

Unit 4

Emma Can SING and DANCE - Part 3

Teaching Goal

- To be able to recognize, say and pronounce the vocabulary words: **sing, dance and read a book**.
- 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 16 & 17
- ✓ DVD Unit 4
- ✓ LivePen
- ✓ Flashcards of various objects or situations, i.e. food, toy, accident
- ✓ Flashcards of the vocabulary words: **sing, dance and read a book**
- ✓ Flashcards of various animals and characters
- ✓ Some toilet paper rolls

Time

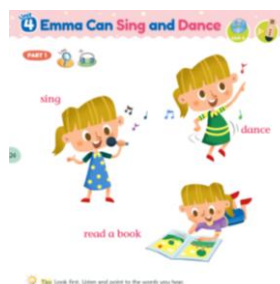
1.5 hrs (80 minute lesson + 10 minute break time)

Warm-up/ Circle Time (10 Minutes)

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

A: Look! There/Here is a/an _____! /There/Here are some _____!

B: Oh, that's/they're awesome/great/wonderful/terrible!



Review Lesson (10 Minutes)

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

Activity Time (15 Minutes)

Game: Flip the Card and Answer the Question

1. Place the flashcard of various animals and characters on 1 side (mark as side A) and the action words: **sing, dance and read a book** on the other side (mark as side B).
2. Facing all the flashcards down and cover the words.
3. Ask 1 student to come and pick 1 flashcard from the side A and 1 from side B and show them to the class.

4. The class will then ask the student the question: “**Can a/an** _____?” according to the flashcard he/she has drawn.
5. The student then would have to answer: “**Yes, it can. / No, it can’t.**” according to the subject he/she has drawn from side A.
6. The class will continue asking the student: “**How about you?**”
7. The student would answer: “**I can** _____.” Regarding with his/her own ability.
8. Reward the students with high-fives or stickers or little presents.



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

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 4 Part 3 (P.28)** 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 18



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: Pass the Dynamite

1. Make a bundle of dynamite from paper towel or toilet paper rolls and strings. Paint and color it red.
2. Have the students sit in a circle.
3. Play the song of the unit to the students and everyone has to sing the song and pass the dynamite around the circle.
4. When the song pauses, the student who is holding the dynamite yells: “**KABOOM!**”

The 2 students on either side of that student have been blown up and will be out of the game.

5. Continue the game until there is only 1 student left. Make sure all the students sing along with the ACD, including those who are out of the game.



Teaching Tips

☆ *May just use a ball or just a PET bottle as a dynamite or a bomb.*

Game: Musical Chair

1. Line up the chairs and place the flashcard of the action words on some of the chairs.
2. Play music and have the students sing and do the actions around the chairs.
3. When the music stops, the students will sit down on a chair and ask the students who have got flashcards on their chairs to show their flashcards to everyone.
4. The rest of the students will ask the students with the flashcard one by one: **“What can you do?”**
5. The students with the flashcards will reply: **“I can _____.”** according to the action words they are holding.
6. Reward the students with some encouragements: stars/stickers/hugs/high-fives.
7. Change the flashcards to different chairs (or add some more action words from the previous units) and continue the game.



Give encouragements for participation. Assist and encourage some slow-learners to keep on trying and not to give-up! Do remind the students not to be arrogant but encourage and support each other.

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 4** during the review.

【Feel free to use the LivePen during your lessons】