

Review 3

Unit 1 ~ Unit 6 - Part 1

Teaching Goal

- To be able to recognize, identify, say and pronounce the action words: **walk, jump, fly a kite, hop, run, do a cartwheel, swim, climb, ride a bike, sing, dance, read a book, catch, throw, write ABC, swing, squat and blow bubbles.**
- 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 ~ 28
- ✓ DVD **Unit 1** & **Unit 6**
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **walk, jump, fly a kite, hop, run, do a cartwheel, swim, climb, ride a bike, sing, dance, read a book, catch, throw, write ABC, swing, squat and blow bubbles**
- ✓ Flashcards of various animals from the previous units
- ✓ A die
- ✓ Playdough
- ✓ Crayons/ color pens/ 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:
A: Shall we _____, now?
B: OK, let's do it now! / Not right now, may be later.

Game: Eat up all the Apples

1. Draw 2 apple trees with 7 apples each on the board, 1 will be the students' and the other will be the teacher's.
2. Every student has to think of 1 activity and come up 1 at a time and ask: "**Shall we _____, now?**"
3. Then the student will roll the die and if it shows an even number (2 or 4 or 6) then everyone in the class will reply: "**OK, let's do it now!**" and the student can eat (erase) 1

apple from the teacher's tree.

4. However, if the die shows an odd number (1 or 3 or 5), then the teacher will eat 1 apple from the students' tree.
5. Whoever eats up all the apples from the tree of the other side will win the game.
6. Give the student a hug or a high-five for encouragement.
7. Everyone will give each other a big high-five and shout: **"Hurray!"** and say **"Well-done!"** or **"Great job!"** or **"You're awesome!"** to each other.



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

Review Lesson (15 Minutes)

1. Review the action words: words: **walk, jump, fly a kite, hop, run, do a cartwheel, swim, climb, ride a bike, sing, dance, read a book, catch, throw, write ABC, swing, squat and blow bubbles** with the students.

Review the sentence patterns and the conversation of **Unit 1~6** with the students:

Q: Can a/an _____ ?

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

Q: How about you?

A: I can _____.

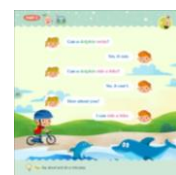
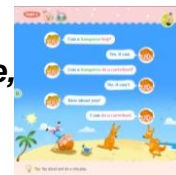


2. Ask the students to repeat and do the actions while saying the sentences.



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: Jeopardy

1. Teacher will put down points on each flashcard of animals.
2. Divide the students in 2 teams and ask a student from each team to come up and play "Paper, Scissors and Stone" the winner will draw an animal flashcard from the teacher.
3. The winner student will ask the other student the question: **"Can a/an _____ ?"** and the other student would have to answer: **"Yes, it can. / No, it can't."**
4. The winner student will keep on asking: **"How about you?"** and the other student will answer: **"I can _____."**
5. The winner team will get the point that was written on the flashcard.



- After all the students have all played, 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!”**



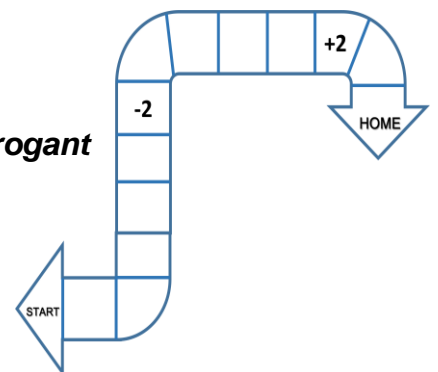
Give encouragements for participation. Please **assist** and **encourage** some slow-learners to **keep on trying and not to give-up!**

Game: Follow the Road

- Prepare 2 different colored magnets.
- Draw a “Road” on the whiteboard and write down the action words from **Unit 1~6** between the places and may also put a “Miss a turn” and a “Start over” on it (see the example).
- Divide the students in 2 teams and have 1 student from each team to play “Paper, Scissors, Stone” to decide which team to start first.
- The students will move their magnet on the road according to the number on the die they’ve rolled.
- The class will ask: **“What can you do?”** and the student will answer as: **“I can _____.”** according to the action word he/she has stopped on the road.
- If the student says the sentence correctly, the team can stay on the space.
- If they land on “Miss a turn”, the team will have to wait 2 turns; if they land on “Start over”, the team will have to return to the starting place of the road.
- The team that reaches to HOME first, will be the winner and 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!** Please remind the students **not to be arrogant** but **encourage** and **support each other.**



Teaching Tips

☆ May add more “Miss a turn” and “Start over”.

Student's Book- Let's do it! (20 Minutes)

- Open **Student's book to Review 3 (P.44 & 45)** and ask the students to shape the words with playdough.
- Color the pictures with crayons or color pens or markers.



Teaching Tips

- ☆ Shape the words with playdough.
- ☆ Color the pictures with crayons or color pens.

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 6** during the review.

【Feel free to use the LivePen during your lessons】