

## Unit 1

### A Toy Car and a Toy Plane - Part 3

#### Teaching Goal

- To be able to recognize, say and pronounce the vocabulary words: **a toy car, a toy plane and hide and seek.**
- To be able to use the vocabulary words properly with the grammar rules.
- 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 song of the unit.

#### Materials

- ✓ ACD Track 04
- ✓ DVD Unit 1
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **a toy car, a toy plane and hide and seek**
- ✓ A die
- ✓ A blindfold

#### 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:  
**Q: Are you feeling OK there?**  
**A: I'm OK, thank you. / I'm a little tired/dizzy... etc.**

#### Game: Roll, Roll, Roll the Die

1. Mark each side of the die with different feelings or write down what kind of feeling each number represents on the board.
2. Divide the class into 2 teams and have 1 student from each team to come up.
3. Play "Paper, Scissors and Stone" first, then the winner side may decide to ask or answer the question.
4. Then 1 student will ask: **"Are you feeling OK there?"**
5. The other student will roll the die and answer the question according to the expressions which has marked on the die.
6. Have the students give each other a big high-five and say: **"Well-done!"** or **"Great job!"** or **"You're awesome!"**



**Give encouragements for participation.**



### Teaching Tips

- ☆ As a variation for the game, the number on the die which may also count as points for the game and the winner team from doing the “Paper, Scissors and Stone” will get to roll the die and answer the question and win the points for their team. The team with the highest points will win a small reward.

### Review Lesson (15 Minutes)

1. Review the vocabulary words and the sentence patterns of the unit 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!**



### Introduction of the Song: Student's Book- Let's Sing it! (15 Minutes)

1. Play the ACD and introduce the song to the students.
2. Open **Student's book to Unit 1 Part 3 (P.8)** and play the ACD.
3. Play the song again and ask the students sing along together with the ACD and point to the sentences of the song lyrics with their fingers so they will be able to recognize the words.
4. Once they are familiar with the song, introduce the actions to the students and ask them to sing and follow the actions together.



**Play ACD Track 04**



### Teaching Tips

- ☆ Sing aloud and point to the pictures.  
(※ mime the actions)



**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: Freeze

1. Make a “starting line” on the floor.

2. Have all the students stand behind the “starting line” (may divide the students in 2 groups if the room is too crowded).
3. The teacher will turn your back towards the students and sing the song.
4. The students will have to start moving toward you and sing along.
5. Once you turn around, then the students will have to FREEZE.
6. Continue the actions until the very first student who touches your hand and say: “Tag!”
7. The student will be the winner and reward the student with some encouragements: stickers/a hug/ a high-five.



*Make sure to remind the students to **WALK and NO RUNNING and PUSHING** others, **SAFETY FIRST! Give encouragements for participation.***



### Teaching Tips



*Ask the winner to be the caller of the game.*

### Game: Follow the Sound and Catch

1. Ask a student to volunteer to be the first one to be blindfolded.
2. Once the student is blindfolded, the rest of the students can pick a spot in the room.
3. The students except the blindfolded one will sing the song and move around while the blindfolded student tries to catch them.
4. Once a student gets caught, he/she will become the blindfolded person.
5. Reward the students with big hugs and high-fives.



*Give encouragements for participation.*



### Teaching Tips



*It is better to make a zone for the game and make sure the area zone is empty with no furniture or anything that might trip over the blindfolded student.*

### Wrap-up/ Review (10 Minutes)

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



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

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