

Unit 2

A Toy Robot and A Board Game - Part 4

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.
- 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 06~09
- ✓ DVD Unit 2
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **a toy robot, a board game and red light, green light**
- ✓ 2 baskets or containers and 1 or 2 balls
- ✓ Paint and brushes/ crayons/ color pens/ markers
- ✓ Scissors and glue

Time

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

Warm-up/ Circle Time (15 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: Basketball

1. Prepare 2 baskets or containers and put "YES" on one and "NO" on the other, then place them in the room (can place them in different distance).
2. Set a throwing line on the floor.
3. Ask a student to come up and give him/her the ball.
4. The student will ask you the question: "**Do you need a hand there?**" and you will either nod or shake your head to indicate: "**YES**" or "**NO**".
5. Then the student has to throw the ball into the correct basket and answer: "**Yes, please. Thank you. / No, it's OK, I'm fine here.**"

- The student has to pick up the ball and re-throw it until he/she has thrown the ball into the correct basket.
- Reward the students with a high-five or a hug.



Please make sure to remind the students **SAFETY FIRST! Give encouragements for participation. Encourage** the students who can't get the ball in the correct box to **keep on trying and not give-up!** Also, remind the students that **the purpose of the game is to help them learn and make learning fun. No one should be arrogant and take the outcome of the game too seriously. Just enjoy learning and have fun!**



Teaching Tips

- ☆ May divide the students into 2 teams and have 2 students throw the balls at the same time to make the game more exciting. However, it's a good idea to prepare 2 balls in advance.
- ☆ If both teams have all thrown the ball into the correct box and have all answered the question correctly, then both teams will get a point.

Review Lesson (15 Minutes)

- Review the vocabulary words and the sentence patterns:

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!**

- Review the song and sing along with actions.



For IRS Pen ONLY

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



Play **ACD Track 06 & 07 & 09**

Activity Time (20 Minutes)

Game: Go get the Correct Flashcard with the action

- Place the 2 sets of the flashcards: “a toy robot, a board game and red light, green light” at one end of the classroom and divide the class into 2 teams.
- Ask 1 student from each team to stand on the opposite end of the classroom.
- The students have to ask you: “**What do you want to play?**” then you will answer: “**Let's play _____.** Are you ready? Everybody _____!” and give out an action order such as: leap like a frog or hop like a rabbit or fly like an airplane...etc.

4. And the 2 students need to follow your order and get the correct flashcard and bring it back to you.
5. The fastest one wins a point for their team.
6. At the end, the team with the highest points wins.
7. 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!**"



*Keep on reminding the students that **SAFETY** comes **FIRST!** Give encouragements for participation.*

Game: Pass it Over

1. Ask all the students to sit in a circle and the teacher will play the **ACD Track 09**.
2. The students will all sing the song with the ACD and pass the ball around.
3. When the teacher stops the music, the students will stop passing the ball.
4. The one who is holding the ball will have to stand-up, the teacher will give out an order such as: turn around 3 times then sing and do the actions of the song verse.
5. Continue the game, pause the music as the ball is being passed around and have different students sing the song and do the actions.
6. Reward the students with high-fives.



Give encouragements for participation.



Teaching Tips

- ☆ Do make sure to give out orders that are suitable for the students and won't cause any injuries or harm to the students.
- ☆ To make the game more exciting by having the students toss the ball to the others instead of pass it along. However, do have to remind the students **SAFETY FIRST, toss the ball GENTLY!**

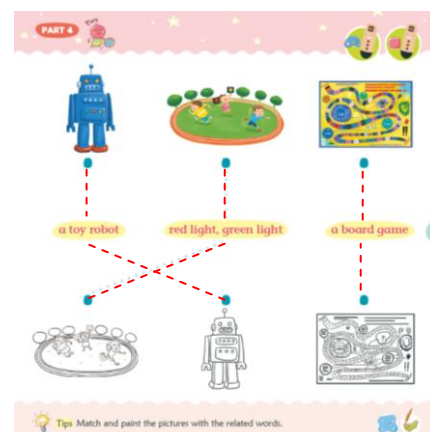
Student's Book- Let's do it! (10 Minutes)

1. Open Student's book to Unit 2 Part 4 (P.15).
2. Let the students match the pictures with the related words.
3. Ask the students to paint the pictures.
4. Reward the students with some encouragements.



Teaching Tips

- ☆ Match and paint the pictures with the related words.



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

1. Open **Activity Book to Page 6** and ask the students to cut out **Unit 2** pictures on **Page 21** and paste them above.
2. Sing aloud by clapping hands or playing instruments.



Teaching Tips

- ☆ Cut out **Unit 2** pictures on **Page 21** and paste them above. Sing aloud by clapping hands or playing instruments.

Wrap-up/ Review (10 Minutes)

1. Review the vocabulary words, sentence patterns, conversation 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】