

Unit 6

Emma Can SWING and SQUAT - Part 2

Teaching Goal

- To be able to recognize, say and pronounce the vocabulary words: **swing, squat and blow bubbles**.
- 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 25~26
- ✓ DVD Unit 6
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **swing, squat and blow bubbles**
- ✓ 2 dice
- ✓ Stamp paint

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:
A: What do you want for _____?
B: I want _____ for _____.

Game: Roll the Die

1. Get a die and put: "breakfast", "morning-tea", "lunch", "afternoon-tea", "dinner" and "snack" on each sides of the die.
2. Ask a student to come and roll the die, the rest of the class will ask him/her the question: "**What do you want for _____?**" according to what has shown on the die.
3. The student would have to answer: "**I want _____ for _____.**" According to the food he/she want or like to eat.
4. Reward the student with a high-five or stickers.
5. Make sure everyone gets a chance to play.



Give encouragements for participation, assist and encourage some slow-learners to keep on trying and not to give-up!



Teaching Tips

- ☆ Prepare some flashcards or pictures of various kind of food selection for the students to pick or choose from.

Introduction of the Conversation (15 Minutes)

- Review the vocabulary words: **swing, squat and blow bubbles.**
- Introduce the conversation and the sentence pattern:
Q: Can a/an _____ swing/squat/blow bubbles?
A: Yes, it can. / No, it can't.
Q: How about you?
A: I can _____.
- 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 25**

Activity Time (15 Minutes)

Game: Spiderman

- Get a die and stick each side of the die with different animals, e.g. sloth, dog, cat, monkey, dolphin, and kangaroo...etc. (use other animals which have shown in the previous units)
- Draw a big spider web on the board.
- Divide the students in 2 teams and have 1 student from each team to come up.
- Ask the 2 students to play "Paper, Scissors and Stone" and the winner will roll the die.
- The teacher then will ask the question: **"Can a/an _____ swing/squat/blow bubbles?"** according to the animal that has shown on the die.
- The fastest one who raise his/her hand will get the chance to answer: **"Yes, it can. / No, it can't."**
- The teacher will continue asking: **"How about you?"** and the winner student will

answer: "I can _____."

8. The defeated student will pretend to be stuck on the spider web on the board.
9. The winner can save a teammate who is stuck on the board.
10. The team with fewer members stuck on the spider web will be the winner.
11. Clap or give a "thumbs up" gesture to the winner team. Also, ask the students to give a "high-five" to each other and say: "Well-done!" or "Good try!" or "Keep going!" as an encouragement.



Give encouragements for participation.



Teaching Tips

- ☆ Please remind the students who are stuck on the spider web to be quiet and stay still while the others are playing the game.

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

1. Open **Student's book to Unit 6 Part 2 (P.41)** 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 26



For IRS Pen ONLY

- ✍ 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 17** and ask the students to check and stamp 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

- ☆ Check and stamp 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 6** during the review.

【Feel free to use the LivePen during your lessons】