
1.5 hrs (80 minute lesson + 10 minute break time)

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

1. Greet the students.
2. Review the conversation phrases:  
**Q: What color is/are the \_\_\_\_\_?**  
**A: It's \_\_\_\_\_. / They're \_\_\_\_\_.**

#### Game: Connect the Dots

1. Draw a grid with dots on the board (see the example).
2. Divide the class into 2 teams: A & B.
3. Put the flashcards of various colors on the floor.
4. Ask 1 student from each team to come up and the teacher will ask the question: **"What color is/are the \_\_\_\_\_?"**
5. The students need to find the color flashcards that matches the color of the object.
6. The fastest student that taps the correct flashcard and answers: **"It's \_\_\_\_\_. / They're \_\_\_\_\_."** will have the chance to draw a line to connect 2 dots.
7. Two teams use different colors of markers. Whenever a SQUARE is formed, write the team's letter in the square.



8. The team that makes more squares wins the game.
9. 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.**



## Review Lesson (15 Minutes)

1. Review the action words: words: **walk, jump, fly a kite, hop, run and do a cartwheel** with the students.

Review the sentence patterns and the conversation of **Unit 1~2** with the students:

**Q: Can a/an \_\_\_\_\_ ?**

**A: Yes, it can. / No, it can't.**

**Q: How about you?**

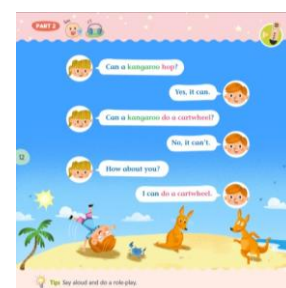
**A: I can \_\_\_\_\_.**

2. Ask the students to repeat and do the actions while saying the sentences.



**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: Have a bite of the Pizza**

1. Draw a big pizza and divide into 6 slices then put some action words with different points on each slice.
2. Divide the class into 2 teams.
3. Ask 1 student from a team to come up at a time and throw the sticky ball and try to hit one of the pizza slices.
4. The teacher then will ask the student: **“Can a/an \_\_\_\_\_ ?”** (according to the action words hit by the student) and the student will then answers: **“Yes, it can. / No, it can't.”**
5. Then the teacher will continue asking: **“How about you?”** and the student will have to answer: **“I can \_\_\_\_\_.”**
6. If the student answered correctly, then he/she will get the points.
7. Calculate the total scores of each team, the one that gets the highest score will be the winner.
8. 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!”**



Please remind the students **not to be arrogant** and **encourage** some slow-learners to **keep on trying and not to give-up!**

### Game: See-saw

1. Draw a picture of a see-saw on the board. Split students into two teams. Each team represents one side of the see-saw.
2. Ask 1 student from each team to stand up and ask them the question: “**Can a/an \_\_\_\_\_ walk/jump/fly a kite/hop/run/do a cartwheel?**”
3. The student who raises the hand first and answers: “**Yes, it can. / No, it can’t.**” and gets the correct answer can add a “person” on the see-saw for their team.
4. At the end of the game, the heavier side of the see-saw wins.
5. Variations can be made by starting the game with five people on each side of the see-saw and erasing a person after each correct answer.



### Teaching Tips

- ☆ Show great level of energy and **give encouragements** when the students participate in the activity.

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

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



### Teaching Tips

- ☆ Shape the boy's face from hair to mouth with playdough.
- ☆ Finger-paint the girl's face from hair to mouth.

### 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】**