

Unit 5

A Ball and a Toy House - Part 4

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 20~23
- ✓ DVD Unit 5
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **a ball, a toy house and sack race** and all the games from previous units
- ✓ Flashcards of various food and drinks
- ✓ An apron and a tray
- ✓ A die
- ✓ Crayons or color pens or markers and 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:
A: Would you like to try some of _____?
B: Yes, please. Thank you. / No, it's ok. Thank you.

Game: I'm the Flight Attendant

1. Have the students sit 2 by 2 in a line.
2. Take the apron and the tray out and explain to the students what a flight attendant does.
3. The teacher will be the first flight attendant and put on the apron and hold the tray, then go across the line and ask the passengers the question: **"Would you like to try some of _____?"** according to the flashcard of the food or drink that is on the tray.

- The passenger can answer either: **“Yes, please. Thank you.”** or **“No, it’s ok. Thank you.”** according to their preference.
- If the passenger answers: **“No, it’s ok. Thank you.”** the flight attendant will keep asking the next passenger down to the line.
- However, if the passenger answers: **“Yes, please. Thank you.”** then he/she will take the food and put on the apron and hold the tray and become the next flight attendant.
- Make sure that every student all had their turn to be the flight attendant.



Give encouragements for participation.



Teaching Tips

- ☆ *The flight attendant can choose the food or drink to put on the tray and serve to the passengers.*
- ☆ *If no one accepts the food or drink the flight attendant has served, then the flight attendant would have to choose another and put on the tray, then go down the line and serve again until there is a passenger reply “YES”. However, please remind the students that they should really answer with their real preference towards the food or drink, NOT BY the preference of the PERSON.*

Review Lesson (15 Minutes)

- Review the vocabulary words and the sentence patterns:

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.)

- 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 20 & 21 & 23

Activity Time (15 Minutes)

Game: Pick a flashcard

- Prepare a pile of flashcards of the games the students have learnt.



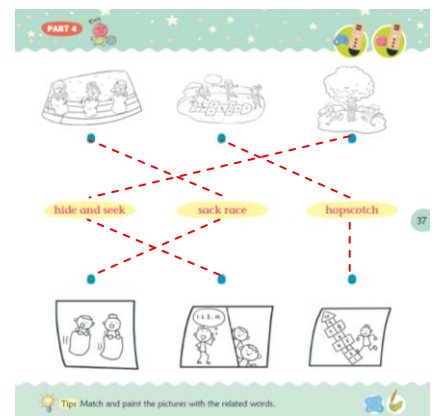
2. Divide the class into 2 teams and ask 1 student from each team to come up and play: "Paper, Scissors and Stone", the winner will pick one flashcard and the other player will ask the question: "**What do you want to play?**"
3. The winner then will answer according to flashcard he/she has picked: "**Let's play** _____."
4. The other student will then continue asking: "**OK, what should I do now?**" and the winner will reply: "**Just** _____."
5. The other student will continue asking: "**OK! Shall we** _____?" and the winner will reply: "**Steady and go!**" However, if the game that the winner has picked is: RED LIGHT, GREEN LIGHT or SACK RACE, he/she will then have to add 1 more sentence as: "**Run as fast as you can /Jump and hop as fast as you can.**"
6. After the players have done their conversation, then they can roll the die and the number has shown on the die will be the points they win for their team.
7. Continue until all the students have had their turn.
8. The team with the highest points will be the winner. Reward the students with a sticker. Everyone will give each other a big high-five and say: "**Well-done!**" or "**Great job!**" or "**You're awesome!**".



Give encouragements for participation.

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

1. Open **Student's book to Unit 5 Part 4 (P.37)**.
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! (15 Minutes)

1. Open **Activity Book to Page 16** and ask the students to cut out **Unit 5** pictures on **Page 23** and paste them above.
2. Sing aloud by clapping hands or playing instruments.





Teaching Tips

☆ Cut out **Unit 5** pictures on **Page 23** 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 5** during the review.

【Feel free to use the LivePen during your lessons】