







## Scope & Sequence

美国旺璞国际 - 少儿英语 维尼的世界 - 国际标准课程 教学大纲和体系

	Unit 1 - The Castle		
Skills			
Vocabulary	Language	<b>Social Interaction</b>	
<ul> <li>numbers 0-10</li> <li>introductions; My name is</li> <li>basic greetings; hello, goodbye</li> <li>character names</li> <li>objects in Unit 1</li> <li>simple commands and requests</li> </ul>	<ul><li>This is</li><li>I am, I'm</li><li>Are you?</li><li>Where are?</li></ul>	<ul> <li>exchanging greetings</li> <li>introducing yourself and others</li> <li>giving and following simple commands and instructions</li> <li>asking for and giving phone numbers</li> <li>phone communication skills</li> <li>role playing</li> </ul>	
	Classroom Component		
Class Activity	Audio CD	TV Program	
<ul> <li>interacting with peers using new language (phone conversation keywords and phrases)</li> <li>practicing left-right directionality</li> <li>applying vocabulary (numbers, actions, and unit objects) through kinesthetic and visual arts</li> </ul>	The Chant The Story The Song: Numbers  • pronunciation and rhythm with target vocabulary • identifying names of characters • listening for details • singing and performing segments	The Thief Bones News At the Grocery Store  • acting out roles • repeating and memorizing dialog	
	<b>Computer Program</b>		
The Turment	The Telephone	Tio Too Too	
The Trumpet identifying numbers  The Bowl	The Telephone selecting numbers The Safe	Tic Tac Toe recognizing and namin numbers	
choosing the number of objects requested  Skippy the Dog indicating the action	locating numbers	The Broom selecting numbers upo request	

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Vocabulary • family members and pets • family relationships	Skills Language I'm at / He is at I'm going / I'm not going	Social Interaction  • identifying family members - This is
• family members and pets	<ul><li>I'm at / He is at</li><li>I'm going / I'm not going</li></ul>	<ul> <li>identifying family</li> </ul>
pets	• I'm going / I'm not going	
<ul><li>community places</li><li>daily activities</li><li>objects in Unit 2</li></ul>	<ul><li> is going</li><li>Are you?</li><li>Where's?</li><li>Who is?</li></ul>	<ul> <li>describing family member relationships</li> <li>identifying community places (home, school, work)</li> <li>describing daily activities</li> <li>exchanging personal and family experiences</li> <li>developing and practicing dialogue</li> <li>predicting outcomes</li> <li>role playing</li> </ul>

Classroom Components					
Class Activity	Audio CD	TV Program			
<ul> <li>applying vocabulary (characters, numbers, and new vocabulary)</li> <li>kinesthetic activities</li> </ul>	The Chant The Story The Song: Family	News Identi-Winnies John and Bob			
<ul> <li>- Rinesthetic activities</li> <li>- visual arts: creating</li> <li>booklets and designing</li> <li>family albums</li> <li>developing</li> <li>communication to</li> <li>include references to</li> <li>personal and family</li> <li>experiences: I go to</li> <li>school. My mother goes</li> <li>to work.</li> </ul>	<ul> <li>pronunciation and rhythm: target vocabulary</li> <li>identifying family members</li> <li>predicting and changing the ending of story</li> <li>performing the song</li> </ul>	<ul> <li>predicting characters and setting</li> <li>repeating dialog</li> <li>recalling - Who said it?</li> </ul>			

#### **Computer Program** The Camera The Bird **The Door Handle** recognizing community defining family member relating family members and community places relationships places (home, school, work) naming / recording **The Answering** The Broom Machine **The Window** selecting the correct selecting characters and identifying characters numbers community places

**Unit 3 - The Paint Factory** 

ome 5 The Fame Factory			
Skills			
Language	Social Interaction		
<ul><li>It is, It's,</li><li>Is it?</li><li>What?</li><li>This is</li></ul>	<ul> <li>making requests</li> <li>giving and following simple commands / instructions</li> <li>giving compliments</li> <li>predicting outcomes of everyday scenarios</li> <li>practicing phone skills</li> <li>role playing</li> </ul>		
	Skills Language  It is, It's, Is it? What? This is		

Classroom Components			
Class Activity	Audio CD	TV Program	
<ul> <li>presentation of color items</li> <li>coloring according to numbers</li> </ul>	The Chant The Story The Song: Colors	News The Color Store John and Bob	
<ul> <li>kinesthetic color games</li> <li>find the differences between two pictures</li> <li>memory and bingo games</li> <li>guessing the object, number, color</li> </ul>	<ul> <li>pronunciation and rhythm: target vocabulary</li> <li>predicting the ending</li> <li>focusing on same and different stories</li> </ul>	<ul> <li>determining true or false statements</li> <li>describing characters</li> <li>Who said that? identifying speakers</li> <li>acting out the program</li> </ul>	

# The Balloon identifying colors Mitzy the Cat identifying colors and inaming and recording the numbers Computer Program The Cash Register demonstrating correct color and number

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Unit 4 - The Dressmaker's Shop				
A				
	Skills			
Vocabulary	Language	Social Interaction		
<ul> <li>items of clothing</li> <li>describing people by clothing</li> <li>likes and dislikes</li> <li>compliments and courtesy (please, thank you)</li> <li>colors and clothing</li> <li>numbers and clothing</li> </ul>	<ul> <li>It's a</li> <li>What is? What's? Whose?</li> <li>This is / These are</li> </ul>	<ul> <li>giving and exchanging compliments</li> <li>matching clothing to the learner</li> <li>sharing picture charts</li> <li>instructing peers how and what to color</li> <li>playing board games</li> <li>role playing</li> </ul>		
	Classroom Compon	ents		
Class Activity	Audio CD	TV Program		
<ul> <li>identifying articles of</li> </ul>	The Story	News		
clothing	The Chant	The Dirty Mat		
<ul> <li>identifying articles of</li> </ul>	The Song: Clothes	Buying Clothes		

	Class Activity		Audio CD		TV Program
•	identifying articles of		The Story		News
	clothing		The Chant		The Dirty Mat
•	identifying articles of		The Song: Clothes		Buying Clothes
•	clothing and their colors listening and matching colors and clothing look and remember game finding and explaining	•	identifying the right picture out of many choices predicting the end of the	•	making up dialogs acting out scenes
	what doesn't belong		story		
		•	pronunciation and rhythm: target vocabulary and review reciting the chant and song		

#### **Computer Program**

The Moose identifying items of clothing	The Tailor naming clothing items	The Curtain locating the clothing item requested
The Poster selecting items of clothing stating names of items selected	The Washing Machine indicating colors	1

Unit 5 - The Gym			
	Skills		
Vocabulary	Language	Social Interaction	
<ul> <li>body parts</li> <li>action words</li> <li>and phrases</li> </ul>	<ul> <li>These are</li> <li>I'm</li> <li>Are you?</li> <li>pronoun: He</li> <li>action verbs</li> <li>singular and plural nouns: body parts</li> </ul>	<ul> <li>categorizing and grouping objects according to common elements</li> <li>giving and following simple commands / instructions</li> <li>Identifying body parts, numbers, colors, family, and clothing to describe personal experiences</li> <li>questioning, finding and explaining: what doesn't belong; which character</li> </ul>	

Classroom Components					
Class Activity	Audio CD	TV Program			
<ul> <li>identifying body parts and body language</li> <li>recognizing action verbs and time of day each is done</li> <li>recognizing body parts by playing Simon Says, Bingo, and Hokey Pokey</li> <li>matching singular and plural forms of body parts</li> <li>guessing items by feeling the object in a box</li> </ul>	The Story The Chant The Song: The Body  • pronunciation and rhythm while reviewing the language learned • imitating forms of everyday dialog • predicting the ending • listening for same and different details	Dr. Winnie 1 News Dr. Winnie 2 John and Bob  making up dialogs predicting outcomes determining true or false statements describing characters based on appearance and personality acting out scenes			
<ul> <li>listening, coloring, and matching objects to characters</li> </ul>					

### **Computer Program**

The Coach labeling body parts	The Birds confirming action verbs	Twist's Dance identifying numbers
The Whistle stating names of characters stating action words and phrases	The Rings selecting body parts	The Hoop relating color and body part

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#### **Unit 6 - The School**

Unit 6 - The School					
	Skills				
<ul> <li>Vocabulary</li> <li>school items</li> <li>people and surroundings</li> <li>commands and action words, phrases</li> </ul>	Language  It's a  Is?  Yes, is No, is not  classroom action phrases noun + is + verb-ing noun + is not + verb-ing Where's?	<ul> <li>Social Interaction</li> <li>giving and following simple commands and instructions</li> <li>incorporating body parts, numbers, colors, family, and clothing to describe personal experiences</li> <li>guessing games, memory</li> </ul>			
	<ul><li>What is it?</li><li>Articles: a, the</li></ul>	games, Simon Says, and team play / dialog			
	<b>Classroom Componen</b>	ts			
<ul> <li>Class Activity</li> <li>categorizing and evaluating objects</li> <li>finding and explaining what doesn't belong</li> <li>recognizing body parts and other topics: Bingo</li> <li>applying vocabulary (facial parts) kinesthetic activities - visual arts</li> <li>counting and saying numbers as applied to target vocabulary</li> </ul>	Audio CD  The Chant The Story The Song: The Classroom  identifying names of items  listening for same and different details  interpreting the story  pronunciation and rhythm while reviewing the language learned  reciting the chant and song	Busy The Fly Nice News Teacher  • predicting outcomes • eliciting information: who said it and when • describing characters based on appearance and personality • role playing			
	Computer Program				
Skippy the Dog identifying school items  Ticky the Parrot describing character location  The Teacher following instructions moving objects	Mitzy the Cat selecting color requested  Twist the Doll recalling body parts  Math practicing using numbers	The Bird applying vocabulary to describe objects and surroundings  Snakes and Ladders choosing requested object			

	nit 7 - The Grocery S	Store			
0	Skills	otore			
Vocabulary	Language	Social Interaction			
<ul> <li>basic food items</li> <li>action words and phrases</li> <li>simple commands and requests</li> <li>polite expressions (Please, Thank you, Can I?)</li> </ul>	<ul> <li>There is, There are, It's</li> <li>singular and plural nouns</li> <li>count and non-count nouns</li> <li>articles: a, an</li> <li>prepositions</li> </ul>	<ul> <li>creating and participating in storytelling and performance using new vocabulary</li> <li>developing communication skills with peers through guessing and memory games, dialog and picture dictation.</li> <li>participating in role play activities involving everyday situations</li> </ul>			
	Classroom Componen	nte			
Class Activity	Audio CD	TV Program			
<ul> <li>following directions in sorting and combining food items by color, number,</li> <li>designing food and meal collages</li> <li>finding and explaining what doesn't belong</li> <li>Guessing items by feeling the object in a box</li> </ul>	The Chant The Story The Song: Food  • predicting outcomes • pronunciation and rhythm while reviewing the language learned • imitating everyday dialogue • reciting the chant and song	The Restaurant News The Restaurant 2  • choosing feelings or adjectives that relate to situation or character  • making up dialogs according to scenes  • acting out scenes			
	Community Days				
	Computer Program				
Skippy the Dog Goes Shopping collecting food items	The Food Machine selecting food items upon request	Salesperson applying vocabulary to food items and location			
The Blender identifying food items	The Waiter locating items on a menu	The Menu recalling food items			

Unit 8 - The Theater						
	Skills					
Vocabulary	Language	Social Interaction				
<ul> <li>feelings</li> <li>personal feelings and those of others</li> <li>colors, moods, and feelings</li> </ul>	<ul> <li>I'm, He's, She's</li> <li>polite expressions</li> <li>action verbs</li> </ul>	<ul> <li>incorporating vocabulary of food, body, school items, and clothing in describing everyday emotions</li> <li>developing an understanding of body language used in communicating feelings</li> <li>expressing feelings by changing intonation</li> <li>playing word matching and memorization games with peers</li> </ul>				
	Classroom Component	ts				
Class Activity	Audio CD	TV Program				
<ul> <li>representations of emotions</li> <li>saying words related to one another in a chain</li> </ul>	The Chant The Story The Song: Feelings	Laughy Is Sick John and Bob 1 John and Bob 2				
<ul> <li>matching and asking how characters feel</li> <li>finding and explaining what doesn't belong</li> <li>applying vocabulary</li> </ul>	<ul> <li>listening for details: same or different</li> <li>sequencing pictures according to text</li> <li>practicing pronunciation</li> </ul>	<ul> <li>completing the text of a character in a dialog</li> <li>acting out scenes</li> <li>reciting the chant and song</li> </ul>				

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reviewing the language

and rhythm while

imitating everyday

learned

dialog

(facial expressions) through kinesthetic

activities and visual arts

Little Red Riding Hood identifying feelings and moods	The Wolf in Bed recognizing feelings and moods	The Hunter expressing feelings and moods
The Basket recalling food items	The Wolf Gets Dressed selecting clothing items requested	The Balloon Game distinguishing clothing, food, and feelings