1. Introduction and English Name Assignment (10 minutes)

-Start the class by introducing yourself in English and Chinese (if you can). Explain that you will be their English teacher and that you are excited to learn with them.

- Explain that everyone will be given an English name.

- Ask the first student to come to the front of the class. Ask the student to share something about themselves in Chinese

- Based on their prompt, assign them an English name that somehow relates to what they shared.

- Explain why you chose the name, so the student understands the connection between their prompt and their new English name.

- Repeat the process with the next student.

1. **Tell me about your favorite animal.**
   * 请告诉我你最喜欢的动物。
2. **What is your favorite color?**
   * 你最喜欢的颜色是什么？
3. **What is your favorite hobby?**
   * 你最喜欢的爱好是什么？
4. **What is your favorite food?**
   * 你最喜欢的食物是什么？
5. **What is your favorite sport?**
   * 你最喜欢的运动是什么？
6. **Tell me about your favorite book.**
   * 请告诉我你最喜欢的书。
7. **What is your favorite season of the year and why?**
   * 你最喜欢一年中的哪个季节，为什么？
8. **What is your favorite subject in school?**
   * 你最喜欢的学校科目是什么？

Top of Form

2. Class practice – self introduction

A: Hello, what’s your name?

B: My name is \_\_\_\_.

A: Nice to meet you, \_\_\_!

B: Hello, what’s your name?

A: My name is \_\_\_\_.

B: Nice to meet you, \_\_\_!

3. Activity: "Name Chain" Game (15 minutes)

- Have all the students sit in a circle. Explain the rules of the "Name Chain" game. In this game, one student will start by saying "My name is [English name], and I like [something they like]". For example, "My name is Sky, and I like soccer."

- The next student will then repeat the first student's sentence and add their own. For example, "Her name is Sky, and she likes soccer. My name is Tiger, and I like reading."

- The game continues with each student repeating all the previous sentences and adding their own. This will create a "chain" of names and likes.

- Continue the game until all students have had a turn. If a student makes a mistake or can't remember a name, they are "out", and the game starts again with the next student. The last student remaining is the "winner".

Bottom of Form