**Period 27 Unit 6: Letter F: Lesson 3**

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| **OVERVIEW OF THE LESSON** |
| **Name****of the lesson** | Unit 6 – Lesson 3 |
| **Content****of the lesson** | Act 1. Trace the lettersAct 2. Point and say |
| **Language focus** | * Write letter *F, f* in *fish* and *frog*
* Vocabulary: fish, frog
* Structure: *I see .....*
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| **Time Allowed** | 35 minutes |
| **I. OBJECTIVES****By the end of the lesson, students will be able to:** |
| **Knowledge** | * Get to know how to write the capital letter F and the small letter f
* Remember and use the learned structure to talk about what animal you see.
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| **Skills** | * Writing: trace the letter F*, f* in the words *fish* and *frog*
* Speaking: Talk about what animal you see.
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| **Attitude** | * Be confident to write letter F, f and words in English
* Be confident use English to count things and talk about what you can see.
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| **II. TEACHING AIDS** |
| Text books, flash cards,board, chalks, computer, projector or TV,… |
| **III. TEACHING PROCEDURE** |
| **Title** | **Teacher’s activities** | **Student’s activities** |
| **1. Warm up (5’)** |
| **Goal** | * Create a friendly and exciting atmosphere before the lesson
* Students have positive energy to start the lesson
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| **Content** | * Play a warm-up song/ Play a short game
* Group division
* Class rules
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| **Outcome** | Students get engaged in the lesson, well behaved and stay focused |
| **Implementation** | * Greet students.
* Set the rules in class.
* Divide the class into 3-4 groups.
* Ask students some questions to recognize their teams.
* Play a warm-up song (or play a game).
* Remind students the words and structure they learnt in previous lesson by flashcards and book:

*Letter F* *sound /f/**Fish**Frog**I see a fish and a frog.* | * Greet teacher.
* Listen and follow the class rules
* Answer teacher’s questions
* Sing a song or play a game
* Review previous lesson
 |
| **2. Presentation (10’): Act 1. Trace the letters** |
| **Goal** | Students know how to write the capital letter F and the small letter f. |
| **Content** | * Look and trace the capital letter F and the small letter f.
* Drilling
 |
| **Outcome** | * Trace the letter F and f easily and nicely.
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| **Implementation** | * Introduce students the capital letter F and the small letter f.
* Tell them that they are going to learn how to write them.
* Have the class look at the screen and watch the tracing of F and f a few times.
* Have students write the letters in the air, on the palm, or their friends’ backs.
* Ask students to open their book and trace letters F, f and the learnt letters in the words (*frog, fish*) with their finger or pencil.
* Go around to offer help if necessary.
* Check students’ work.
 | * Watch
* Follow teacher’s instructions
* Trace
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| **3. Practice (10’): Act 2. Point and say** |
| **Goal** | * Students further practice vocabulary and structure learnt in the previous lesson.
* Develop students’ speaking skills
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| **Content** | * Look at the picture, point and say.
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| **Outcome** | * Recognize and remember the name of animals (cow, frog, fish)
* Talk about what animal you see.
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| **Implementation** | * Tell students that they are going to point each picture and say.
* Have the class look at the screen and focus them on the picture. Elicit the names of each pictured item from students: fish, frog and cow.
* Tell students that they are going to practise more with their friends.
* Give students time to do the task in pairs. Go around to offer help, if necessary.
* Invite some students to point and say before checking as a class.
* Check their pronunciation.

**Key**  *I see a cow.* *I see a frog.* *I see a fish.* | * Follow teacher’s instructions

- Practice in pairs |
| **4. Production (8’): GAME “Who is faster”** |
| **Goal** | * Help students to practice and memorize what they have learnt.
* Develop students’ speaking skills
* Develop students’ confidence
* Create a fun and productive learning environment.
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| **Content** | * Revise words and structures
* Play the game, say the sentence as fast as they can.
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| **Outcome** | * Recognize and remember learned language items.
* Speak English in natural way and more confidently.
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| **Implementation** | * Prepare some hats of animals (cow, fish, frog, elephant…)
* Call up some students and have them choose the hat of animal they like.
* Invite one player from each team to stand up.
* Teacher counts on 3, the students on the board will put on their hat.
* Which player can say correctly the number of each animal using “*I see ....”* will get a point for their team.
 | * Play the game
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| **Sum-up (2’)** | * Review all what they have learned by using flashcards.
* Count the stars.
* Give compliments.
 | * Look and say
* Count the stars
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