**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 letters  Act 2. Point and say | |
| **Language focus** | * Write letter *F, f* in *fish* and *frog* * Vocabulary: fish, frog * Structure: *I see .....* | |
| **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. | |
| **Skills** | * Writing: trace the letter F*, f* in the words *fish* and *frog* * Speaking: Talk about what animal you see. | |
| **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. | |
| **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 | |
| **Content** | * Play a warm-up song/ Play a short game * Group division * Class rules | |
| **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. | |
| **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 |
| **3. Practice (10’): Act 2. Point and say** | | |
| **Goal** | * Students further practice vocabulary and structure learnt in the previous lesson. * Develop students’ speaking skills | |
| **Content** | * Look at the picture, point and say. | |
| **Outcome** | * Recognize and remember the name of animals (cow, frog, fish) * Talk about what animal you see. | |
| **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. | |
| **Content** | * Revise words and structures * Play the game, say the sentence as fast as they can. | |
| **Outcome** | * Recognize and remember learned language items. * Speak English in natural way and more confidently. | |
| **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 |
| **Sum-up (2’)** | * Review all what they have learned by using flashcards. * Count the stars. * Give compliments. | * Look and say * Count the stars |