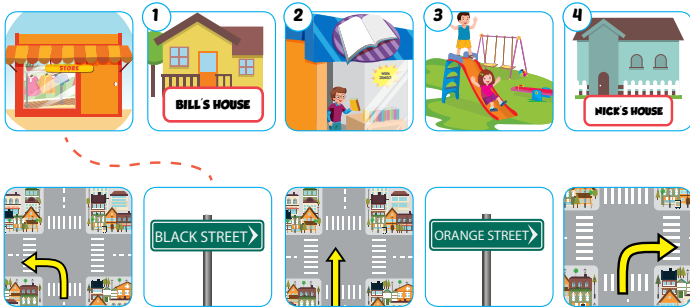


LISTENING Listen and draw lines.

Example



1. Have students look at the picture and call out the things they can see.
2. Play audio and demonstrate the activity using the example.
3. Play audio and have students draw lines.
4. Play audio again.
5. Play audio again and check answers as a whole class.

Track 88

Narrator: Look at the pictures. Listen. There is one example.

M: Where's the shop?

W: It's on Black street.

M: Where?

W: On Black street.

Narrator: Can you see the line? This is an example. Now listen and draw lines.

1. M: Where's your house Bill?

Bill: It's on White street.

M: How do we get there?

Bill: Turn right.

M: Ok, I'll turn right.

2. M: Where's the bookshop?

W: Oh, it's on Brown street.

M: How do we get there?

W: Go straight.

M: Ah, ok. I'll go straight.

3. M: Where's the playground?

W: It's on orange street.

M: Where?

W: Orange street.

M: Ah, ok.

4. M: Nick, where's your house?

Nick: It's on Purple Street.

M: How do we get there?

Nick: Turn left.

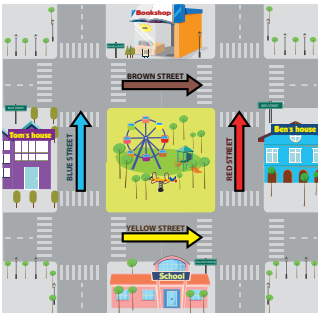
M: Ok, I'll turn left.

Narrator: Now listen again.

READING & WRITING Look and read. Write yes or no.

Example

Is Ben's house on Brown street? No



1. Is the school on Yellow street?

2. Is the bookshop on Red street?

3. Is Tom's house on Blue street?

4. Is the park on Red street?

1. Have students look at the picture, demonstrate writing yes or no using the example.
2. Have students look at the picture and read the statement, 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 "Board" game. Ask and answer.



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 goes forward two spaces and the losing team goes forward one space.
4. Have students match the symbol to the structure and ask and answer or practice. (if the question or answer is incorrect, that team move back one space).
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 ask and answer about where I am going.
- I can give and follow directions.
- I can follow road safety rules.



Go through "I can" statements with students, have them color the stars to represent their understanding.

- I can ask and answer about where I am going.
- I can give and follow directions.
- I can follow road safety rules.

'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).