

## Unit 5

### A Ball and a Toy House - Part 3

#### Teaching Goal

- To be able to recognize, identify, say and pronounce the vocabulary words: **a ball, a toy house and sack race**.
- 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 23
- ✓ DVD Unit 5
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **a ball, a toy house and sack race** and all the games from previous units
- ✓ A die
- ✓ A ball

#### 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:  
**A: Would you like to try some of \_\_\_\_\_?**  
**B: Yes, please. Thank you. / No, it's ok. Thank you.**

#### Game: Dice Rock

1. Get 1 die and put some food or snacks, e.g.: "bread", "chips", "candy", "chocolate", "juice" and "cookies"... etc. on each sides of the die (can have some different food as spares to be able to change during the game).
2. Get the other die and put 3 sides with **YES** and the other 3 sides with **NO**.
3. Divide the students in 2 teams and have 1 student from each team to come up.
4. 2 students will get 1 die each and the student with the "**FOOD**" die will roll and he/she would ask the question: "**Would you like to try some of \_\_\_\_\_?**" according to what has shown on the die.

5. The other student will roll the “**YES & NO**” die and answer: “**Yes, please. Thank you. / No, it’s ok. Thank you.**” according to what has shown on the die.
6. 2 students will then swap the dice and repeat the procedures.
7. Ask the students to give a high-five to each other and say: “**Well-done!**” or “**Good on you!**” as an encouragement.
8. Have the next 2 students to come up and end the game once every student all had their go.



**Give encouragements for participation.** Do have to **assist** and **encourage** some slow-learners to **keep on trying and not to give-up!**

### Review Lesson (10 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: OK, what should I do now?**

**A: Just \_\_\_\_\_.**

**Q: OK! Shall we \_\_\_\_\_?**

**A: Steady and go! ( \_\_\_\_\_ and \_\_\_\_\_ as \_\_\_\_\_ as you can.)**



### Activity Time (15 Minutes)

#### Game: Toss the ball Catch and Do the action

1. Have all the students sit in a circle.
2. Prepare a ball to toss around in a circle.
3. Tell the students that they’re going to toss the ball around in the circle to their friend while asking the first question “**What do you want to play?**”
4. The person who catches the ball will answer the question with the phrase: “**Let’s play \_\_\_\_\_.**” then continue asking: “**OK, what should I do now?**”
5. The student who tosses the ball first will answer: “**Just \_\_\_\_\_.**” and give a command of action.
6. Then the one who catches the ball will do the command and toss the ball to another student.
7. Then repeat the steps and continue playing until everyone had a chance to ask and answer the question.



*The ball can be substituted with some other items such as: **a stuffed toy...** etc.*  
Always make sure **SAFETY FIRST!!**



### Teaching Tips

- ☆ Show great level of energy and **give encouragements** when the students participate in the activity.
- ☆ Please remind the students not to give out any **inappropriate command of actions** and toss the ball to a different student not back and forth between the same students.

### 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 5 Part 3 (P.36)** 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 23**



### 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 (15 Minutes)

#### Game: Musical Chair

1. Line up the chairs and place the flashcard of the games on some of the chairs.
2. Play music and have the students sing and do the actions around the chairs.
3. When the music stops, the students will sit down on a chair and ask the students who have flashcards on their chairs to show their flashcards to everyone.
4. The rest of the students will ask the students with the flashcard one by one: **“What do you want to play?”**
5. The students with the flashcards will reply: **“Let’s play \_\_\_\_\_.”** according to the games they are holding.
6. The rest of the students will continue asking the students with the flashcard one by one: **“OK! Shall we \_\_\_\_\_?”** according to the actions the game should do.

7. Then everyone will answer: “**Steady and go!**” and do the action together.
8. Reward the students with some encouragements: stars/stickers/hugs/high-fives.
9. Change the flashcards to different chairs and continue 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 5** during the review.*

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