

Unit 6

A Block and a Puzzle - Part 3

Teaching Goal

- To be able to recognize, identify, say and pronounce the vocabulary words: **a block, a puzzle and Simon says**.
- 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 25
- ✓ DVD Unit 6
- ✓ LivePen
- ✓ Flashcards of the vocabulary words: **a block, a puzzle and Simon says**
- ✓ A die

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: How do you come to school everyday?
B: I come to school by _____ . / I _____ to school.

Game: Spiderman

1. Get a die and stick each side of the die with different transportations, e.g. MRT, bus, car, scooter, bicycle, and walk...etc.
2. Draw a big spider web on the board.
3. Divide the students in 2 teams and have 1 student from each team to come up.
4. Ask the 2 students to play "Paper, Scissors and Stone" and the winner will roll the die.
5. The other student then will ask the question: "**How do you come to school everyday?**"
6. The student will answer: "**I come to school by _____ . / I _____ to school.**" according to the transportation that shown on the die which he/she has rolled.
7. The defeated student will pretend to be stuck on the spider web on the board.

8. The winner can save a teammate who is stuck on the board.
9. The team with fewer members stuck on the spider web will be the winner.
10. Reward the winner side with stickers. Also ask the students to give a high-five to each other and say: **“Well-done!”** or **“Good try!”** or **“Keep going!”**



Give encouragements for participation.



Teaching Tips

- ☆ Please remind the students who are stuck on the spider web to be quiet and stay still while the others are playing the game.

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, how do we play the game?

A: Let's _____. Just _____.



Activity Time (15 Minutes)

Game: Tornado

1. Prepare the flashcards of the toys and games of this unit and also some “Tornado Cards”.
2. Put numbers on the backside of the flashcards and the “Tornado Cards”.
3. Mix and place the flashcards and the “Tornado Cards” on the floor.
4. Divide the class into 2 teams and have 1 student from each team to come up to play “Paper, Scissors and Stone” to decide which team goes first.
5. 1 student from the team will come up and the class will ask the question: **“What do you want to play?”**
6. The student will pick a number/flashcard and he/she needs to say the vocabulary word with sentence patterns: **“Let's play _____.”**
7. The class will continue asking: **“OK, how do we play the game?”**
8. The other student will then answer: **“Let's _____. Just _____.”** according to the sentence patterns of the unit.
9. If the student answers all the questions correctly, then their team can draw a line to draw a house. If they choose a tornado card then they can blow down (erase) 1 line of their opposing team's house.
10. The first team to finish drawing a house wins and reward the winner side with stickers. 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. Assist and encourage some slow-learners to keep on trying and not to give-up!



Teaching Tips

☆ May add more or change the flashcards of the previous units during the game.

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 6 Part 3 (P.40)** 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 25**



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 (10 Minutes)

Game: Sing with Emotion

1. Go over various of emotions e.g. awesome, happy, sad, terrible, angry...etc. with the class and how they would express with those emotions.
2. Ask the students to sing the song, then the teacher will give out an emotion, then the class will have to sing the song with that emotion.
3. The teacher may call out 1 student or a group i.e. boys or girls to sing with the emotion you have given out.



Give encouragements for participation.



Teaching Tips

☆ Allow the students to have their own expressions or actions towards the emotions they wish to express.

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 6** during the review.

【Feel free to use the LivePen during your lessons】