

LISTENING Listen and draw lines.

Example



1. Have students look at the picture and call out the things they can see.
2. Play example audio and demonstrate drawing lines from the objects to places in the big picture.
3. Play audio and have students draw lines from the objects to the places in the big picture that are instructed in the audio.
4. Play audio again.
5. Play audio again and check answers as a whole class.

Track 28

Narrator: Look at the pictures. Listen. There is one example.
 M: Where's the radio?
 W: It's on the desk.
 M: Ah, the radio is on the desk.
 Narrator: Can you see the line? This is an example.
 Now listen and draw lines.
 1. M: Where's the car?
 W: The car is in the bag.
 M: Yes, I can see it in the bag.
 2. W: Where's the helicopter?
 M: Oh, the helicopter? It's in the toy box.
 W: Ok, the helicopter is in the toy box.
 3. W: Where's the doll?
 M: The doll is on the chair.
 W: On the chair?
 M: Yes, that's right.
 4. M: Where's the robot?
 W: It's in the cupboard.
 M: Where?
 W: In the cupboard.
 M: Ah, thank you.
 Narrator: Now listen again.

READING & WRITING Look and read. Write YES or NO.



- Example:** The robot is on the desk. Yes
1. The train is on the chair.
 2. The truck is on the floor.
 3. The big ball is in the box.
 4. The boat is on the floor.

1. Have students look at the picture, demonstrate writing yes or no using the examples.
2. Have students look at the picture and read the statements, then write yes or no depending on whether the statement is true or false.
3. Check answers as a whole class.
4. Afterwards, have students look at the picture and say new true statements for all of the false statements.

SONG Turn to page 103. Listen. Sing along. 

1. Have students turn to page 103.
2. Read lyrics as a whole class.
3. Play audio and have students listen.
4. Play audio again and have students listen and sing along.

GAME Play the "Tic, tac, toe" game.

What's this? It's my helicopter. OK! Our turn.




Pair 1 VS Pair 2



I win!

1. Demonstrate playing the game.
2. Divide the class into groups of four, two students in each team.
3. Have teams play rock, paper, scissors. The winning team chooses a square and asks and answers.
4. Have the teams take turns.
5. Swap roles and repeat until the game is finished. (Rock, paper, scissors is played each turn)
6. Before the end of the lesson, check the answers as a whole class.

I CAN...

- I can talk about big and small things and whose they are. 
- I can follow instructions about putting objects "in" or "on" things. 
- I can talk about a Vietnamese game. 

- Go through "I can" statements with students, have them color the stars to represent their understanding.
- I can talk about big and small things and whose they are.
 - I can follow instructions about putting objects "in" or "on" things.
 - I can talk about a Vietnamese game.

'Can Do' statements

1. Read out the statements and give an example for each.
2. In pairs, have students give a few more examples of each function, then briefly practice.
3. Ask students to color one, two or three stars, to show how well they can perform the tasks.
 - ★★★ = Great!
 - ★★☆ = Ok
 - ★☆☆ = Needs more study

For students with two or fewer stars, recommend that they review the theme at home, or do the Workbook or Activity Multi-ROM (if they have it).