

ARS YOU RECOYS

Listen to me. Eyes on me.





Lesson Structure

- Learning Objective
- Warm-up
- Reading Preparation—Vocabulary
- Genre
- Fast Reading
- 6 Wrap-up



You are going to read a story called "Mars Needs Happy Memories". In the story you will learn:



Genre

Science fiction



Key Words and Phrases

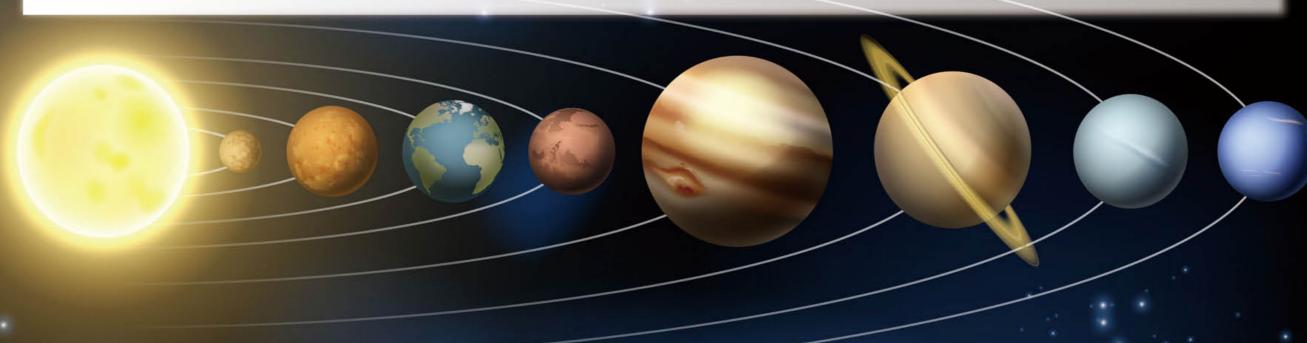
memory, approach, headset, promise, gratitude, cable, hang out, entertainment venue

Warm-up 01:00

Read and circle "Mars" in the solar system.



There are eight planets in the Solar System. Based on the distance from the sun, Mars is the fourth planet in the solar system.







Learn and say.



mem • o • ry



ap • proach





The old couple have lots of happy **memories** of the old days.



The little girl approaches the horse because she wants to see it closely.

Explain a key word using you own words:



Learn and say.



Use a key word to make a sentence:



Learn and say.



grat•i•tude n

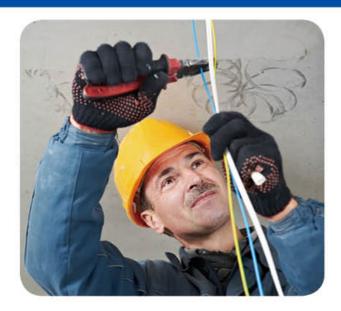




The woman is holding her hands on her chest to show her gratitude to God.



cable n



The man is cutting the cable.

Use a key word to make a sentence:



Learn and say.



hang out



My big brother really likes hanging out with his friends.



entertainment venue



Radio City Music Hall is an **entertainment venue** located in New York City's Rockefeller Center.

Use a phrase to ask a question:



Genre 03:00

Science Fiction

Elements of a fiction story

- 1. Characters: the people or animals in the story
- 2. Setting: where and when the story takes place
- 3. Plot: the events of the story

Features of a science fiction story

- a. Characters: including aliens or future humans
- b. Setting: imaginary places and time
- c. Plot: based on future science and technology

Setting:

When: midnight

Where: a strange place

It was midnight. Timmy felt something strange pulling him up. What happened? In a sudden flash of light, he found himself in a totally strange place.

He was surrounded by some strange people. One of them **approached** him, handed him a **headset**, and gestured him to put it on.

Characters: Timmy, strange people





Characters: Astron (a Martian), Timmy

The moment he put it on, a voice emerged from the headset. "Relax, Timmy Smith.

Welcome to Mars!" "What?" Timmy exclaimed. "Yes, I'm Astron, leader of the Martians," said the guy. "You were chosen to give us happy memories, because you are the happiest kid on the earth." "Don't you have happy memories? Why do you want mine?" Timmy was confused.





Where was Timmy? Why was he there?

Setting:

Where: on Mars

"Well, there is just dust on this planet, and we have nothing to do for fun. Seriously, we're not happy. So would you like to help us?" said Astron. "Um ..." Timmy hesitated. "If I help them, what if I I lose my memories?" Timmy said to himself. After a while, He got an idea, "I'd love to share my memories. Listen, I just said share. You must **promise** I'll not lose my own memories." "We promise. Thank you, Timmy."





Did Timmy agree to help the Martians? Why or why not?

Full of gratitude, Astron's men came up, bowed to Timmy, and connected a cable to Timmy's headset. The big screen showed him going out with his family and hanging out with his friends ... "What will you do with my memories?" asked Timmy out of curiosity. "We will implant them into our brains. Not only will we feel happy, but we can also analyze these memories and build entertainment venues." Astron said. "Wow, I've never thought my memories could be of such use!"



What would the Martians do with Timmy's memories?



"Thank you, Timmy. You're our hero." Astron shook hands with Timmy and handed him a little box.

At that moment, Timmy felt his balance shift, as if everything was moving beneath him. About 15 seconds later, Timmy found himself lying in his bed with a little box in his hand. A line on the box read, "Open it when you want to see us."



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What happened at the end of the story?



Wrap-up 02:00

I can Do It

Today we read a science fiction story called Mars Needs Happy Memories.

Genre

Features of a science fiction story:

- Characters: including aliens or future humans
- Setting: imaginary places and time
- Plot: based on future science and technology

Key words and Phrases

memory, approach, headset, promise, gratitude, cable, hang out, entertainment venue

