

Unit 3

A Toy Toolkit and a Toy Dinosaur - Part 4

Teaching Goal

- To be able to recognize, identify, say and pronounce the vocabulary words: **a toy toolkit, a toy dinosaur and tic-tac-toe.**
- 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 10~14
- ✓ DVD Unit 3
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **a toy toolkit, a toy dinosaur and tic-tac-toe**
- ✓ Some paper
- ✓ A piece of poster paper or 2 boxes
- ✓ A sticky ball
- ✓ Stamp paint
- ✓ 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: Can you play any musical instruments?

A: I can play the _____. / I can't play any musical instruments.

Game: Fly the airplane

1. Show and teach the students how to make a paper airplane.
2. Show the students the poster with holes.
3. Write down: **“can”** and **“can’t”** on the holes.
4. Divide the students into 2 teams.
5. Ask 1 student from each team to come up and have the paper airplanes of their team ready.

6. When you ask the question: “**Can you play any musical instruments?**”, the students are supposed to say the answer and fly their paper airplane through the correct hole.
7. The team that gets their paper airplane into the correct hole first wins a point.
8. The team with the highest points will be the winner. 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!**”



Assist the students to make the paper airplane if necessary, or **prepare some ready-made** paper airplanes for the students if their paper airplanes do not fly well. Keep on reminding the kids **not to be arrogant** but **encourage** and **support each other**.



Teaching Tips

- ☆ Prepare different colored-paper for each team to make their airplanes or have them mark their airplanes with stickers or symbols.
- ☆ Use boxes instead of the poster paper with holes for the airplanes to fly to.
- ☆ Make it more challenging by changing the subject of the sentence with name of their classmate or family member, ie. “**Can Kevin/ your brother play any musical instruments?**”

Review Lesson (15 Minutes)

1. Review the vocabulary words and the sentence patterns:

Q: What do you want to play?

A: Let’s play _____.

Q: Are you ready? Game starts now.

A: OK! Let me _____.

2. 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 10 & 11 & 13

Activity Time (15 Minutes)

Game: Sticky Ball Bingo



1. Draw a 3X3 grid on the board and number them as the example down below. Also make a line in front of the board and make sure it’s the suitable distance for the students.

- Each number represents a toy or game they have already learned.
- Divide the class into two teams and each team would pick a symbol for their team (or the teacher can just assign a symbol for each team).
- Ask a student from each team at a time to come up and the class will ask the question: **"What do you want to play?"** then he/she will throw the sticky ball.
- Once he/she hits a number and will have to answer the question: **"Let's play _____."** according to the toy or game that represent with the number.
- After the student has replied the question correctly, then the class will continue asking: **"Are you ready? The game starts now."** and the student will answer: **"OK! Let me _____."**
- The team then could put the team symbol on the number. However, the team symbol can be replaced later in the game if the other team also throws the sticky ball on it and gets the correct answer. The team that gets the first line of bingo wins the game.

1	2	3
4	9	5
6	7	8



Please remind the students to have **GOOD SPORTSMANSHIP**, **not to be arrogant** but **encourage** and **support each other**. Still need to encourage some slow-learner to **keep on trying and not to give-up!**

Student's Book- Let's do it! (15 Minutes)

- Open Student's book to Unit 3 Part 4 (P.23).
- Let the students circle the pictures with the related words.
- Ask the students to paint the pictures.
- Reward the students with some encouragements.



Teaching Tips

☆ Circle and stamp paint the related pictures.

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

- Open Activity Book to Page 10 and ask the students to cut out Unit 3 pictures on Page 21 and paste them above.

2. Sing aloud by clapping hands or playing instruments.



Teaching Tips

- ☆ Cut out **Unit 3** 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 3** during the review.

【Feel free to use the LivePen during your lessons】