

Eyes on me.







# You are going to review what you learned in lessons 1-3.



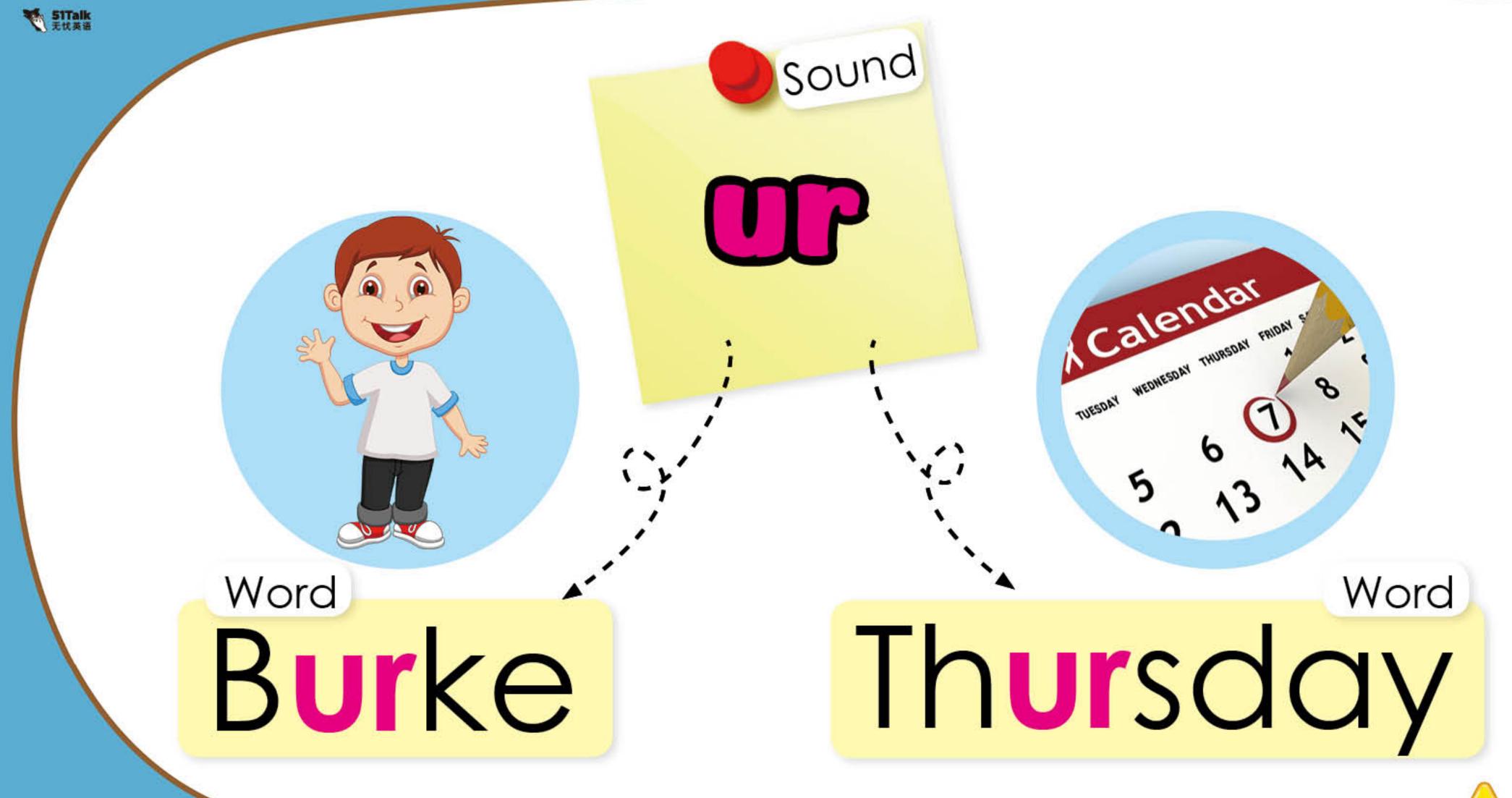


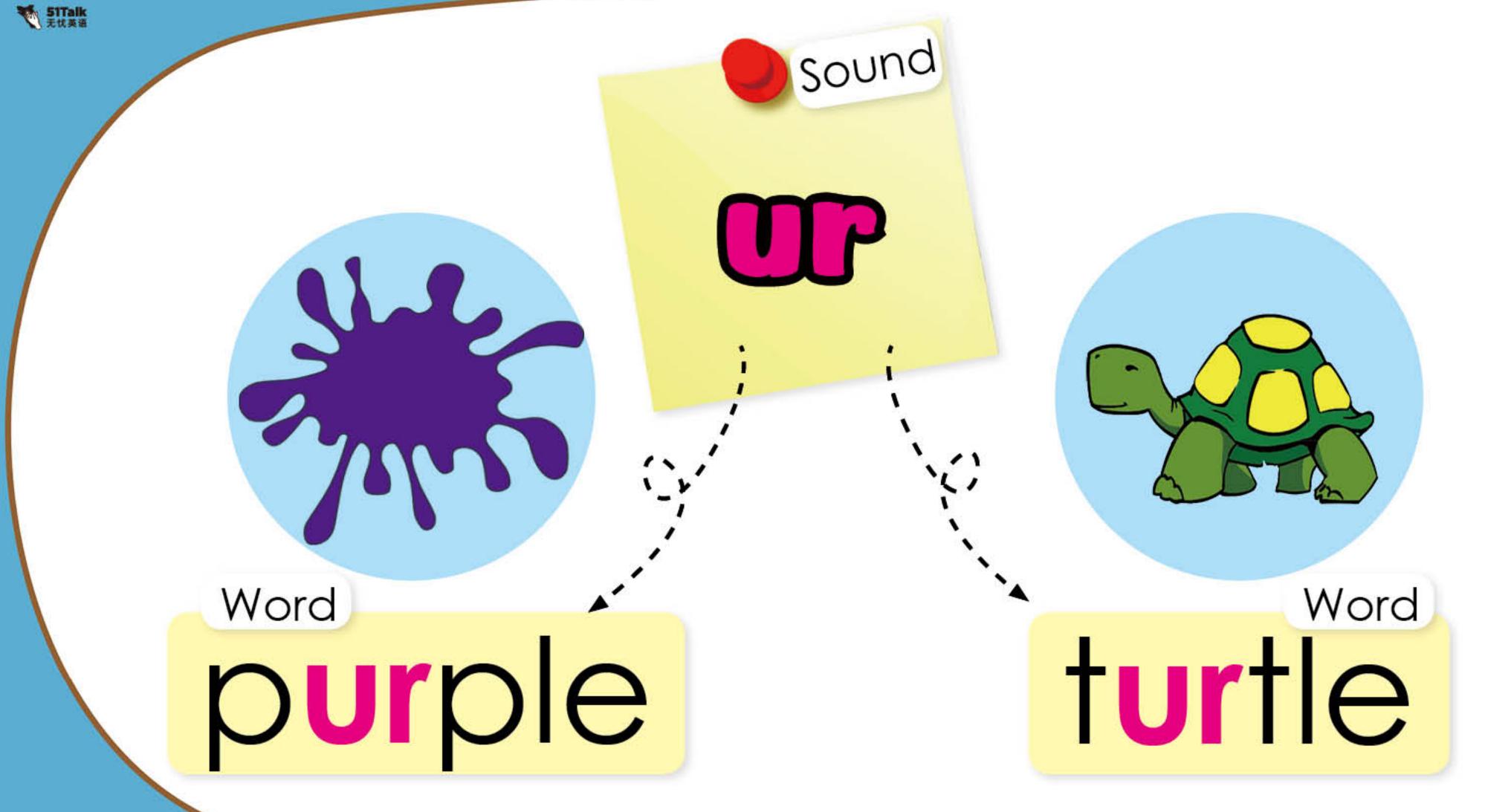
The wheels of the train
Go round and round,
Clickety clack,
Clickety clack.
The wheels of the train
Go round and round,

Clickety, clickety clack.

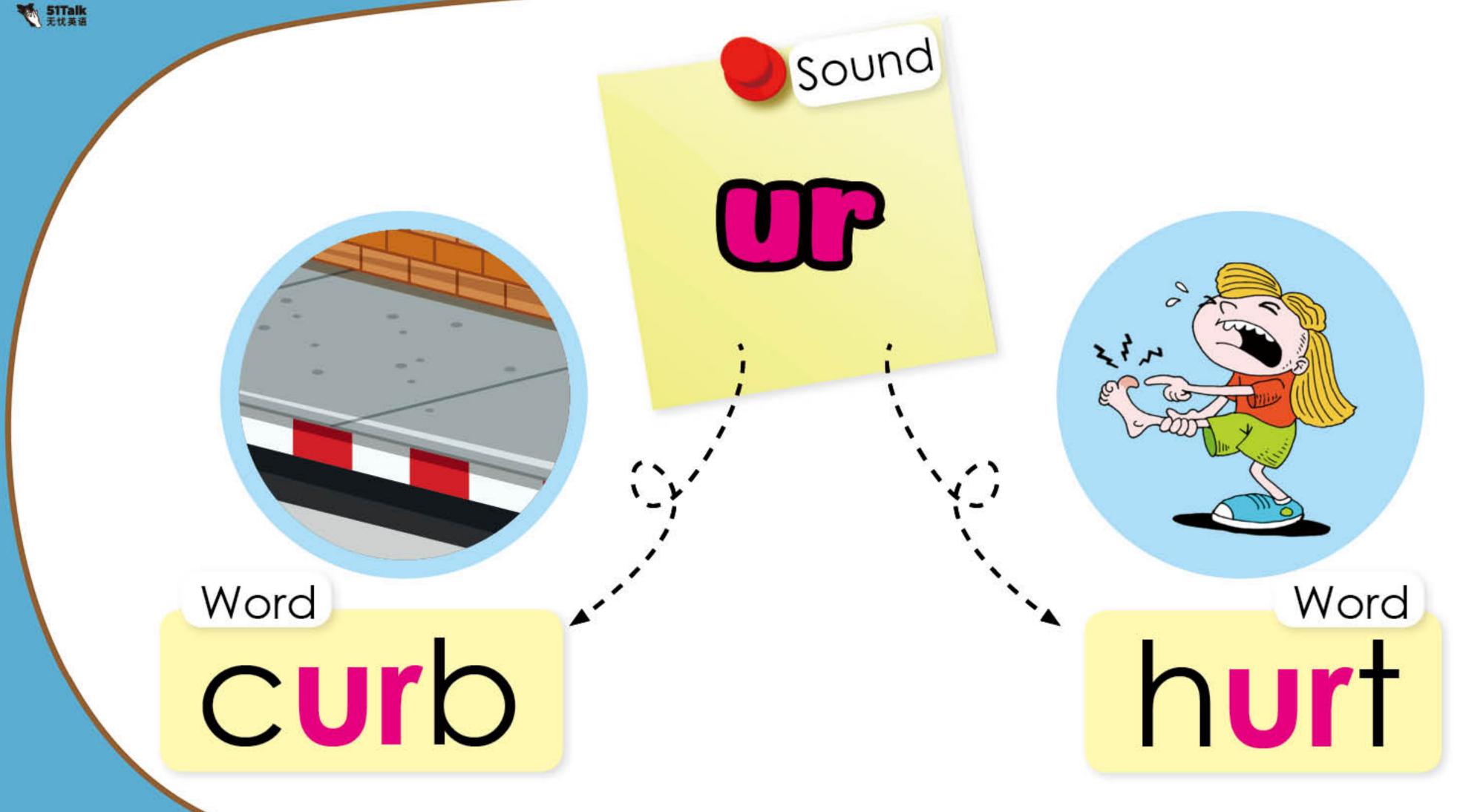


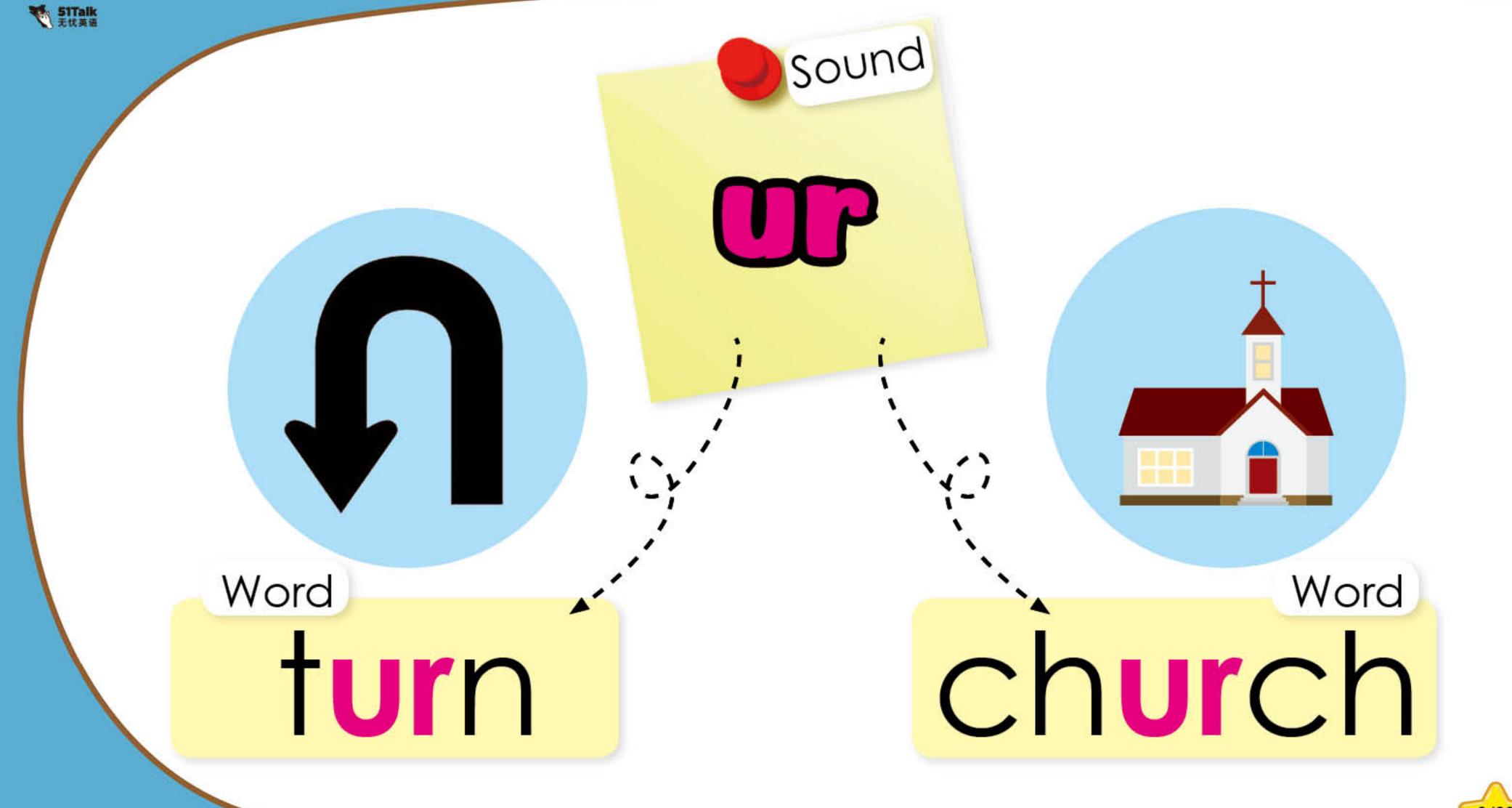










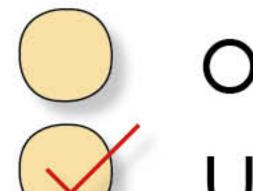






#### Tick the correct sound.

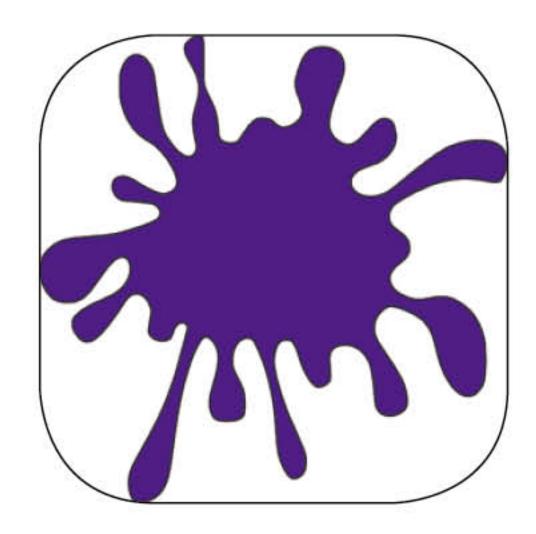


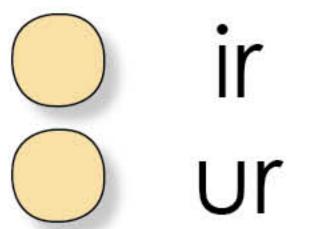












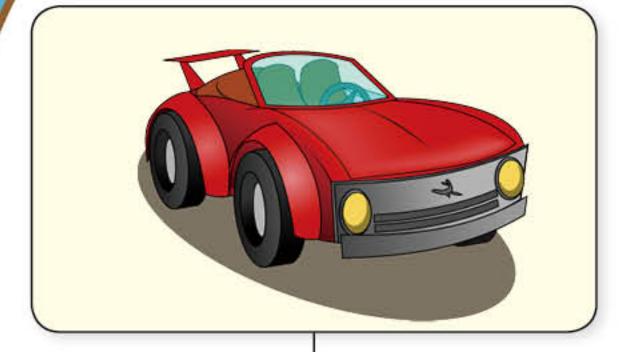
















car

race

motorcycle











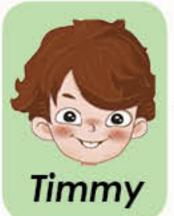
driver

bus stop

bus station







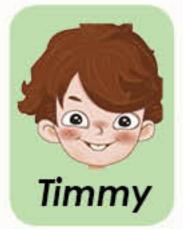
I want to go to the city to see the race. Can you drive me there, Dad?

No, I can't. I have to work. Let's go some other time.









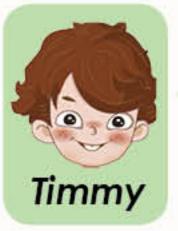
Can Jimmy drive me to the city?

No, he can't.
He likes to ride
motorcycles.
It's too
dangerous.









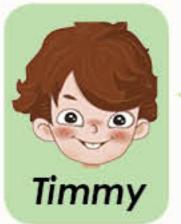
## Can Mom drive me to the city?

No, she can't. She has to go shopping. How about you take the bus with Jimmy?









Great! The bus is more comfortable than a car.

Let's go to the bus station and buy a ticket. Then you and Jimmy can wait at the bus stop for the driver.









### Match and say.







race

bus stop

driver





#### Fill in the blanks.

bus station motorcycles car

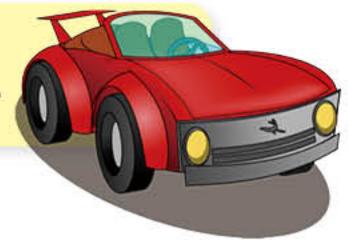
1) Let's go to the \_\_\_\_\_



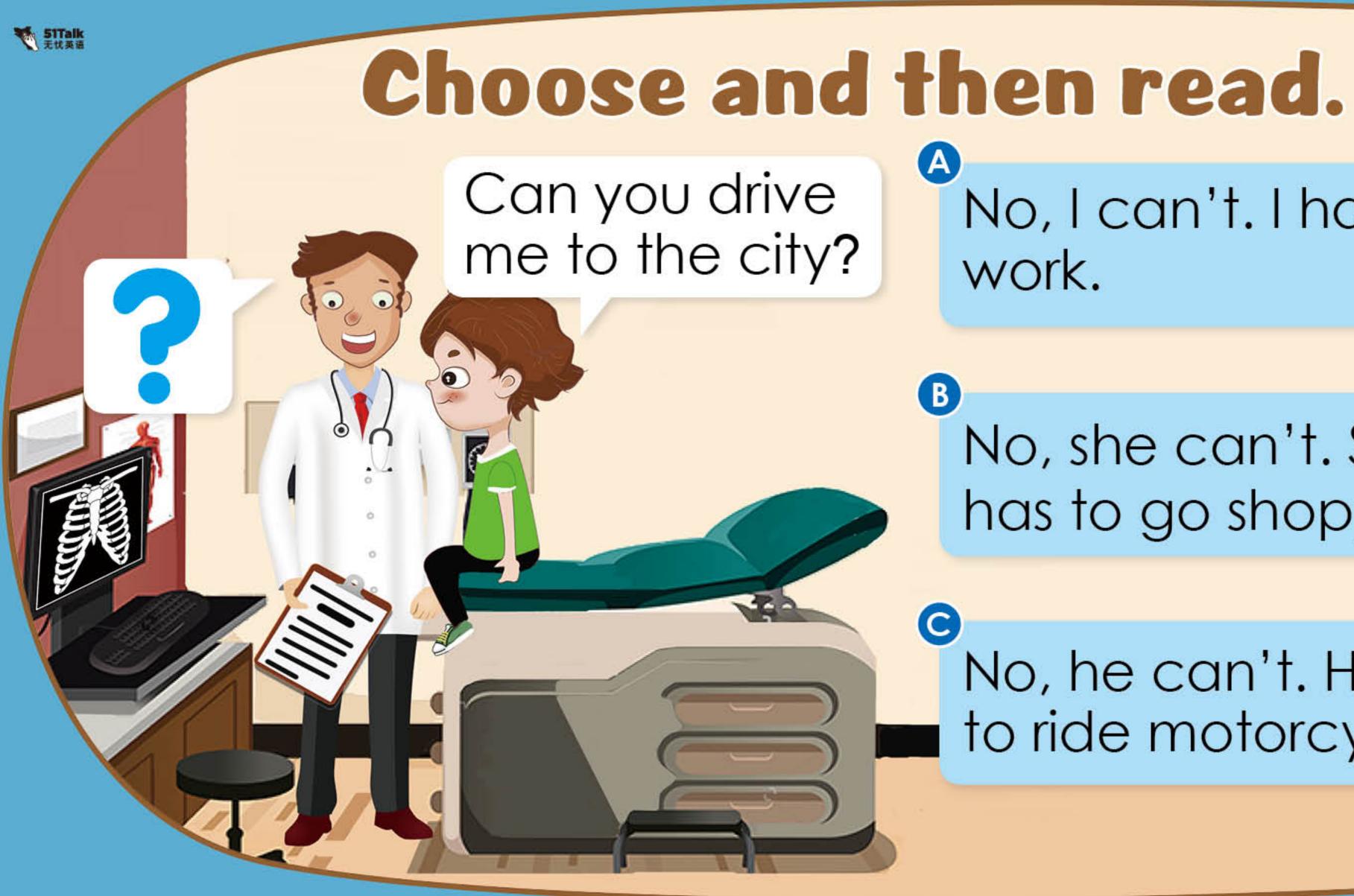
2 Jimmy likes to ride \_\_\_\_\_\_.



3 The bus is more comfortable than a \_\_\_\_\_.



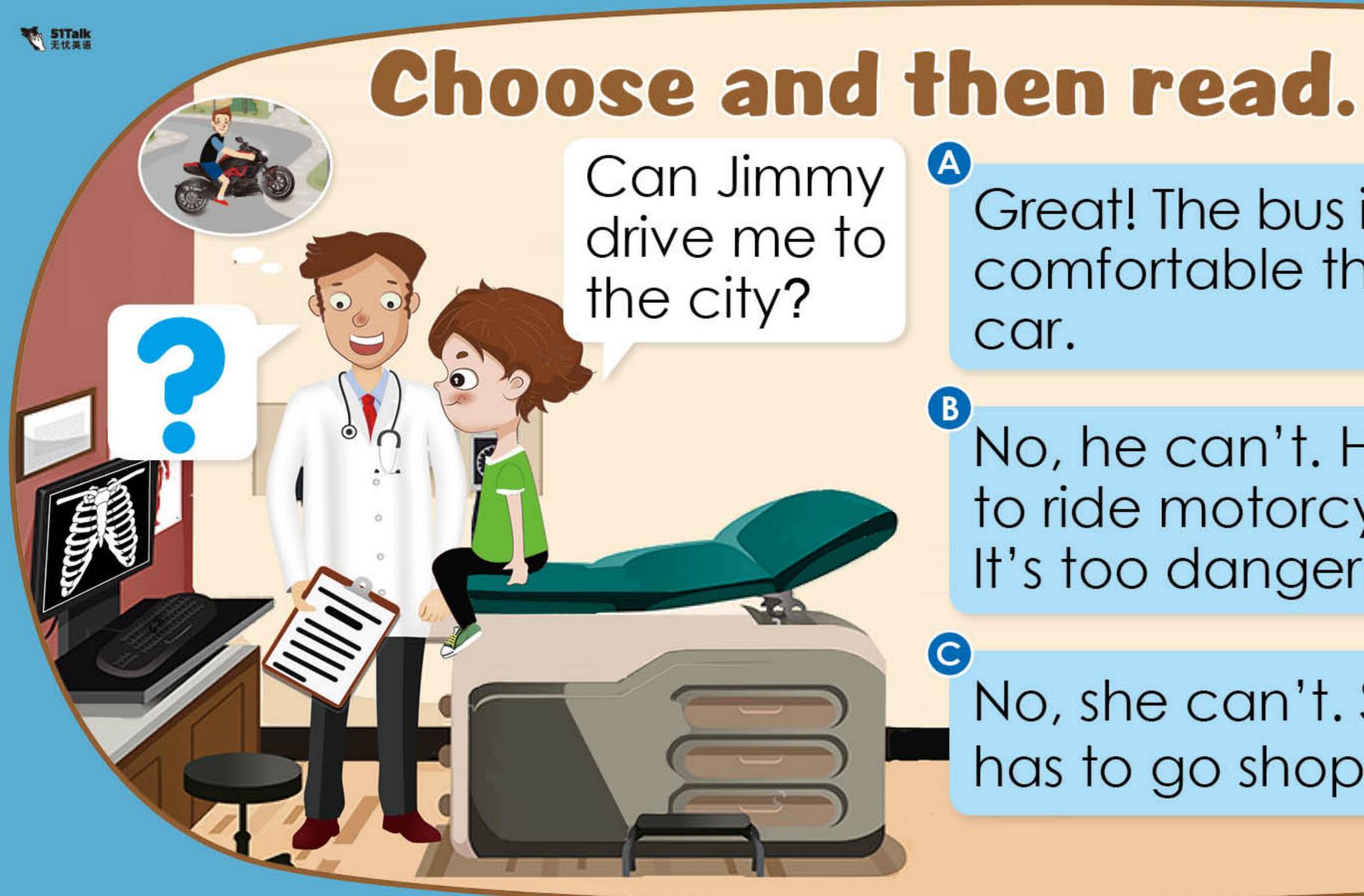




No, I can't. I have to work.

No, she can't. She has to go shopping.

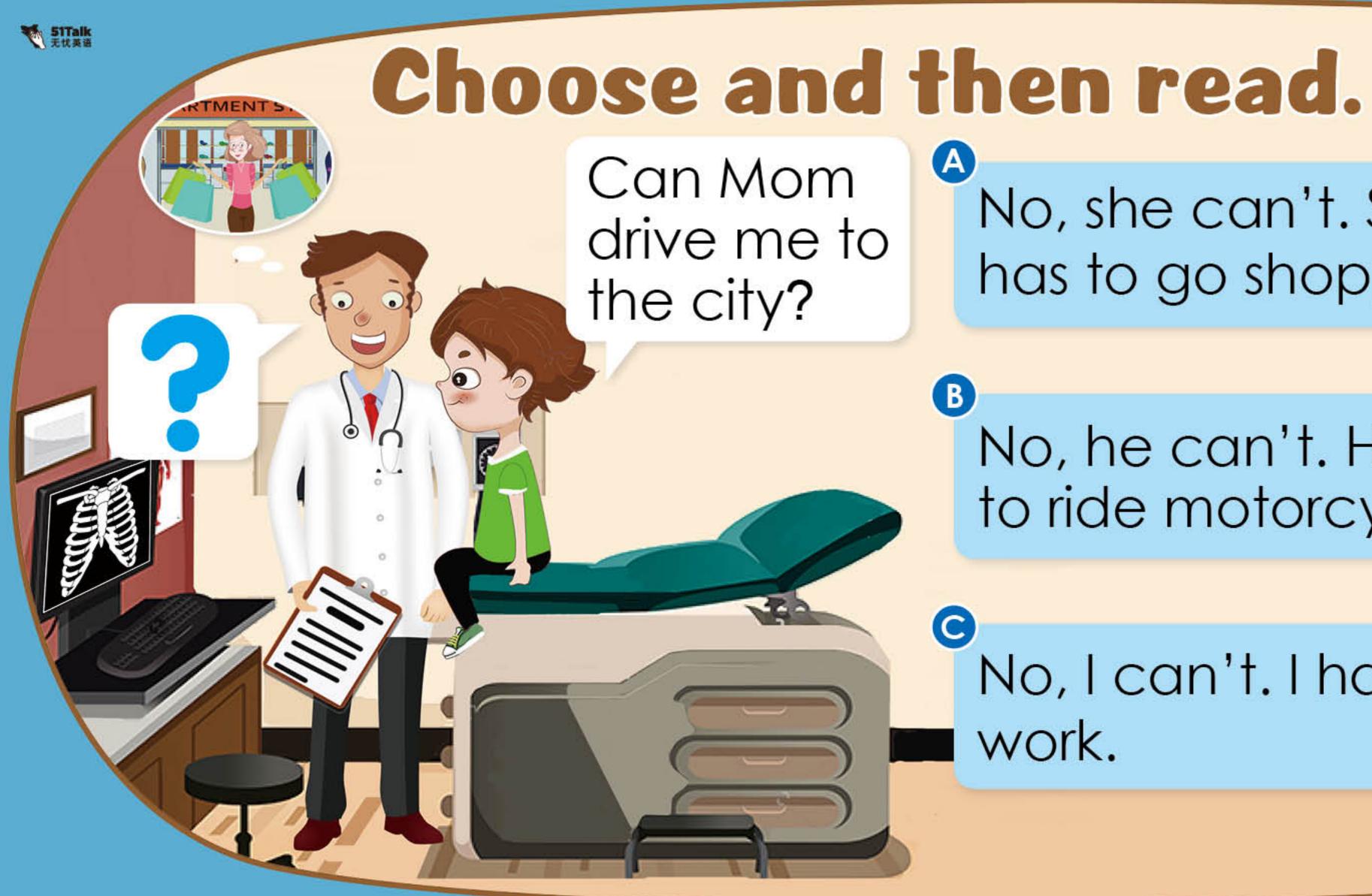
No, he can't. He likes to ride motorcycles.



Great! The bus is more comfortable than a car.

No, he can't. He likes to ride motorcycles. It's too dangerous.

No, she can't. She has to go shopping.



No, she can't. She has to go shopping.

No, he can't. He likes to ride motorcycles.

No, I can't. I have to work.



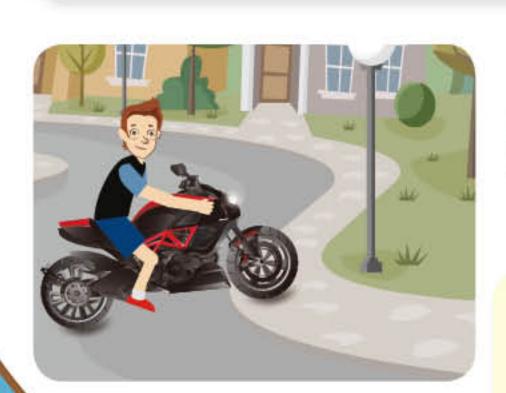
### Role-play.



Can you drive me to the city to see the race, Dad?









Can Jimmy drive me to the city?





### Role-play.



Can Mom drive me to the city?









How about you take the bus with Jimmy?







