



Cat Can Jump



# Warm Up



**Do a level-appropriate warm-up.** T and S do activity “Do As I Say”. T asks S to mime a noun, touch a body part, or act out an action verb.



1. at

2. bin

3. bag

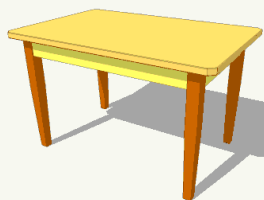
4. hear



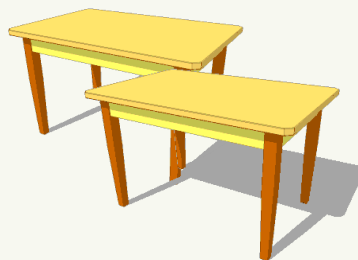
hand



\_\_\_\_\_



table



\_\_\_\_\_



plate



\_\_\_\_\_



Dino goes to the park on the weekend to play football.  
In the afternoon, he buys ice cream, because the weather is very hot.

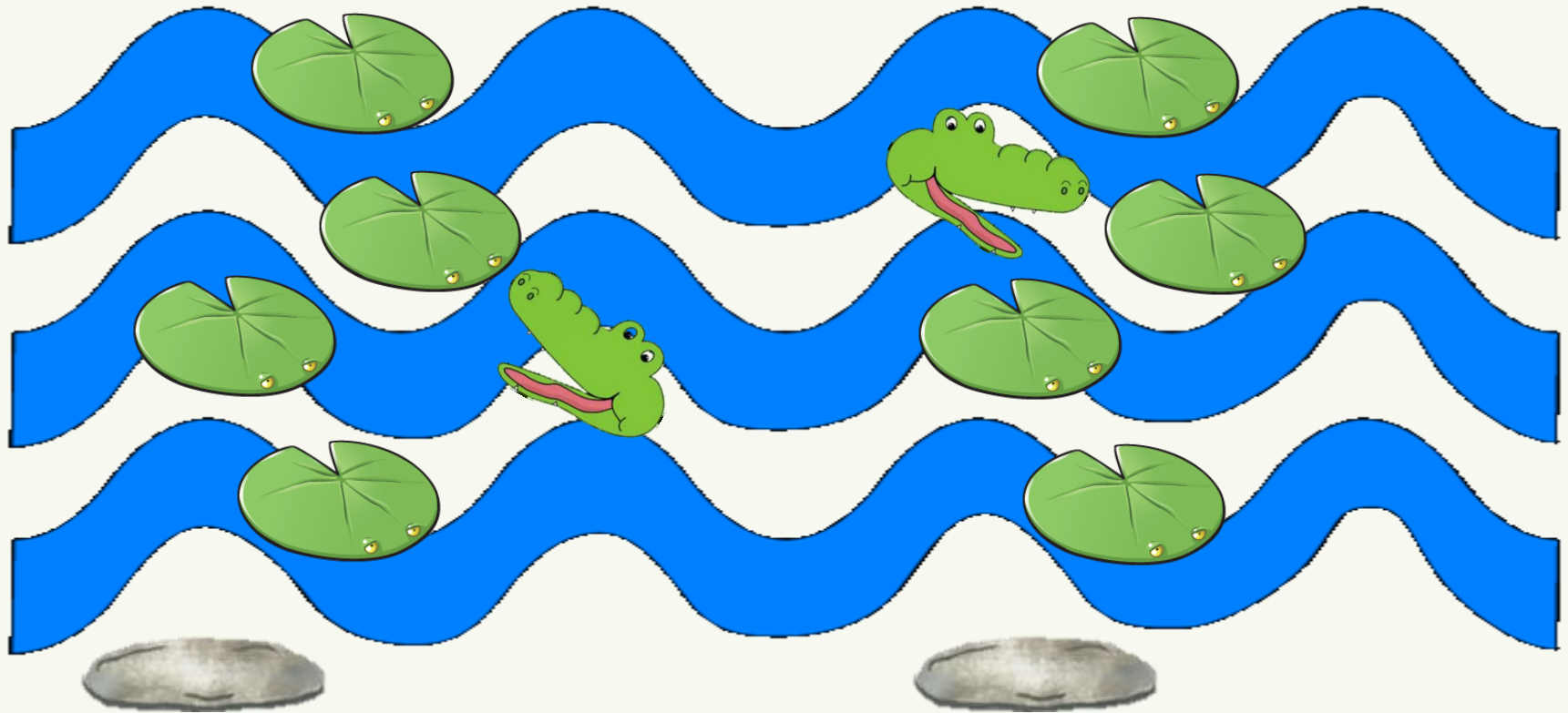
Question Time!

Where... Who... What...  
Why... When...

If S can't complete L2U4 task, switch to a lower entry point. If most tasks are TOO easy for S, switch to a higher entry point. S can't read text but answers Q's using basic complete sentences. (L1U9) S answers Q's in complete sentences. (L2U1) S can identify weather conditions and uses common adjectives to describe nouns. (L2U4) S answers in complete, compound sentences and can read some 5-letter words. (L2U7) S uses correct verb forms & explains thoughts and ideas when prompted by T. (L2U10)



# Reward System



This slide will appear at the end of each section when student (S) should be awarded a point. At the end of each section, reward S for excellent performance by moving forward. If S doesn't follow the classroom rules, move back a spot. At the end of the class, reward S for progress.

# Review

out

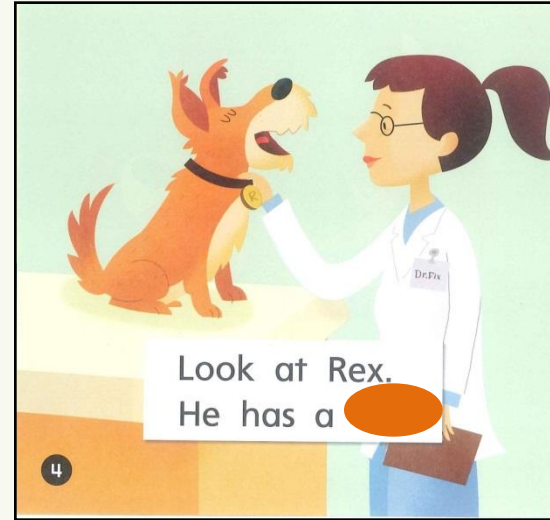
hood

wood

noun

T asks S to read the words and match it to its rhyming vowel sound.

# Blind Reading



T asks S to read the pictures. S should guess the covered words.

# Let's Begin

OW

T teaches the sound. S repeats several times.



down

cow

owl

T asks S to try to read the words based on what they have already learnt. S finds the common letters in these words and underlines them.

# Blending

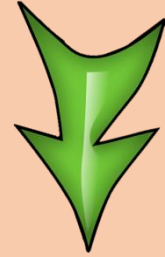
c

ow

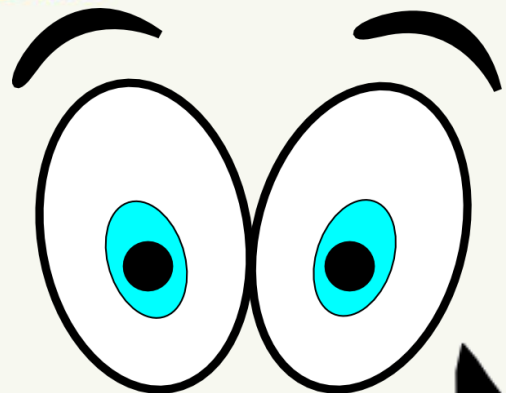
l

d

n



T says the phonics words and S matches the correct letters and pictures.



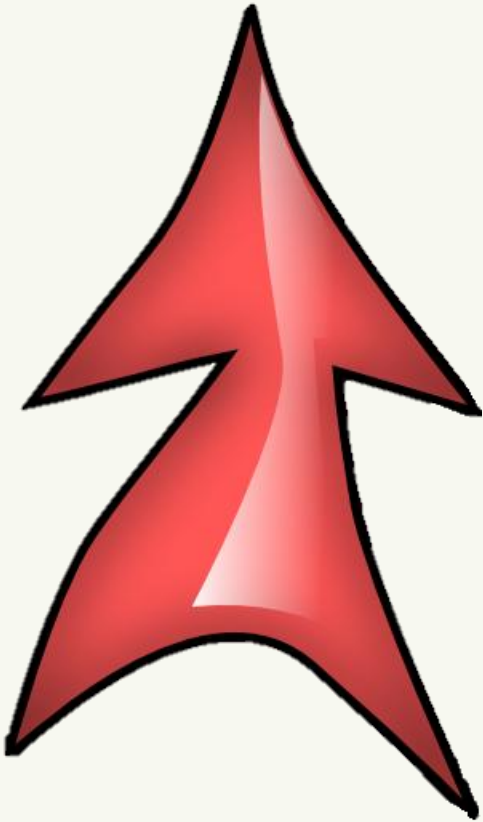
# Sight Word



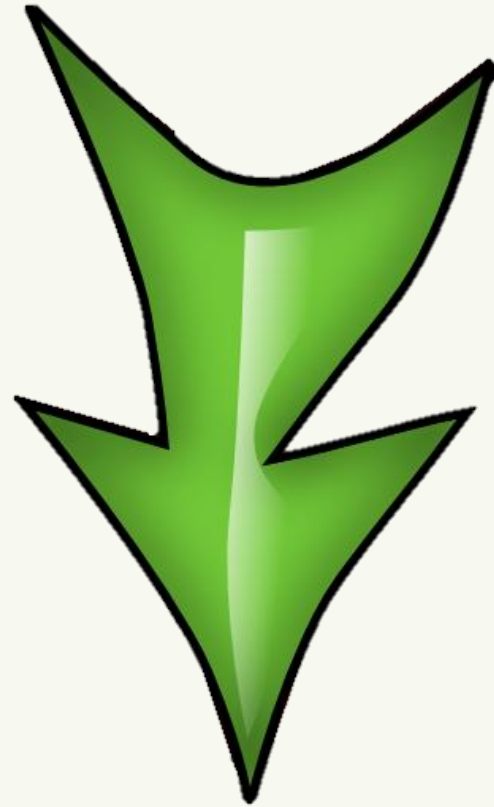
T teaches the word. S reads several times.



# Look Out!



up



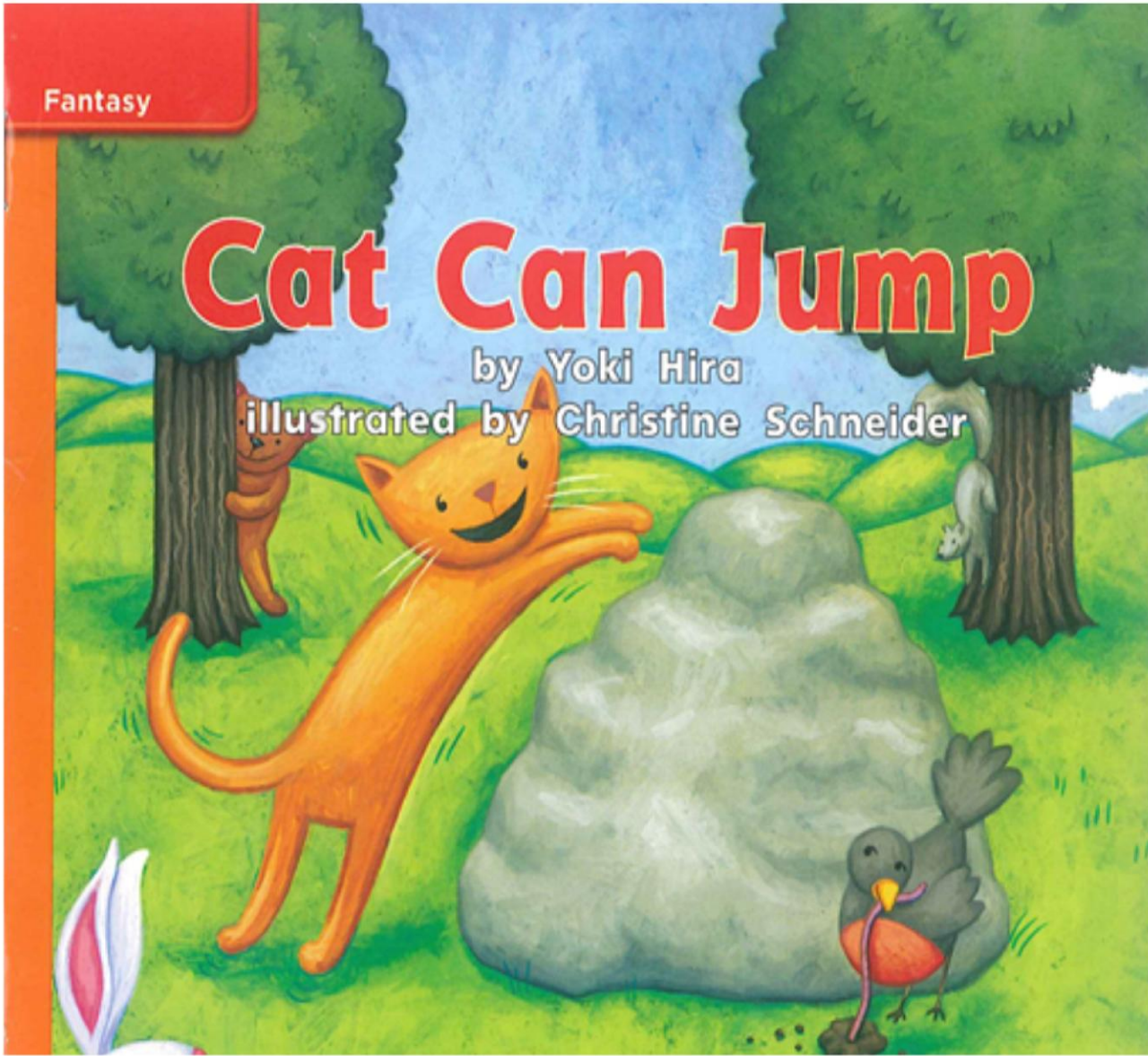
down

Fantasy

# Cat Can Jump

by Yoki Hira

illustrated by Christine Schneider



T asks S to read the title of the story. T and S try to guess what will happen in the story.





Cat can jump up.





Cat can jump down.

# Finish It

“Cat can jump \_\_\_\_.”

up

down

up

down



T says the sentence and S identifies the correct words; S repeats the sentence.



Cat can jump up.





Cat can jump down.

# Finish It

“Cat can jump \_\_\_\_.”

up

down

up

down





Cat, jump down!  
Cat can not jump.





Now Cat can!

## Teacher Read Aloud

① Cat can jump up.



② Cat can jump down.



③ Cat can jump up.



④ Cat can jump down.



## Student Story

①



②



③



④



## Teacher Read Aloud

5

Cat, jump down! Cat can not jump.



6

Now cat can!



## Student Story

5



6





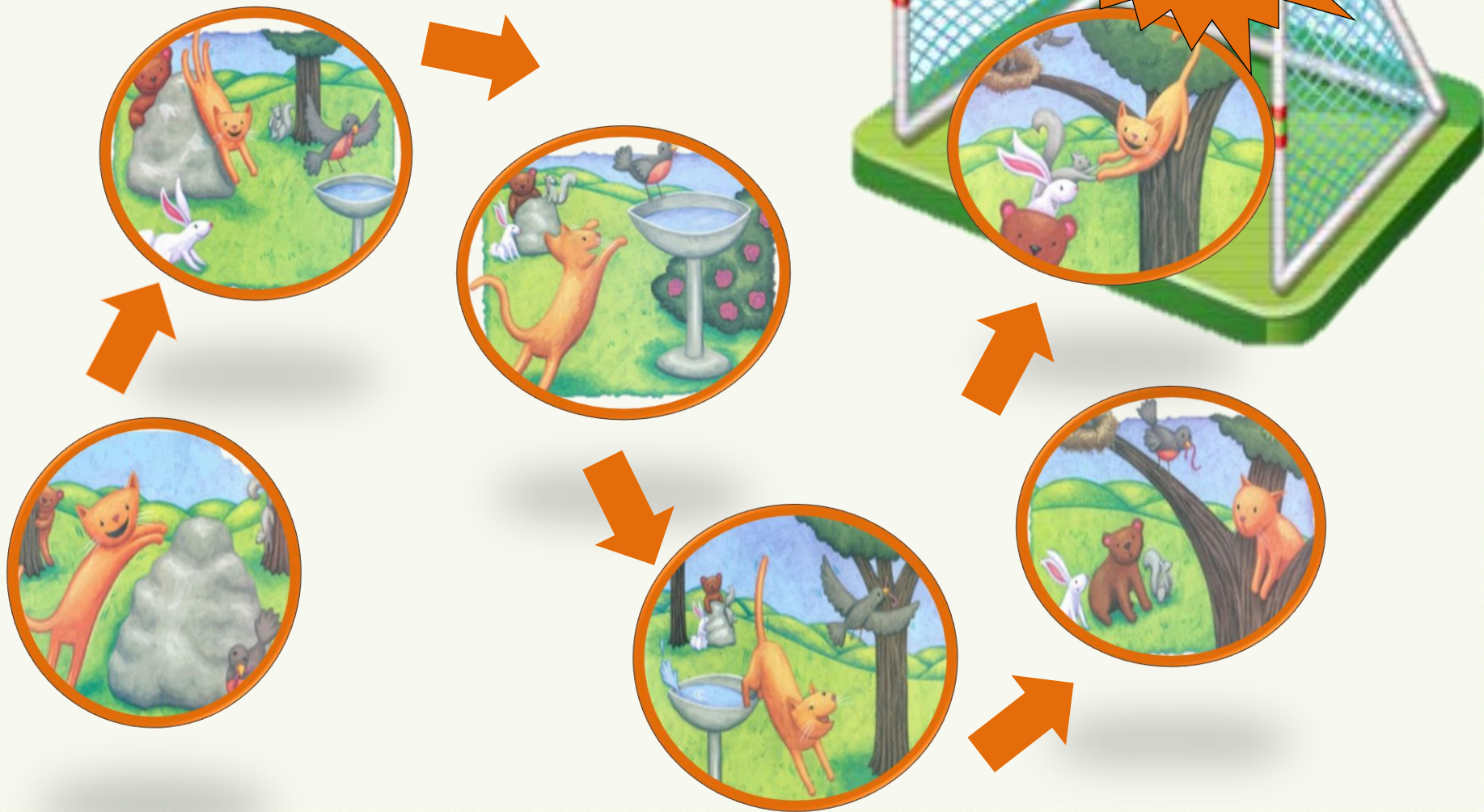


Activity Time



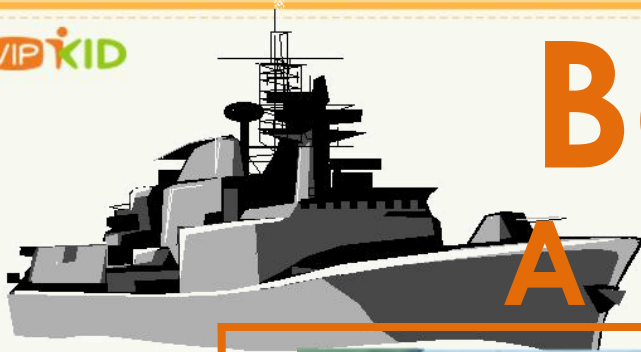
# Soccer

## GOAL



T asks S to read the story from beginning until S reaches the goal. T asks S to read SLOWLY or QUICKLY to make the reading fun.

# Battleship

**B****1****2****3**

T reviews the story sentences and gives a grid with letter and number ex: "A1". If S can correctly retell the story, S can cross out the grid. S wins when they retell the story for each picture and sink T's battleship.



T uses target vocabulary and sentence patterns to have a conversation with the student about the pictures. Discuss the picture to extend learning.



# Goodbye Song

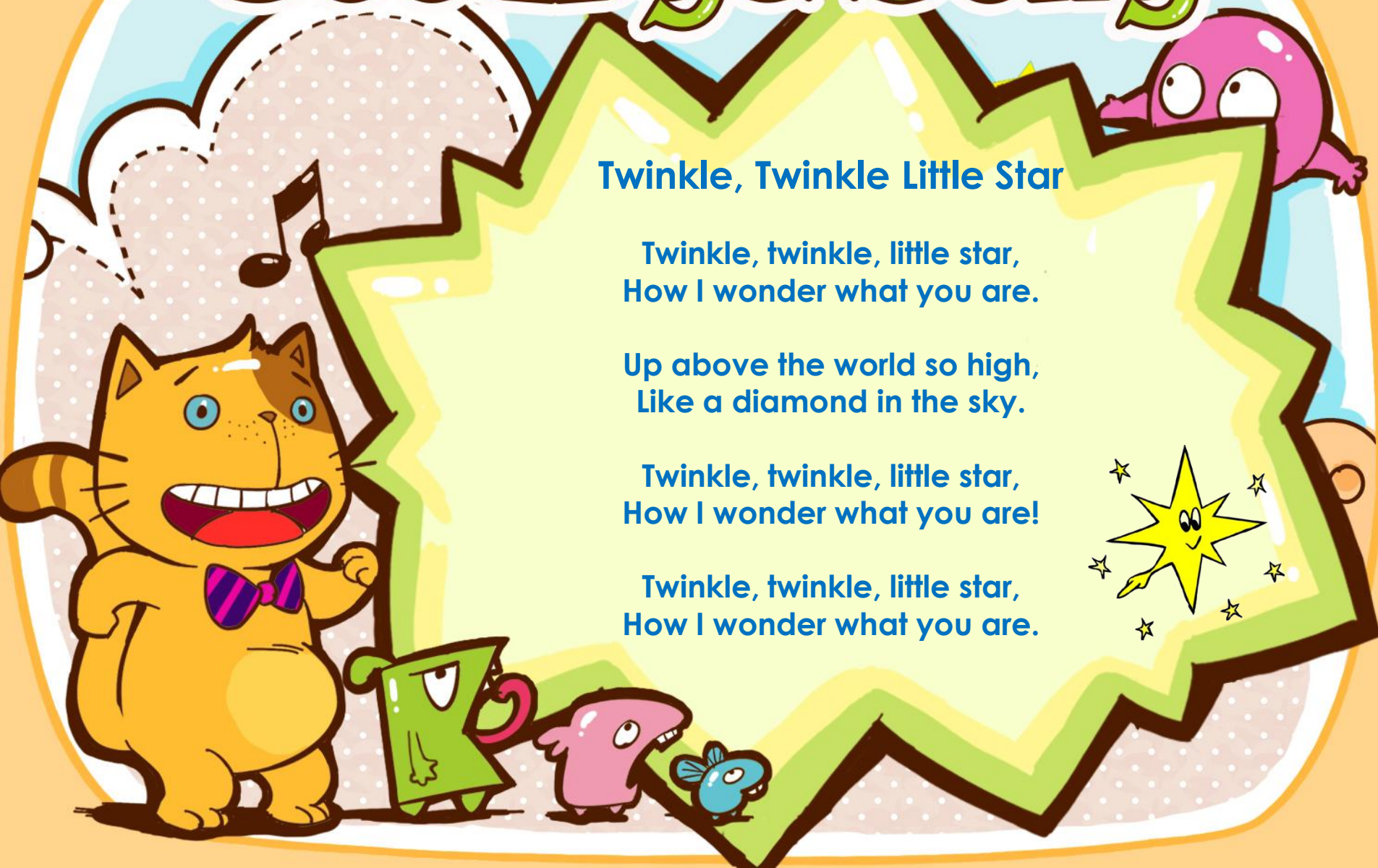
## Twinkle, Twinkle Little Star

Twinkle, twinkle, little star,  
How I wonder what you are.

Up above the world so high,  
Like a diamond in the sky.

Twinkle, twinkle, little star,  
How I wonder what you are!

Twinkle, twinkle, little star,  
How I wonder what you are.



Goodbye

VIP KID

