

Unit 2

A Toy Robot and A Board Game - Part 3

Teaching Goal

- To be able to recognize, say and pronounce the vocabulary words: **a toy robot, a board game and red light, green light.**
- To be able to use the vocabulary words properly with the grammar rules.
- T 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 09
- ✓ DVD Unit 2
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **a toy robot, a board game and red light, green light**
- ✓ Colored seal tapes

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: Do you need a hand there?

A: Yes, please. Thank you. / No, it's OK, I'm fine here.

Game: Go to the Correct side and Answer the Question

1. Use a marker or the colored seal tape to mark a center line on the floor and also tell the students which side is YES and which side is NO (may write down on the whiteboard to be more clear).
2. Ask the students to stand on the center line.
3. The students will ask you the question: **"Do you need a hand there?"** and you will answer by nodding your head as YES and shake your head as NO.
4. After you have shown your answer, the students will have to stand on the correct side then say the answer: **"Yes, please. Thank you. / No, it's OK, I'm fine here."** aloud.
5. If there is any student who goes to the wrong side or too slow, he/she will be out.
6. Continue until there are only 3 students left.

- Reward the students with some rewards and ask everyone to give each other a big high-five and say: **“Well-done!”** or **“Great job!”** or **“You’re awesome!”**



Remind the students that **SAFETY** comes **FIRST!** Give encouragements for participation.



Teaching Tips

- ☆ May divide the students into 2 teams if there is a large number of students in class.
- ☆ Do make sure not to let the students to play the game with their socks on to avoid slip over during the game.

Review Lesson (15 Minutes)

- Review the vocabulary words and the sentence patterns of the unit with the students.

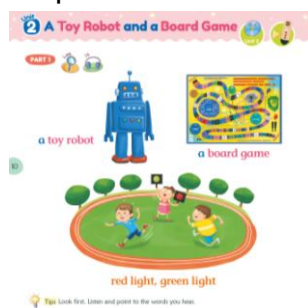
Q: What do you want to play?

A: Let's play _____.

Q: Are you ready? Everybody _____!

A: Hooray! Run as fast as you can. /

Just beware. Don't get caught!



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

- Play the ACD and introduce the song to the students.
- Open **Student's book to Unit 2 Part 3 (P.14)** and play the ACD.
- Play the song again and ask the students to 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.
- 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 09**



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: Sing the Song and Go Along...

1. Ask all the students to sit down. The teacher will sing the song with the actions (play the ACD and sing along with it) and walk around the room.
2. The teacher then will pick the students to stand up and sing and do the actions together while walking around the room.
3. Once all the students have joined the line, then lead the students to walk around the room and turn the line into a circle.
4. Ask the students to face toward the circle so they may see each other while they are singing and dancing.



Give encouragements for participation.



Teaching Tips

- ☆ *Change the speed of the singing or sing with different vocal sounds (e.g. sing like a robot or an old man/lady...etc.) and make the singing more fun and creative.*
- ☆ *To add a bit excitement to the game, once the song has ended, everyone has to return to their seat quickly and the very last one to be seated would have to be the leader to sing the song and pick the students to follow the line.*

Game: Watch out! There is a Bomb!

1. Have the students to stand in a circle and sing the song.
2. When the teacher shouts: “**BOMB!**” students have to squat down and cover their heads with both arms.
3. Whoever didn’t do so or too slow, will be out.
4. Continue playing until there are 3 (or can be 1) left.
5. Reward the student(s) with some encouragements: stars/stickers/hugs/high-fives. and everyone would say: “**Great job!**” or “**You’re awesome!**” to the student(s).



Teaching Tips

- ☆ *Can change the speed of the song during the game.*

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 2** during the review.

【Feel free to use the LivePen during your lessons】