

Unit 3

Ian Can SWIM and CLIMB - Part 3

Teaching Goal

- To be able to recognize, say and pronounce the vocabulary words: **swim, climb and ride a bike.**
- 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 10 ~ 13
- ✓ DVD Unit 3
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **swim, climb and ride a bike**
- ✓ Flashcards of some animals and characters
- ✓ A die

Time

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

Warm-up/ Circle Time (10 Minutes)

1. First of all, greet the students.
2. Review the conversation phrases:

Q: Can you pass/get the _____ for me please?

A: Here you are.

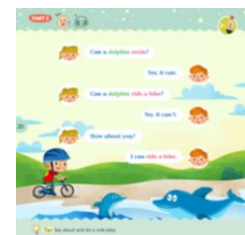
Review Lesson (10 Minutes)

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

Activity Time (15 Minutes)

Game: Shark Bites

1. Divide the students into 2 teams.
2. Draw a man holding 7 balloons (can be less or more) for each team on the whiteboard. Below the men is the sea with a big shark swimming.
3. Ask 1 of the students from each team to come and play "Paper, Scissors, Stone".
4. The winner side wins the chance to pick 1 flashcard of the action words and 1



flashcard of animals and characters, then the teacher will ask: “**Can a/an _____ swim/climb/ride a bike?**” according to the flashcard he/she picked.

5. If the student says the sentence correctly, the team can erase 1 balloon from the other team. However, if the student answers incorrectly, the other team will have the chance to say the answer and erase the balloon from the opposite team.
6. At the end, the team that has more balloons left wins.
7. Reward every student of the winner team with high-five or a sticker...etc.



Give encouragements for participation. Please **assist** and **encourage** some slow-learners to **keep on trying and not to give-up!** Also, remind the students that **the purpose of the game is to help them learn and make learning more fun. No one should be arrogant and take the outcome of the game too seriously. Just enjoy learning and have fun!**

Introduction of the Song: Student's Book- Let's Sing it! (15 Minutes)

1. Play the ACD and introduce the song to the students.
2. Open **Student's book to Unit 3 Part 3 (P.22)** and play the ACD.
3. Play the song again and ask the students sing along together with the ACD and point to the sentences of the song lyrics with their fingers so they will be able to recognize the words.
4. Once they are familiar with the song, introduce the actions to the students and ask them to sing and follow the actions together.



Play ACD Track 09



Teaching Tips



*Sing aloud and point to the pictures.
(✂ mime the actions)*



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: Freeze

1. Make a “starting line” on the floor.
2. Have all the students to stand behind the “starting line” (may divide the students in 2 groups if the room is too crowded with all the students to play altogether).

3. The teacher will turn your back towards the students and sing the song.
4. The students will have to start moving toward to you and sing along.
5. Once you turn around, then the students will have to FREEZE.
6. Continue the actions until the very first student who touches your hand and say: "Tag!"
7. The student will be the winner and reward the student with some encouragements: stickers/a hug/ a high-five.



*Make sure to remind the students to **WALK and NO RUNNING and PUSHING** others, **SAFETY FIRST!** Give encouragements for participation.*



Teaching Tips



Ask the winner to be the caller of the game.

Game: Roll the Die and Sing

1. Put different animals and characters on each side of the die.
2. The teacher will roll the die.
3. The students will sing the song and change the subject of the song according to what has shown on the die.
4. Reward the students with big hugs and high-fives.



Teaching Tips



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



Optional: Change the animals or characters on the die or use 2 dice and sing the song with 2 animals or characters.

Wrap-up/ Review (10 Minutes)

1. Review the sentence patterns 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 3** during the review.*

【Feel free to use the LivePen during your lessons】