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| **Theme** | Wonder Kids Unit 3: Review | **Lesson** | 1st Hour |
| **Objectives** | 1. Create a dialog using the previous lesson’s sentences.  **WK1 Lesson Plan 18th**  2.Review the song: May I have a spoon?  3. Review the words and sentence pattern:  Fork, spoon, Knife, cup  May I help you please? May I have a spoon? May I have a fork? | | |
| **Teaching Aids** | **E-board, F/C, page poster** | | |
| **Time Allocation** | **Steps** | | |
| **Review1:**  10minutes | 1**. Basic interrogation**. Hi, how are you? What’s name?  2. Sing the song:” May I have a spoon?”  3. sentence structure: May I help you please? May I have a spoon? May I have a fork? | | |
| **Snapshot/ Say and switch**  **(Review2)**  25 minutes | Vocabulary（ Fork,spoon,Knife,cup ） | | |
| **Pre: Restaurant role play**   1. Review all the words and the sentences to be used in the role-play 2. T will Act as the waiter in a restaurant. Ss will be grouped into groups of three Ss. They will act as customers. Waiter will say “May I help you?” The Ss will reply with “A table for \_\_, please. “ask them to sit down together.   2. T will then review the words and their target sentence again  3. Motivational words like; good job, excellent…. will be used as a rewarding system | | |
| **Pra:**  **Game: Catch me if you can:**   * Ss will sit in a circle, after reviewing the set of words/sentence, place them in a pile in the center of the circle * Take the first FC show it to everybody. Have one S walk around the outside the circle saying words from the specific sentence structure, while touching each S in the circle on the head * When the ‘magic’ word is said, the S whose head is touched at that time must stand up and chase the S who touched them around the head * The first one to sit in that spot remains seated and choose the next ‘magic’ word. The S standing begins again | | |
| **Pro:** Game: Dice Roll   * T will put all the FC on the whiteboard with numbers * When a S roll the dice and she/he got (1,2,3,4,5, or 6) he/she will say the corresponding word with the associated sentence on the whiteboard. * Every S will get a chance to play | | |
| **Wrap up**  5minutes | Review all the lessons | | |

**WK1 Lesson Plan 18th**

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| **Theme** | Wonder Kids Unit 3: Review | **Lesson** | 2nd Hour |
| **Objectives** | 1. Review the Alphabet Fun: GHI. 2. Review the GHI tales. 3. Complete WK workbook pages 12-13. | | |
| **Teaching Aids** | **E-board, F/C,** | | |
| **Time Allocation** | **Steps** | | |
| **Warm Up**  10 minutes | * Review the Letters GHI and the words goat, heart, insect. * Review the chant for G * Review the chant for H * Review the chant for I | | |
| **Alphabet Fun**  **(Review)**  15 minutes | Vocabulary（ GHI and the words goat ,heart, insect . ） | | |
| **Pre:**  1.T will review all the letters, words and chants using TPR  2. T will check each S pronunciation | | |
| **Pra:** Sticky Ball Game   * Put all the FC on the whiteboard * Call on one S at a time to come up and listen to my instruction * When T says ‘Gate’ for example, the S should throw the sticky ball at the Fc on the whiteboard * Each S will get a chance to play | | |
| **Pro:**  Speak out game   1. T will instruct the Ss that the Fc will hide the Fc and when the T shows the Fc the first person to speak out first will be rewarded | | |
| **Wrap up**  15 minutes | Complete WK workbook pages 12-13. | | |