

## Review 2

### Unit 1 ~ Unit 4 - Part 2

#### 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**
- ✓ Whiteboard markers
- ✓ Songs in poster-sized paper
- ✓ Playdough
- ✓ Watercolors/ 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: What do you want for \_\_\_\_\_?**  
**B: I want \_\_\_\_\_ for \_\_\_\_\_.**

#### Game: Who is the Fastest Drawer

1. Divide the students in 2 teams and ask a student from each team to come up.
2. The teacher will first say: “breakfast” or “morning-tea” or “lunch” or “afternoon-tea” or “dinner” or “snack” and class will ask the teacher: “**What do you want for \_\_\_\_\_?**”
3. The teacher then will just say the food then the 2 students from each team will go to the whiteboard and draw the food and the fastest one who finished drawing would then answer: “**I want \_\_\_\_\_ for \_\_\_\_\_.**”

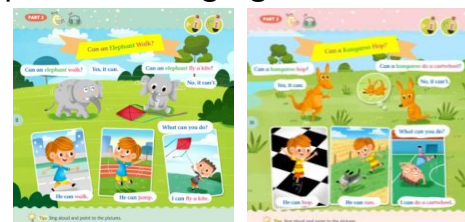
4. The fastest one who answers correctly will win a point for the team.
5. After all the students have all played, the team with the highest points will be the winner. The members of the other team would praise the winner team by giving every member a big high-five and say: “**Well-done!**” or “**Great job!**” or “**You’re awesome!**”



**Give encouragements for participation.** There might be someone who may not be confident or not doing too well with drawing pictures, just keep on **encouraging them not to give up!**

## Review the Songs (15 Minutes)

1. Review the lyrics of the songs of **Unit 1~6** with the students.
2. Ask the students to sing along with the ACD and do the actions.



Play **ACD Track 04 & 09 & 13 & 18 & 23 & 27**



**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: Balloon Matching

1. Prepare many small balloons and put some of the main action words and animals of the song lyric on them.
2. Put the balloons on the floor.
3. Play the song and have the students sing together with the action.
4. The teacher would stop the song anytime and give out a word of the lyric, then the students who find the balloon and call out the word will get a high-five or a sticker as a reward.



Make sure **not to blow the balloons too full** to avoid the balloons from popping during the game as the children are all trying to get the balloons. Some children might get shocked or scared if the balloons pop.



## Teaching Tips



Make sure to remind the students to look for the balloon **GENTLY** not to be **ROUGH** otherwise the balloon may bang and pop off.

## Game: Train Ride

1. Have the students form a train (standing in line holding onto each other) and the teacher to be the head of the train.
2. Sing the songs from unit 1 to 6 and choo choo around the classroom and call out instructions (e.g. faster, slower, turn left/right, stop, go)
3. May also add in new instructions such as: sing like an old-man or sing like a robot ... etc.
4. After all the songs are sung, ask the students to give each other a big high-five and say: **“Well-done!”** or **“Great job!”** or **“You’re awesome!”**



### Teaching Tips



May ask some students to volunteer to be the head of the train between songs.

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

1. Open **Activity Book** to **Page 19 & 20**.
2. Ask the students to shape the animals with playdough.
3. Paint the pictures with watercolors.
4. Say the vocabulary words out loud with the teacher.



### Teaching Tips



Shape the animals with playdough.



Paint the pictures with watercolors.

## 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】**