

Review 2

Unit 1 ~ Unit 6 - Part 2

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**
- ✓ 2 baskets or boxes with equal amount of balls/crayons/pens/pencils
- ✓ Songs in poster-sized paper
- ✓ Playdough
- ✓ Watercolors/ 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: How do you come to school everyday?
B: I come to school by _____ . / I _____ to school.

Game: Can't be the Same!

1. Divide the students in 2 teams and give each team a basket with same amount of balls or just a box of same amount of crayons or pen/pencils.
2. Have 1 student from each team come up and play "Paper, Scissors and Stone".

3. The one who loses will ask the question: **“How do you come to school everyday?”** and the winner student will act out 1 of the transportation while giving out the answer: **“I come to school by _____. / I _____ to school.”**.
4. The other student will have to guess the winner’s answer and also do the action together.
5. If the student guesses correctly and does the same action of the winner student, then the team can gain 1 ball/crayon/pen/pencil from the opposite team.
6. Continue the game until everyone all had their go and each team will count their basket/box. The team with most number of balls/crayons/pens/pencils will be the winner.
7. Reward the winner side with stickers and ask every student to give each other a big high-five and say: **“Well-done!”** or **“Good try!”** or **“Keep going!”** as an encouragement.



Give encouragements for participation.

Review the Songs (15 Minutes)

1. Review the lyrics of the songs of **Unit 1~6** with the students.
2. Ask the students to sing along with the ACD and do the actions.



Play ACD Track 04 & 09 & 13 & 18 & 23 & 27



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: Train Ride

1. Have the students form a train (standing in line holding onto each other) and the teacher to be the head of the train.
2. Sing the songs from unit 1 to 6 and choo choo around the classroom and call out instructions (e.g. faster, slower, turn left/right, stop, go)
3. May also add in new instructions such as: sing like an old-man or sing like a robot or sing like a dinosaur... etc.
4. After all the songs are sung, ask the students to give each other a big high-five and say: **“Well-done!”** or **“Great job!”** or **“You’re awesome!”**



Teaching Tips

☆ *The teacher may ask some students to volunteer to be the head of the train between songs.*

Game: Put Them Back in Order

1. Write down or photocopy the song lyrics of **Unit 1~6** in poster size.
2. Cut the song lyrics into line pieces.
3. Divide the students in 2 teams.
4. Ask 1 student from each team to come up and give them a set of the song lyrics line pieces.
5. The students have to put the song lyrics back into correct order and once they are done, they have to raise their hand and say: "I'm done!"
6. The fastest one and have put the song in correct order will win a point for the team.
7. The team with the highest points will win the game.
8. Reward the winner side and 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. Please remind the students **not to be arrogant** but **encourage** and **support each other**.



Teaching Tips

- ☆ Swap the song lyrics between the teams.

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

1. Open **Activity Book** to **Page 19 & 20**.
2. Ask the students to shape the animals with playdough.
3. Paint the pictures with watercolors.
4. Say the vocabulary words out loud with the teacher.



Teaching Tips

- ☆ Shape the animals with playdough.
- ☆ Paint the pictures with watercolors.

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】