

Unit 5

Emma Can CATCH and THROW - Part 2

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 21~22
- ✓ DVD Unit 5
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **catch, throw and write ABC**
- ✓ Flashcards of various activities
- ✓ A sticky ball
- ✓ Watercolors and brushes/ crayons/ markers

Time

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

Warm-up/ Circle Time (20 Minutes)

1. First of all, greet the students.
2. Review the conversation phrases:
A: Shall we _____, now?
B: OK, let's do it now! / Not right now, may be later.

Game: Go or Not

1. Make a line in the classroom and have the students stand behind the line (divide into small teams if the space is not big enough for all the students to play together at once).
2. The teacher will show them the flashcards of activities and the students will have to ask: "**Shall we _____, now?**" according to what they have seen on the flashcard.
3. The students can move a step forward only when they hear the teacher answers: "**OK, let's do it now!**" however, if the teacher answers: "**Not right now, may be later.**" they just can not move.
4. The very first one to reach the teacher and touch the board will be the winner.
5. Reward the winner with a high-five or stickers.



Make sure to remind the students **not to run but just SPEED WALK** and must **NOT to PUSH** others in the team during the game.

Introduction of the Conversation (15 Minutes)

1. Review the vocabulary words: **catch, throw and write ABC.**

2. Introduce the conversation and the sentence pattern:

Q: Can a/an _____ catch/throw/write ABC?

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

Q: How about you?

A: I can _____.

3. Ask the students to repeat after you.



Teaching Tips

☆ Say aloud and do a role-play.



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 21**

Activity Time (15 Minutes)

Game: Sticky Ball Bingo

- Draw a 9-squares box on the board and number them as the example down below. Also make a line in front of the board and make sure it's the suitable distance for the students.
- Each number represents an animal or a character (the teacher could write each of the questions on paper and fold them up then number them).
- Divide the class into two teams and each team would pick a symbol for their team (or the teacher can just assign a symbol for each team).
- Ask a student from each team at a time to come up and throw the sticky ball.
- Once he/she hits a number, the teacher will then ask: "**Can a/an _____ catch/throw/write ABC?**" and he/she will have to answer the question with: "**Yes, it/he/she can. / No, it/he/she can't.**" according to the subject of the question.
- Once the student has replied the question correctly, the team then could put the team symbol on the number. However, the team symbol can be replaced later in the game if the other team also throws the sticky ball on it and gets the correct answer. The team that gets the first line of bingo wins the game

1	2	3
4	☆	5
6	7	8



. Please remind the students to have **GOOD SPORTSMANSHIP**, **not to be arrogant** but **encourage** and **support each other**. Encourage some slow-learner to **keep on trying and not to give-up!**

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

1. Open **Student's book to Unit 5 Part 2 (P.35)** and play the ACD.
2. Let the students listen and write number 1 to 4 in the correct box.
3. Repeat a few times and encourage them to speak loud and clear.
4. Reward the students with some encouragements: stars/stickers/hugs/high-fives.

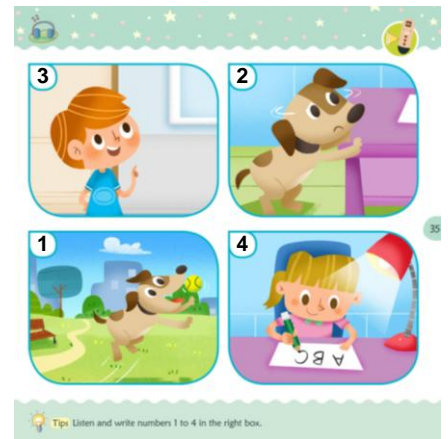


Play **ACD Track 22**



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



Teaching Tips

☆ Listen and write number 1 to 4 in the right box.

Activity Book-Let's do it! (15 Minutes)

1. Open **Activity Book to Page 15** and ask the students to circle and paint the related pictures.
2. Ask the students to say the sentence patterns they've already learned and repeat a few times and encourage them to speak loud and clear.



Teaching Tips

☆ Circle and paint the related pictures.



Wrap-up/ Review (10 Minutes)

1. Review the sentence patterns and the conversation with the students.
2. Practice as a group or individually.
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】