

Review 1

Unit 1 ~ Unit 2 - Part 1

Teaching Goal

- To be able to recognize, identify, say and pronounce the vocabulary words: **a toy car, a toy plane, hide and seek, a toy robot, a board game and red light, green light.**
- To be able to recognize and match the vocabulary words with correct pictures.
- To be able to understand, describe and express various toys and games to others with correct sentence patterns.
- To be able to understand and remember the lyrics of the songs.

Materials

- ✓ ACD Track 01 ~ 09
- ✓ DVD **Unit 1** & **Unit 2**
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **a toy car, a toy plane, hide and seek, a toy robot, a board game and red light, green light**
- ✓ A die
- ✓ Playdough, stamp paint, watercolors and color pens/ crayons/ markers

Time

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

Warm-up/ Circle Time (15 Minutes)

1. Greet the students.
2. Review the conversation phrases:
Q: Are you feeling OK there?
A: I'm OK, thank you. / I'm a little tired/dizzy... etc.

Game: Roll the Die and Answer

1. Prepare a die and write down each number that represents different feelings: "OK", "tired", "dizzy", "sleepy", "bored", "hungry" on the board.
2. Divide the class into 2 teams.
3. Ask 1 student from a team to come up at a time and everyone will ask the question: **"Are you feeling OK there?"**
4. The student will roll the die and answer according to the number that represents the feeling: **"I'm OK, thank you. / I'm (a little) _____."**
5. Once the student has answered correctly, then he/she will win the points she/she rolled for the team.

- The team with the highest points wins the game.
- 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!”**



Give encouragements for participation.



Teaching Tips



May change the feelings that represent each side of the die during the game.

Review Lesson (15 Minutes)

- Review the vocabulary words: **a toy car**, **a toy plane**, **hide and seek**, **a toy robot**, **a board game** and **red light, green light** with the students.

Review the sentence patterns and the conversation of **Unit 1~2** with the students:

Q: What do you want to play?

A: Let’s play _____.

Q: Are you ready? Everybody _____!

A: OK, I’m ready. / Wait, not yet! / Don’t peek! / Hooray! Run as fast as you can. / Just beware. Don’t get caught!

- Ask the students to repeat and do the actions while saying the sentences.



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: Vocabulary Hide and Seek

- Hide the flashcards of Unit 1 & 2 in different places in the classroom ahead of time without letting the students know where they are.
- Have everyone stand up and ask you the question: **“What do you want to play?”**
- Once you have answered: **“Let’s play _____.”** the students have to go and find out the correct flashcard in the classroom.
- Once they have found the correct flashcard, they have to shout: **“Gotcha!”** aloud and bring the flashcard to you.
- Play until all the flashcards are all found.

- Reward the students with a big high-five and say: **“Great job!”** or **“You’re awesome!”** to the students.



*Make sure not to hide the flashcards in places that may cause danger to the students and remind the students to be careful while searching for the flashcards, **NOT to PUSH** others. **Give encouragements for participation.***

Game: See the Card and React

- Have all the students stand up.
- You will then say: **“Are you ready? Everybody...”** and show the flashcard: **“hide and seek”** or **“red light, green light”** to them.
- The students see the flashcard, they will have to either shout: **“HIDE”** or **“RUN”** and do the action of HIDING or RUNNING.
- Variations can be made by just calling BOYS or GIRLS instead of EVERYBODY.



Teaching Tips

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

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

- Open **Student's book to Review 1 (P.16 & 17)** and ask the students to shape the toys with playdough and finger-paint the games with watercolors.



Teaching Tips

- ☆ Shape the toys with playdough.
- ☆ Finger-paint the games with watercolors.

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

- Open **Activity Book to Page 7.**
- Trace the words with color pens or crayons or markers.
- Say the vocabulary words out loud with the teacher.



Teaching Tips

- ☆ Trace the words with color pens or crayons or markers.

Wrap-up/ Review (10 Minutes)

1. Practice the vocabulary words and the sentence patterns as a group or individually.
2. Reward the students with stickers, hugs, high-fives...etc.

 **Play DVD** **Unit 1** & **Unit 2** *during the review.*

【Feel free to use the LivePen during your lessons】