

Unit 1

Ian Can WALK and JUMP - Part 4

Teaching Goal

- To be able to recognize, say and pronounce the vocabulary words: **walk, jump and fly a kite**.
- To be able to use the action words properly with the grammar rules.
- To be able to understand, describe and express the actions you and others are able to do with correct sentence patterns.
- To be able to understand and remember the lyrics of the song of the unit.

Materials

- ✓ ACD Track 01~05
- ✓ DVD Unit 1
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **walk, jump and fly a kite** and some animals and characters
- ✓ 2 fly swatters
- ✓ A few baskets or containers and balls
- ✓ Crayons or color pens or markers
- ✓ Scissors and glue

Time

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

Warm-up/ Circle Time (15 Minutes)

1. First of all, greet the students.
2. Review the conversation phrases:
Q: What color is/are the _____?
A: It's _____. / They're _____.

Game: Slap the color

1. Place the flashcards of different colors on the floor.
2. Divide the class into 2 teams.
3. Ask 1 student from the 2 teams to come up and give them a fly swatter each.
4. The teacher will then make a question: **“What color is/are the _____?”** May be according to the things the students can see or any objects with an obvious color.

- Then the two students will have to slap the correct flashcards of the color on the floor and answer: **"It's _____. / They're _____."**
- The fastest one will win a point for their 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!"**



*Make sure to remind the students the **correct way of using the fly swatters.***

Review Lesson (15 Minutes)

- Review the vocabulary words and the sentence patterns:

Q: Can a/an _____ walk/jump/fly a kite?

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

Q: How about you?

A: I can _____.

- Review the song and sing along with actions.



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 01~04

Activity Time (20Minutes)

Game: Basketball

- Stick the action words of this unit on the baskets or containers and place them in the room (can place them in different distance).
- Set a throwing line on the floor.
- Ask a student to come up and give him/her the ball.
- You will ask: **"Can you/a/an _____?"**, and then either nod or shake your head to indicate: "yes" or "no".
- Then the student has to throw the ball into the basket with the correct action word on it and answer: **"Yes, I/it/they can. / No, I/it/they can't."**
- The student has to pick up the ball and re-throw it until he/she has thrown the ball into the correct basket.
- Reward the students with a high-five or a hug.



*Please make sure to remind the students **SAFETY FIRST!** Give*

encouragements for participation. Encourage the students who can't get the ball in the correct box to **keep on trying and not give-up!** Also, remind the students that **the purpose of the game is to help them learn and make learning fun. No one should be arrogant** and take the outcome of the game too seriously. **Just enjoy learning and have fun!**



Teaching Tips

- ☆ May divide the students into 2 teams and have 2 students throw the balls at the same time to make the game more exciting. However, it's a good idea to prepare 2 balls in advance.
- ☆ If both teams have all thrown the ball into the correct box and have all answered the question correctly, then both teams will get a point.

Game: Pick a flashcard

1. Prepare a pile of flashcards with various animals and characters.
2. Ask 1 student from each team to come up and do: "Paper, Scissors and Stone", the winner will pick one flashcard and make a question according to what they have learned in this unit: **"Can a/an _____ walk/jump/fly a kite?"**
3. The other student will then answer the question with either: **"Yes, it can."** or **"No, it can't."**
4. Reward the students with a high-five or a hug.
5. Continue until all the students have had their turn.



Give encouragements for participation.

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

1. Open Student's book to Unit 1 Part 4 (P.9) and play the ACD.
2. Let the students listen to the song and tick the correct box.
3. Ask the students to color the related pictures.
4. Reward the students with some encouragements: stars/stickers/hugs/high-fives.



Play ACD Track 05



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



Teaching Tips

- ☆ Check and color the related pictures.



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

1. Open **Activity Book to Page 4** and ask the students to cut out **Unit 1** pictures on **Page 21** and paste them above.
2. Sing aloud by clapping hands or playing instruments.



Teaching Tips

- ☆ Cut out **Unit 1** pictures on **Page 21** 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 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】