

Unit 4

A Doll and a Stuffed Animal - Part 3

Teaching Goal

- To be able to recognize, identify, say and pronounce the vocabulary words: **a doll, a stuffed animal and hopscotch.**
- 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 16 & 17
- ✓ DVD Unit 4
- ✓ LivePen
- ✓ A bag or a cap or a hat
- ✓ Some paper
- ✓ Flashcards of the vocabulary words: **a doll, a stuffed animal and hopscotch**
- ✓ Some balloons
- ✓ 2 spoons and 2 ping-pong balls

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:
A: What kind of sports do you play in your free time?
B: I play _____ in my free time. / I do not play any sports.

Game: What's on the paper?

1. Write down some of the sport activities on the paper and also some blank ones then put points for each item, then fold them in half.
2. Put all the paper inside a bag, cap or a hat.
3. Divide the class into 2 teams.
4. Ask a student of each team to come up and play "Paper, Scissors and Stone", the winner gets to pick out a piece of paper and the other one gets to ask the question:
"What kind of sports do you play in your free time?"

- The student of the winner team will answer according to what has written on the paper:
"I play _____ in my free time. / I do not play any sports."
- If the student answers correctly, then he/she would win the point(s) for his/her team.
- You can also add: "Double points" or "Minus a point" in the cap to make the game more exciting.
- 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!"

♥ Give encouragements for participation.

Review Lesson (15Minutes)

- 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: We take turns. Whose turn is it now?

A: It's my/your/his/her/___'s turn!



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 4 Part 3 (P.28)** 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 18



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: Balloon Matching

1. Prepare many small balloons and put some of the words of the song lyric on them.
2. Put the balloons on the floor.
3. Play the song and have the students sing together.
4. The teacher would stop the song anytime and give out a word or a line of the lyric, then the students will look for it among the balloons.
5. Whoever finds the balloon and sing the line will get a high-five or a sticker as a reward.



*Make sure **not to blow the balloons too full** to avoid the balloons from popping during the game as the children are all trying to get the balloons. Some children might get shocked or scared if the balloons pop.*

Game: Spoon Relay

1. Place 2 chairs in the very end of the classroom and draw a **“STARTING LINE”**.
2. Divide the class into 2 teams and ask 1 student from each team to come up.
3. The two players will hold a ping-pong ball with a spoon without dropping it and walk from the starting line while singing 1 verse of the song to the chair and then return to the line.
4. If the one the student drops the ping-pong ball, then he/she will have to return to the **STARTING LINE** and start again.
5. The team will relay until everyone in the team has a turn.
6. The fastest team will be the winner.
7. Reward the students of the winner team with some prizes. 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!”**



*Please make sure to remind the students **SAFETY FIRST!** No need to rush during the game. **Give encouragements for participation.***

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 4** during the review.*

【Feel free to use the LivePen during your lessons】