

## Lesson Plan: The Letter Rr

**Teacher/s:** 肖瑶 Connie

**Level:** Grade 1, Beginner. The students have learned the 17 English alphabets and some simple sight words from the textbook “Go! A to Z”.

**Date/Time:** October 17, 2023.

**Goal:**

- 1 To familiarize students with the letter Rr, its sound, and its appearance in words.
- 2 To enhance students’ phonemic awareness and vocabulary related to the letter Rr.
- 3 To engage students in active learning through songs, games, and interactive activities.

**Objectives (SWBAT):**

Students **Will Be Able To...**

- 1 Identify the letter Rr and differentiate it from other letters.
- 2 Pronounce the sound of the letter Rr correctly.
- 3 Recognize and read words that start with the letter Rr.
- 4 Participate in activities and games related to the letter Rr.


**Theme:** “The Letter Rr” from “Go A to Z”.

**Analysis of Students:**

**Cognition:** Students are able to recognize and remember letters of the alphabet and simple sight words. As beginners in English, their focus is on visual, auditory, and spoken language.

**Emotion:** Students show interest in games and interactive activities. The teaching approach should emphasize experience, perception, and practice to stimulate their interest in English and maintain their attention.

**Assessment:** There is a need to focus on recognition and memorization of words starting with “Rr”. A motivation-oriented evaluation method should be adopted to encourage students to speak boldly and participate actively in learning activities.

Aim/Skill	Activity/Procedure/Stage	Inter-action	Time
<b>Review or Preview</b>	<b>1. Greetings and Commands:</b> Greet the students with “good morning” and engage them with the commands “up, up, stand up” and “down, down, sit down” to energize the classroom.	T-SS	<b>09:10:00</b> 00:00:15
	<b>2. Video and Song:</b> Play the video “A Is for Apple”.	T-SS	<b>09:10:15</b> 00:02:35
	<b>3. Review Game:</b> The teacher invites two students to come forward and click on the letters on the PPT. The teacher displays letter cards to the entire class, and students read them aloud.	T-SS	<b>09:13:00</b> 00:01:20
	<b>4. Review the last lesson:</b> the letter Qq. Read and move: Look at the pictures and read with the gestures. (queen & quilt.) Listen and chant: Show me your Q and listen to the audio. let’s chant together.	T-SS	<b>09:14:20</b> 00:01:30
<b>Activity 1:  Learn Rr &amp; words</b>	<b>1.1 Pre-Stage:</b> <b>Announce Today’s Lesson Content:</b> Today we are going to learn letter Rr. <b>Learn Sign language: Rr</b> 	T-SS	<b>09:16:00</b> 00:01:30
	<b>1.2. During Stage:</b> <b>1. Watch the video 1:</b> The first time the student just listens, the second time the student follows. Lead questions about Rr pronunciation.	T-SS	<b>09:17:30</b> 00:00:30
	<b>2. Watch the video 2:</b> Write along the video. <b>3. Write in the air:</b> “Show me your finger.” Emphasize the order of the strokes.	T-SS	<b>09:18:00</b> 00:01:00
	<b>4. Guess the word:</b> As the nine-grid squares gradually disappear, the pictures below gradually appear. During this process, try to guess what object is being revealed. Read in groups: R & rabbit. n & robot.	SS-T	<b>09:19:00</b> 00:02:40

<b>Activity 2:</b>  <b>Game: find the cards</b>	<b>2.1 Pre-Stage:</b> <b>Introduction to Game Rules: Find the cards.</b> Teacher needs two helpers. Hider will secretly hide this nurse card in the drawer of one of the classmates' desks. Seeker must turn around, face the wall, and close your eyes; no peeking. Only after the card is hidden can Seeker turn back and start searching for the card. Other classmates cannot directly remind, but they can give hints by adjusting the volume of reading words. When a classmate goes to search, if they are closer to the card, they should read louder, "rabbit, rabbit," and if they are farther away, they should read softer, "rabbit, rabbit." Raise your hand when you understand. Ok. Put down. Who wants to be the hider?	T-SS	<b>09:21:00</b> 00:04:00
	<b>2.2. During Stage:</b> Students use the volume of their voices to guide Seeker in finding the card. The teacher also reads along, keeping control of the situation. Two times: rabbit & robot	SS-SS	<b>09:25:00</b> 00:03:00
<b>Activity 3:</b>  <b>Perform the words</b>	<b>3.1 Pre-Stage:</b> <b>Class instruction:</b> "1,2,3. Eyes on me." Look at the picture.	T-SS	<b>09:30:00</b> 00:00:50
	<b>3.2. During Stage:</b> <b>1. Learn "rain":</b> Select and read. <b>2. Learn "rain":</b> Read and act the word. <b>3. Learn "rhino":</b> Drive a train. Read in groups. <b>4. Learn "roar":</b> Read and act the word.	T-SS	<b>09:31:00</b> 00:05:00
	<b>Watch the video 3.</b> Show me your hands. Read and move: Look at the pictures and read with the gestures. (rabbit & robot)	T-SS	<b>09:36:00</b> 00:01:50
<b>Activity 4:</b>  <b>Game: stand up and sit down</b>	<b>4.1 Pre-Stage:</b> <b>1. Watch the video 4:</b> The first time the student just listens, the second time the student follows. <b>2. Rhyme &amp; Find Activity:</b> Please circle the words in the poem that begin with the letter "R."	T-SS	<b>09:38:00</b> 00:04:20

	<b>3. Introduction to Game Rules:</b> The red box on the picture will select a random image. If you know the word, please stand up and read it aloud. If you don't know the word, then please sit down. OK. Let's see which group can stand up faster and read better.		
	<b>4.2. During Stage:</b> <b>Game time.</b> Preparation command: Are you ready? 1, 2, go. Conclusion command: Team A/B/C/D is good. Ok. Sit down, please. Next one.	SS-T	<b>09:42:20</b>  00:03:00
	<b>4.3 Post-Stage:</b> Praise the group that performed quickly and effectively, and award them extra points.	T-SS	<b>09:45:20</b> 00:01:00
<b>Ending</b>	<b>Review:</b> Let's review together. What do we learn today? (Rr, rabbit, robot, run, rain, rhino, roar)	T-SS	<b>09:46:20</b> 00:01:40
	<b>Prize-giving:</b> Give the reward in front of the class.	T-SS	<b>09:48:00</b>

Materials:

- **PPT slides** for the lesson activities and games.
- **Textbook** for point and read activities.
- 6 cards, ppt, flip pen, magnet, chalk.

Anticipated Problems & Suggested Solutions:

- **Problem:** Difficulty in student engagement or participation.
  - **Solution:** Use positive reinforcement and group competition to motivate students. Have backup questions or prompts ready to re-engage students.
- **Problem:** Difficulty in pronunciation of Rr.
  - **Solution:** Demonstrate the sound clearly and provide extra practice for students who struggle.
- **Problem:** Students may struggle to recall vocabulary quickly during games.
  - **Solution:** Conduct a brief review before starting the games. If students continue to struggle, slow down the pace of the game or repeat the activity to reinforce learning.

Contingency Plans (what you will do if you finish early, etc.):

- If the lesson activities are completed earlier than expected, have an additional game or song ready that can reinforce the lesson's vocabulary or themes.

- Plan a bonus activity, like drawing the lesson's vocabulary words or creating simple sentences with them, which can be shared with the class.
- Play additional word games or have students draw items that start with Rr.
- If running short on time, prioritize key activities like the song, chant, and interactive games.