

## Unit 5

### Emma Can CATCH and THROW - Part 1

#### Teaching Goal

- To be able to recognize, say and pronounce the vocabulary words: **catch, throw and write ABC**.
- 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 20
- ✓ DVD Unit 5
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **catch, throw and write ABC**

#### 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. Introduce the conversation phrases:  
**A: Shall we \_\_\_\_\_, now?**  
**B: OK, let's do it now! / Not right now, may be later.**
3. Introduce and explain the phrase and in what sorts of situation it can be used.
4. Practice with the students individually and then ask them to practice in pairs.



*Give encouragements for participation.*

#### *Introduction of the Vocabulary Words (15 Minutes)*

1. Introduce the new vocabulary words: **catch, throw and write ABC** to the students.
2. Say the vocabulary words slowly and show the flashcards to the students while saying the vocabulary words.
3. Ask the students to repeat after you.
4. Introduce the actions of the vocabulary words to the students.
5. Practice with the students until they are all familiar with the new vocabulary words.



**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 20**

## Activity Time (20 Minutes)

### Game: Who's the fastest kangaroo?

1. Place two sets of flashcards of the action words on the floor and form two lines for two teams.
2. Divide the students into 2 teams.
3. Ask 1 student from each team to come up.
4. You will act out 1 action word, the students will have to call out the word aloud, then the students have to jump like kangaroos and go reach for the correct flashcard then bring it back to you.
5. The fastest one who gets the correct flashcard and give it to you will win a point for the team.
6. 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!"**



*Remind the children that **SAFETY** comes **FIRST!** Give encouragements for participation and make sure everyone gets a turn to play.*



### Teaching Tips

- ☆ *Vary the game by acting as different animals or character. Brainstorm with the students for some new ideas.*
- ☆ *The game can be played as the teacher call out an action word, then the students would have to get the correct flashcard back to you and do the action.*

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

1. Open **Student's book to Unit 5 Part 1 (P.33)** and play the ACD.
2. Let the students listen the **mini story** first and follow the ACD, point at each of the sentences.
3. Read the **mini story** aloud slowly and ask the students to repeat after you.
4. Act out the **mini story** with the students.
5. Reward the students with some encouragements: stars/stickers/hugs/high-fives.



 Play **ACD Track 20**



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### Teaching Tips



*Listen, point and act out the **mini story**.*



### **Wrap-up/ Review (10 Minutes)**

1. Review the new vocabulary words of the action words with the students.
2. Saying Goodbye to the vocabulary words and place them on the wall or whiteboard.
3. Reward the students with stickers, hugs, high-fives...etc.



Play **DVD Unit 5** during the review.

**【Feel free to use the LivePen during your lessons】**