

## Review 3

### Unit 1 ~ Unit 6 - Part 1

#### Teaching Goal

- To be able to recognize, identify, say and pronounce the action words: **a toy car, a toy plane, hide and seek, a toy robot, a board game, red light, green light, a toy toolkit, a toy dinosaur, tic-tac-toe, a doll, a stuffed animal, hopscotch, a ball, a toy house, sack race, a block, a puzzle and Simon says.**
- 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 ~ 28
- ✓ DVD **Unit 1** & **Unit 6**
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **a toy car, a toy plane, hide and seek, a toy robot, a board game, red light, green light, a toy toolkit, a toy dinosaur, tic-tac-toe, a doll, a stuffed animal, hopscotch, a ball, a toy house, sack race, a block, a puzzle and Simon says**
- ✓ Flashcards of various food and drinks
- ✓ 2 toy hammers
- ✓ A die
- ✓ Playdough
- ✓ Crayons/ color pens/ 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:  
**A: Would you like to try some of \_\_\_\_\_?**  
**B: Yes, please. Thank you. / No, it's ok. Thank you.**

#### **Game: Eat up all the Apples**

1. Divide the class into 2 teams and draw 2 apple trees with same numbers of apples on the board, 1 for Team A and the other for Team B.

- Write **YES** and **NO** on the board and mark a **STARTING LINE** on the floor.
- Ask 1 student from each team to come up, give them a toy hammer each and ask them to stand behind the **STARTING LINE**.
- The teacher will have the flashcards of various food and drinks also mixed with some toys or uneatable objects.
- The teacher then will show 1 of the flashcards to the students and ask: "**Would you like to try some of \_\_\_\_\_?**"
- The students will then run and hit **YES** or **NO** on the board and reply: "**Yes, please. Thank you. / No, it's ok. Thank you.**" according to the flashcard they have seen.
- The fastest one to hit the board and answer the question correctly can eat (erase) 1 apple from the tree of the other team.
- The team that eats up all the apples from the tree of the other side will win the game.
- Reward the winner team with stickers and everyone will give each other a big high-five and shout: "**Hurray!**" and say "**Well-done!**" or "**Great job!**" or "**You're awesome!**"



**Give encouragements for participation. Encourage some slow-learners to keep on trying and not to give-up!**



### Teaching Tips

- ☆ Please remind the students **SAFETY FIRST**. If the students are not wearing shoes in the classroom, ask the students who are wearing socks to take them off in order to avoid falling over from the slippery socks.

### Review Lesson (15 Minutes)

- Review the vocabulary words of **Unit 1~6** with the students.
- Review the sentence patterns and the conversation with the students:

**Q: What do you want to play?**

**A: Let's play \_\_\_\_\_.**

**Q: OK, how do we play the game?**

**A: Let's \_\_\_\_\_. Just \_\_\_\_\_.**

**Q: Are you ready? Everybody \_\_\_\_\_!**

**A: OK, I'm ready. / Wait, not yet! / Don't peek! /**

**Hooray! Run as fast as you can. /**

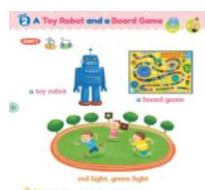
**Just beware. Don't get caught!**

**Q: Are you ready? Game starts now.**

**A: OK! Let me \_\_\_\_\_.**

**Q: We take turns. Whose turn is it now?**

**A: It's my/your/his/her/\_\_\_'s turn!**



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



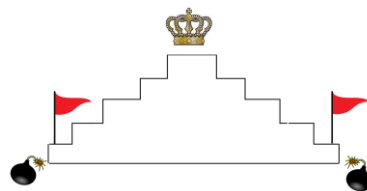
**For IRS Pen ONLY**



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

## Activity Time (20 Minutes)

### Game: Crown or Bomb



1. Divide the class into 2 teams.
2. Draw a crown, 2 bombs and stairs on the board as shown above. Two students represent two groups.
3. Review the toys from **Unit 1~6** with the students and discuss what sorts of action will represent each of the toys, and then spread the flashcards of all the toys on the floor.
4. The students will ask the teacher: **“What do you want to play?”** and the teacher will do the action.
5. Then the students will have to find the correct flashcard and the fastest one who found the correct flashcard and answers: **“Let’s play \_\_\_\_\_.”** would help their team to move up one step on the stairs.
6. The team that reaches the crown first will win the game. However, if the student gets the wrong flashcard, then the magnet of the team will have to move backward one step and once it touches the bomb, the team will lose the game.



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

### Game: Flowers

1. Divide the class into 2 teams.
2. Draw 2 big flowers on the board and number the petals with number from 1 to 6.
3. Also number the games from **Unit 1~6: hide and seek, red light, green light, tic-tac-toe, hopscotch, sack race and Simon says.**
4. Have the teams take turns to roll the die and the whole class will ask the student: **“What do you want to play?”**
5. The student will reply the question: **“Let’s play \_\_\_\_\_.”** according to game that the number represents on the die.
6. The class then will continue asking: **“OK, how do we play the game?”**
7. The student then will reply: **“Let’s \_\_\_\_\_. Just \_\_\_\_\_.”**
8. The class will keep on asking: **“Are you ready? Everybody \_\_\_\_\_!”** or **“Are you ready? Game starts now.”** or **“We take turns. Whose turn is it now?”** according to the game.
9. The student will then reply: **“OK, I’m ready. / Wait, not yet! / Don’t peek! / Hooray! Run as fast as you can. / Just beware. Don’t get caught!”** or **“OK! Let me \_\_\_\_\_.”** or **“It’s my/your/his/her/\_\_\_\_’s turn!”**

10. Once the student has answered all the question correctly, then the team can remove the petal with the number that has shown on the die from their flower.
11. The team that removes all the petals first from their flower will win the game.
12. Reward the winner team and ask everyone to give each other a big high-five and shout: **"Hurray!"** and say **"Well-done!"** or **"Great job!"** or **"You're awesome!"**



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



### Teaching Tips

- ☆ If the team has already removed the petal that the number on the die which the students have rolled, the student still have to answer all the questions.

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

1. Open **Student's book to Review 3 (P.44 & 45)** and ask the students to shape the words with playdough.
2. Color the pictures with crayons or color pens or markers.



### Teaching Tips

- ☆ Shape the words with playdough.
- ☆ Color the pictures with crayons or color pens.

### 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 6** during the review.

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