

「促進實踐社群以優化小班教學」 支援計劃2019-2020

Fanling Public School







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 - ii. Experiencial learning (mystery box)
 - iii. Learning through games (card games)



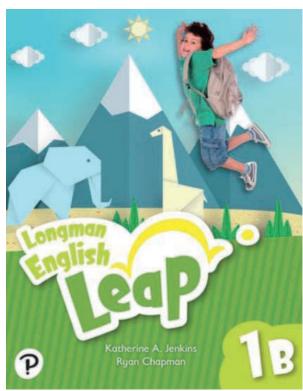
The Textbook and

The Rac Book





Textbook



For this project, we used the textbook Longman Leap

Units covered:

unit 1- Colourful toys

unit 4 - Amazing animals

Role of the textbook:

Provide the language framework for teachers' to further elaborate and create extension activities.





Unit 1- Colourful toys





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Items in unit 1:



1. Vocabulary items

- a. Toys
- b. Colours

2. Grammar structures

- a. "What colour is it / are they?"
- b. "It is/ They are ____."







Unit 4- Amazing animals







Items in unit 4:



1. Vocabulary items

- a. Animals
- b. Numbers

2. Grammar structures

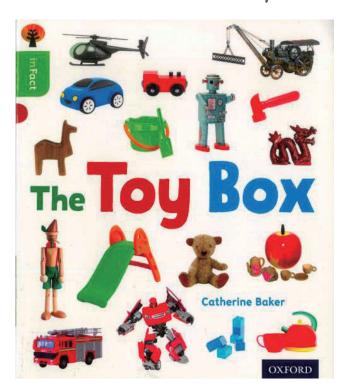
- a. "How many _____ are there?"
- b. "There is/ are..."
- c. "It is/ They are..."
- d. "It has/ They have..."



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The RaC book: The Toy Box



Extension of Longman Leap Unit 1- Colourful Toys:

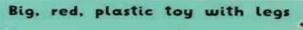
- -More toys
- -Materials of the toys

(wooden, metal, plastic, fur)

-Description of toys

(order of adjectives: i.e. size, colour, texture)







Co-planning



Benefits of Co-planning

- -Teachers can discuss the flow of teaching.
 - develop pre-reading, while-reading and post-reading tasks
 - scaffolding of complicated items
 - make sure the transition of lessons are smooth and connected

- -Teachers can share ideas about their plans.
 - Teachers can brainstorm tasks and a variety of activities
 - Through discussion, teachers can evaluate and improve the ideas



Benefits of Co-planning

-Teachers can discuss how to tackle with the problems found.

For example:

- 1. The RaC book was too simple.
 - → Develop enrichment and extensions (adjectives and their order)
- 2. The ways to increase students' interaction
 - → To make use of small class techniques (card games, interview etc...)



How co-planning helps raise the effectiveness of teaching?

Teachers can pretend to be students and try to do the designed task once to:

- 1. <u>practice</u> the use of giving simple and accurate instructions
- 2. **foresee** the problems students may encounter
 - → explain clearly things students need to pay attention to before they do the task





Teachers trials of the designed task





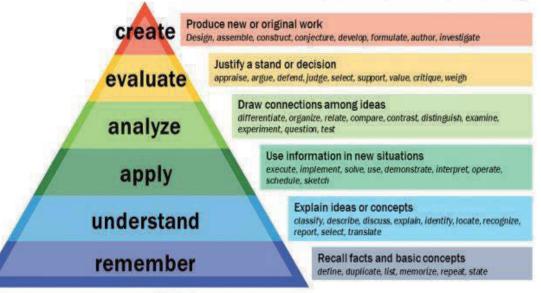
Questioning





Discussion of the use of HOT questions in class

Bloom's Taxonomy



Try to use a variety of questions based on the Bloom's Taxonomy framework.



Examples of HOT questions

(Pre-reading)

Skills covered: obtain information from book cover

Primary one Colourful toys

Page	Possible questions	Purpose
Cover page	What do you think the book is about?	Obtain information from book
	What toys do you have? (association)	covers
	What toys can you see?	
	Can you tell me something about(toy) ?	
	What else is?	



Examples of HOT questions

(While-reading)

Skills covered: <u>Identify keywords</u>, <u>prediction</u>, <u>elimination</u>, <u>mathematical skills</u>

4	l - 5	We can see many words to describe the toys. Can	Identify key word/
		you tell me one?	predict from pictures
		What is (adjective) ?	(pictorial clue)
A	After reading	Can you find a toy that is "plastic"?	Identify key words
t	he words	What other toys are plastic?	Elimination
		How many toys are plastic?	Mathematical skills
		Let's see if you got them all. What description word	Prediction
		would we use next?	



Examples of HOT questions (While-reading)

Skills covered: mathematical skills, prediction, reasoning

8-9	Can you find all the toys that are "big"?	Elimination
	How many are there?	Mathematical skills
	Can you guess which toy the boy wants? Why?	Prediction/
		Reasoning



Examples of HOT questions (Post-reading)

Skills covered: <u>summarizing</u>

Conclusion	What words did the boy use to talk about the toys?	Summarizing
	1) Size	
	2) Colour	
	3) Material	
	(Sequencing)	
	E.g: (size), (colour), (material)	
	big, red, plastic	



Lesson Framework





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Lesson 1

1. Vocabulary

(toys + colours from TB)

2. Use 'It is', 'They are' to describe colours



Lesson 2

1. Vocabulary

(toys from RaC book)

2. Use 'It is', 'They are' to make description



- 1. Read RaC book
- 2. Ask and answer questions with 'How many'



Lesson 7

1. Write a thank you card



Lesson 6

1. Write descriptions on toys



Lesson 5

1. The order of adjectives



Lesson 4

1. Identify the materials of toys



Lesson objectives

By the end of this unit, students should be able to:

- 1. name the **elements of a book** (cover, content page, etc.)
- 2. name the toy items mentioned in the book
- 3. group and sort the items based on their features (i.e. size, colour, etc.)
- 4. state the <u>number of toys</u>
- 5. describe objects with correct order of adjectives (i.e. size, colour, texture)
- 6. write a thank you card to show appreciation to others





The Flow

We will use 7 lessons for the unit.

Helt II	1 Colorful toys	Fanling Public School 2019-20 P.1 English (2" term) Rac: Th Lesson Plan (1) Module: Using my five senses	e Toy Box	Duration: 30 mins				1							
Values: Student Before t 1. ic 2. ic 3. u Learnin After the 1. ident 2. ask (3. answ	Appreciate a colourful world its' prior knowledge: the lesson, students are able to dentity some colors. dentity some simple toys (E.g. car, to use 'it is' and 'they are' to make sente ng objectives: e losson, all students are able to tiffy different colours.	eddy besr, etc.).	our are the			ration: 30 mins		uration: 30 mins		5					_
	Procedures		Interaction mode	Purposes	Resources	ges 'The toys(s) is / are	e (colour).'.								
10 mins	the classroom/ tell with their belo Class Game: Mystery Box - T puts 5-10 items in front of the o	item with a particular color (point from ngings).	T⇔Ss	To lead-in, check Ss knowledge about colour and introduce the target languages. To review prior knowledge.	- Song - Classroom items - Ss belongings - Mystery Box (5-10 ltems)	rposes To load-in and infroduce the new vocabulary about toys	- Video (about loys in the RaC book)	urposes To revise the target vocabulary about toys	Resources - Flashcards (yocabulary				Resources	Resources	
	 Ss need to memorise the colours T uses a box to cover them and a For example: 'I have a pen. What 	asks questions about the items. t colour is it?'		To practice the target languages.		in the RaC book. To check answers with	- Pro-task WS	in the RaC book.	about toys in the RaC book)		Resources	uce	- Flashcards	Flashcards	esources
	quickest Ss get points. - The game ends when all the item	ructure 'It is' and 'They are'. The		To get Ss prepared for the coming target language activities.		Ss of the pre-task WS. To practice the use of difficult vocabulary about toys in the RaC	- Blackboard - Flashcards	To raise Ss' Interests about the book. To introduce the elements of a book.	- Song (The Parts of a Book) The RaC book	f erent iterests	Video (about textures) Different objects	pr		Flashcards	PPT
0 mins	Game (Group work)		Ss ↔ Ss	- To raise interest of the	- Ss belongings	book.	(toys in the RaC book	To get Ss prepared for		ic.				Writing task sheet	Flashcards
						To get Ss prepared for the coming activity		the reading of the RaC book.		ared for. ctivity.					
		13 mins			T⇔Sa					iterests ic. tice the	8 different boxes with different items (2 boxes for	а	- Flashcards		













Duration: 30 mlns





Lesson one

Fanling Public School

Module: Using my five senses

2019-20 P.1 English (2" term) Rac: The Toy Box

Unit: U1 Colorful toys Values: Appreciate a colourful world

Students' prior knowledge:

Before the lesson, students are able to identity some colors.

- 2. identity some simple toys (E.g. car, teddy bear, etc.).
- 3. use 'it is' and 'they are' to make sentences.

Learning objectives:

After the lesson, all students are able to...

- identify different colours.
- ask questions about colors with target languages "What color is it?" or "What colour are they?".
- answer questions about colors with target languages 'It is...' or 'They are...'.

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Time	Procedures	Interaction mode	Purposes	Resources
5 mins	Checking prior knowledge - Sing the colour song. https://www.youtube.com/watch?v=iQASh8bbkUY - T asks Ss to give example of an item with a particular color (point from the classroom/ tell with their belongings).	T⇔Ss	To lead-in, check Ss knowledge about colour and introduce the target languages.	SongClassroom itemsSs belongings
10 mins	Class Game: Mystery Box - T puts 5-10 items in front of the class Ss need to memorise the colours of different items T uses a box to cover them and asks questions about the items For example: 'I have a pen. What colour is it?' - 'I have some erasers. What colour are they?' - Ss answer with the sentences structure 'It is' and 'They are'. The quickest Ss get points The game ends when all the items are guessed.	T≪ Sa	To review prior knowledge. To practice the target languages. To get Ss prepared for the coming target language activities.	- Mystery Box (5-10 Items)
10 mins	Game (Group work)	Ss ⇔ Ss	- To raise interest of the	- Ss belongings

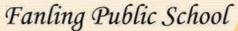
- 1. Learn vocabulary items
 - (toys and colours from textbook)
- 2. Use "It is" and "They are" to describe colours

Activities: interview, memory game

Self-directed learning: Watch a video to learn toys items in the RaC book







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Lesson two

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2019-20 P.1 English (24 term) Rac: The Toy Box

	Lesson Plan (2)		
Unit: U1 Colorful toys	Module: Using my five senses	Duration: 30 mins	
Values: Appreciate toys students have			
Otrodondal males barrededons			

Before the lesson, students are able to

- identity different colors.
- 2. identity some toys (e.g. car, feddy bear).
- 3. use 'it is' and 'they are' to make sentences.
- identify numbers

Learning objectives:

After the lesson, all students are able to ...

- Identify different toys (including those in the RaC book).
- 2. sorting toys by listening to instructions "What toy is (colour)?' and answering with the target languages 'The toys(s) is / are (colour).'.
- answer questions about toys with numbers.

Taxables are and and

Time	Procedures	Interaction mode	Purposes	Resources
5 mins	Recap - Walch the RaC (Pre-task) video together. - Check the pre-task WS.	T⇔Ss	To lead-in and infroduce the new vocabulary about toys in the RaC book. To check answers with Ss of the pre-task WS.	Video (about loys in the RaC book) Pro-task WS
10 mins	Group Game (Snap) Choose some difficult toy words and wrife them on the blackboard to revise with Ss. For example: a helicopter T distributes flashcards to Ss Ss in groups play the game (Snap) for 3-4 rounds, so Ss can remember the difficult by words.	Ss <-> Ss	To practice the use of difficult vocabulary about toys in the RaC book. To get Ss prepared for the coming activity	Blackboard Flashcards (toys in the RaC book
13 mins		T ← Sa		

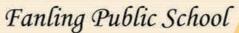
- 1. Learn vocabulary items in the RaC book (toys)
- 2. Use "It is" and "They are" to make description

Activities:

group games (Snap and sort game)











Lesson three

Fanling Public School

2019-20 P.1 English (2rd term) Rac: The Toy Box

Lesson Plan (3)

Unit: U1 Colorful toys Module: Using my five senses Duration: 30 mlns Values: Appreciate toys students have

Students' prior knowledge:

Before the lesson, students are able to

identity different colors and toys.

- 2. using 'it is', 'they are', or the toy name(s) to ask or tell the colour of the toy(s).
- 3. answer questions about toys with numbers.
- 4. identify some adjectives (e.g. big, small, cute, etc.)
- identify some materials (e.g. plastic, cotton, metal, etc.)

Learning objectives:

After the lesson, all students are able to...

- Identify the elements of a book (title, author, publisher)
- 2. read the RaC book and identify the toys items in it.

Time	Procedures	Interaction mode	Purposes	Resources
5 mins	Revision - T revises different vocabulary about toys in the RaC book with the class.	T⇔Ss	To revise the target vocabulary about toys in the RaC book.	Flashcards (vocabulary about toys in the RaC book)
20 mins	Pre-reading: Tiplays a song (The Parts of a Book) and allow Ss to learn about the keywords about a book. https://www.yourube.com/watch/v-74h/W9f2xbFg&t-39g Tiplows at the cover page with the class and introduce the elements on the book cover (title, author, publisher). Tasks questions about the cover page (What toys can you see? What colors are they?) Possible questions to be asked: What do you think the book is about? What toys do you have? (association)	T ←> Ss	To raise Ss' Interests about the book. To introduce the elements of a book. To get Ss prepared for the reading of the RaC book.	- Song (The Parts of a Book) The RaC book

- 1 Read the RaC book
- 2. Ask questions with "How many..?"

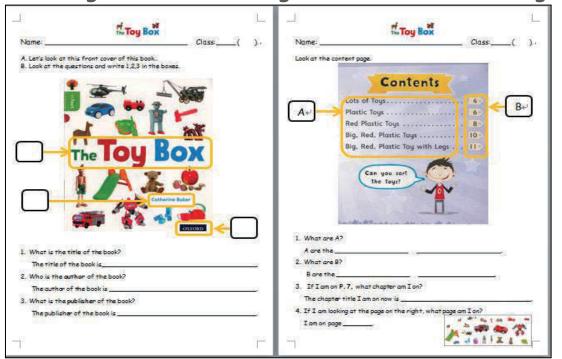
Activities:

Reading the RaC book





Teaching of the Cover Page and the Contents Page.







Use of HOT questions to direct students during the reading.

Primary one

Colourful toys

Page	Possible questions	Purpose
Cover page	What do you think the book is about?	Obtain information from book
	What toys do you have? (association)	covers
	What toys can you see?	
	Can you tell me something about(toy) ?	
	What else is?	
4-5	We can see many words to describe the toys. Can	Identify key word/
	you tell me one?	predict from pictures
	What is (adjective) ?	(pictorial clue)
After reading the words	Can you find a toy that is "plastic"?	Identify key words
	What other toys are plastic?	Elimination
	How many toys are plastic?	Mathematical skills
	Let's see if you got them all. What description word	Prediction
	would we use next?	
8-9	Can you find all the toys that are "big"?	Elimination
	How many are there?	Mathematical skills
	Can you guess which toy the boy wants? Why?	Prediction/
		Reasoning
Conclusion	What words did the boy use to talk about the toys?	Summarizing
	1) Size	
	2) Colour	
	3) Material	
	(Sequencing)	
	E.g: (size), (colour), (material)	
	big, red, plastic	











Lesson four

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2019-20 P.1 English (2rd term) Rac: The Toy Box

Lesson Plan (4)

Unit: U1 Colorful toys Module: Using my five senses Duration: 30 mins
Values: Appreciate toys students have

Students' prior knowledge:

Before the lesson, students are able to

- 1. identity different colors and toys.
- 2. using 'it is', 'they are', or the toy name(s) to ask or tell the colour of the toy(s).
- answer questions about toys with numbers.
- 4. identify some adjectives (e.g. big, small, cute, etc.).
- 5. identify some materials (e.g. plastic, cotton, metal, etc.).
- 6. identify the elements of a book (title, author, publisher).

Learning objectives:

After the lesson, all students are able to ...

- 1. identify different textures.
- ask questions about materials with the target language 'What material is it?'.
- answer questions about materials with 'It is...'

Teaching procedures:

Time	Procedures	Interaction mode	Purposes	Resources
10 mins	Lead-in T plays the videos about textures. https://www.youtube.com/watch?v=tDVS9XSqt90 T revises different textures with the class and take different objects as examples.	T <> Ss	To lead-in and introduce different textures. To raise Ss' interests about the topic. To get Ss prepared for, the coming activity.	Video (about textures) Different objects
15 mins	Group game: Touch and guess the toys in the boxes. 'What material is it?' 'It is' - T introduces different objects with different materials.	Ss <.> Ss	To raise Ss' interests about the topic. To let Ss practice the	- 8 different boxe with different items (2 boxes for

 Identify the materials of toys

Activities:

Mystery box





















Lesson five

Fanling Public School 2019-20 P.1 English (2" term) Rac: The Toy Box

Lesson Plan (5) Unit: U1 Colorful toys Module: Using my five senses Duration: 30 mins Values: Collaboration with peers

Students' prior knowledge:

Before the lesson, students are able to

- 1. Identity different materials/ textures
- 2. Ask question about materials with the target language "What material is it? "It is..."

Learning objectives:

After the lesson, all students are able to ...

1. Describe the toys with the correct order of adjectives (size, color, materials)

Teaching procedures:

Time	Procedures	Interaction mode	Purposes	Resources
S mins	Recap and introduction Recap on the prior knowledge on colors and textures. T puts the orders of adjective on the blackboard and applies to describe an item in the classroom T asks Ss to sort the flashcards (toys) into groups (colour/ materials). Eg. 'Sorts the big toys.' (Amid the big toy cards) 'Sorts the red toys.' (Amid the big and red toy cards) 'Sorts the metal toys.' T makes descriptions with the sorted example.	T 60-98	To recap and introduce the target vocabulary To get Ss prepared for the coming target language activities	- Flashcards
20 mins	Class games: Sorting and picking game Tasks questions for the first round and asks 'Choose the toys which are red' 'Choose the toys which are red and metal' 'Choose the toys which are small, red and metal' Ss compete to get the cards with the given instruction T prepared an answer key of different sorting groups	T ←> Sa Sac>>Sa	To apply the target yocabulary through a task	- Flashcards

1. Learn the order of adjectives

Activities:

Sorting game





Scaffold the lesson to help students understand the order of adjectives.

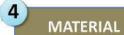




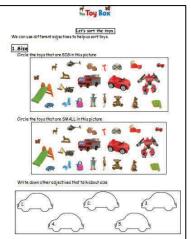
• thick, thin, smooth, sharp, hard, soft ...

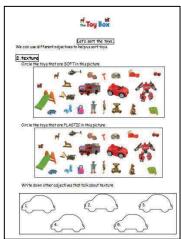
COLOUR • white, yellow, red,

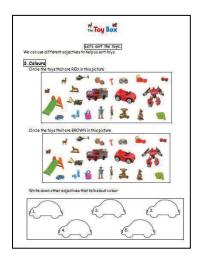
white, yellow, red, pink, black, green ...

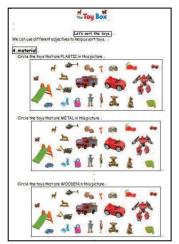


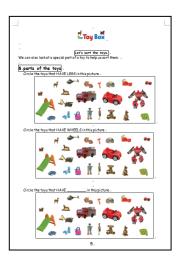
 wooden, plastic, metal, cotton, gold





















Lesson six

Fanling Public School 2019-20 P.1 English (2" term) Rac: The Toy Box

Unit: U1 Colorful to	y's	Module: Using my five senses	Duration: 30 mins		
Values: Express grat	itude to peers				

Students' prior knowledge:

Before the lesson, students are able to

1. Describe the toys with the correct order of adjectives (size, color, materials)

Learning objectives:

After the lesson, all students are able to.

1. write a letter and describe a gift toy for a classmate

Teaching procedures:

Time	Procedures	Interactio n mode	Purposes	Resources
5 mins	Recap and introduction - Recap on the prior knowledge on the toys, adjectives and the order of adjectives (size, color, materials)	T <>> Ss	- To recap and introduce the target language	- Flashcards
20 mins	Writing Students write the description of the toy they want. (E.g. I wish to have a toy. It is) T collects the descriptions and choose 1-2 to ask Ss to use IPad and draw them out to have class demonstration to all the Ss T distributes each descriptions to other student in the class. Homework Back at home, with the help of parents, students search for a toy that matches the description and takes a photo of it and sends it to the Wechat with the help of parents. Finish writing the card (with the giff) with the given format. E.g. Thave a gift for you. It is a small, red and metal toy. I hope you like it.	T <>> Ss	To get Ss prepared for the coming target language activities To apply	Flashcards Writing task shee

1. Write description on toys

Activities:

"I wish to have a toy that is..." activity

Homework:

find a toy for a classmate











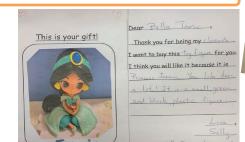
Lesson seven

Unit: U1 Colorful toys		Module: Using my five senses		Duration: 30 mins	
Value	s: Gratitude towards classmates				
Learn After t	ents' prior knowledge: e the lesson, students are able to write a letter and describe a gift toy for a cla ling objectives: the lesson, all students are able to write a letter of reply(Thank you letter) to a ling procedures:				
Time	Procedures		nteraction mode	Purposes	Resources
10 mins	Recap and introduction Recap on the prior knowledge on the toys, adjectives and the order of adjectives (size, color, materials) Introduce the language and features in a Thank You letter and when we can write a Thank You card		T⇔Ss	To recap and introduce the target language	- PPT
20 mins	Writing Students write a thank you letter to their classmates with the photo of the gift they have chosen. Sharing Tinvites Ss to share the Thank You letter they got		T <>> Ss Ss<<>>Ss	To get Ss prepared for the coming target language activities	- Flashcards
5 mins	Conclusion - T concludes the learning objectives and		T ← \$ 5 5	- To conclude the lesson.	

1. Write a thank you card to a friend/ classmate

Activities:

Write a thank you card







Positive Learning

Positive learning

1) Receive encouraging comments / teacher's support.



Positive learning

2) Express gratitude

Write a thank you card to a classmate (choose a toy for him / her)







Small-class teaching techniques



Self-learning



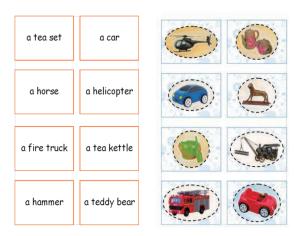
Self-directed learning tools:

1. Flashcards (for card games)



Increase learning effectiveness

- Cut the 2 sets of cards by themselves.
- Students are able to ...
 - (1) learn 20 new toy items in a short period of time
 - (2) self-learn the toy names at home (matching game)





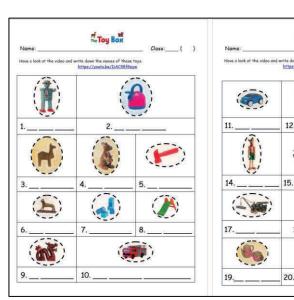


Self-directed learning tasks

2. Watch a pre-task video at home and finish a pre-task worksheet.

https://youtu.be/IiAC98fReyw









Self-directed learning tasks

3. Upload their work and photos on Seesaw.

- Students are able to comment and read peers' work.











1. Interview

- Allow students to practice their questioning and answering skills.
- Let students relate the topic to their own experience. (Toys)
- Create more interaction between students.



P.1 RaC The Toy Box Pre-task: Interview (Checklist) Name: _____ Class: P.1____ () Interview your groupmates for the toys they have. Tick \$\sqrt{}\$ the boxes if they have the toys. Do you have a ball? (Students raise hands and tick \$\sqrt{}\$ the boxes) Do you have a car? (Students raise hands and tick \$\sqrt{}\$ the boxes) Do you have a doll? (Students raise hands and tick \$\sqrt{}\$ the boxes) Do you have a teddy bear? (Students raise hands and tick \$\sqrt{}\$ the boxes) Students Me (Name:) 1 2 3 (Name:) (Name:)

Ball Car Doll Teddy bear





2. Experiential learning (Mystery box)

- Students touch and feel in the mystery boxes to learn about different textures/

materials



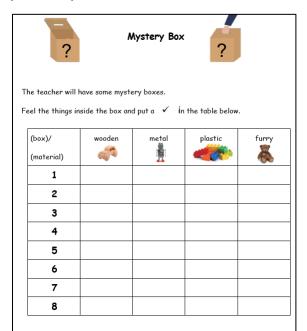
Is it wooden? metal? plastic? fur?







2. Experiential learning (Mystery box)





Use of card games





3. Card games

- T will give a set of picture cards and word cards to each student.
- Ss need to cut them prior the lesson











3. Card games

- Provide initiatives for learners, students are motivated.
- Practise target languages and learn from peers.
- Listening and speaking skills practice.









3. Card games

Designing of ways to play the game based on purpose

- A. recognition
- B. memory
- C. Competition





3. Card games

Ways of playing the card games:

1. Snap

2. Find the toy (Vocabulary/ adjectives)

3. Sorting





3. Card games

Ways of playing the card games:

4. Matching



- Teacher asks students to take out a specific set of picture cards and word cards.
 - Students compete to see who can match the cards the fastest.
 - Teacher can increase the difficulty by asking students to take out more flashcards to match.



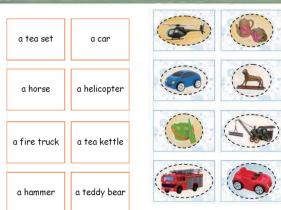


3. Card games

Ways of playing the card games:

5. Find the toy (group game)

- use 1 set of card
- student host provide a clue and group members picks the matching card from the bunch
- The one with the most cards after several rounds wins







3. Card games

Ways of playing the card games:

6. Guess that toy
(ask questions to find a specific toy)

a tea set a car

a horse a helicopter

a fire truck a tea kettle

a hammer a teddy bear

- Is you toy blue?
- Is your toy furry?
- Is your toy wooden?





3. Card games

Game 1: Snap (practise vocabulary)

- Using 1 set of cards, the flashcards will be distributed evenly between the group members.
- Students will take turn and say the target vocabulary. i.e. 'helicopter'
- The quickest Ss who slaps the correct card wins.



a tea set a car

a horse a helicopter

a fire truck a tea kettle

a hammer a teddy bear





3. Card games

Game 1: Snap (practise vocabulary)



- Repeatedly practise of the difficult target vocabulary.
- Require Ss to pay attention to the game.
- Train recognitions of vocabulary (associate with the pictures)



a tea set a car

a horse a helicopter

a fire truck a tea kettle

a hammer a teddy bear







Game 2: Find the toy Game

- T shows a word card / picture card.
- Ss find the respective picture card / word card and show to the T by holding it up.





Purpose:

- Train recognitions of vocabulary (associate with the pictures / words)





T: picture cards S: picture cards

T: word cards S: word cards

T: picture cards S: word cards

T: say out words S: word cards

T: word cards S: picture cards

T: say out words T: picture cards

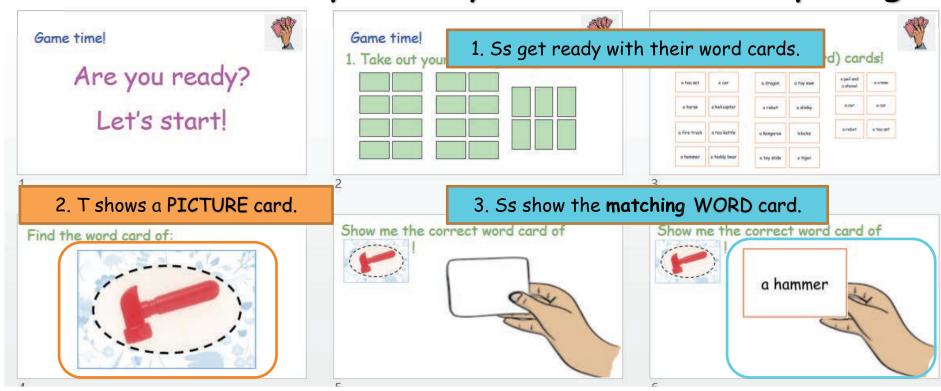






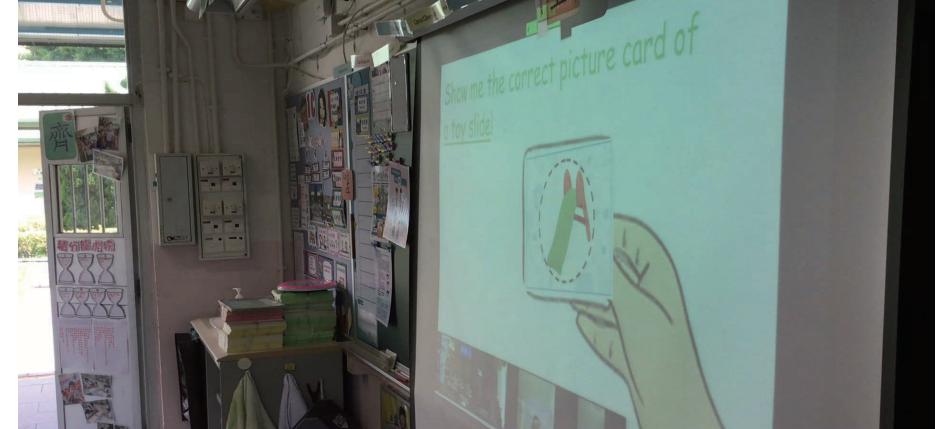
Instructions of the matching game

- Revision: identify the toy items and their spellings



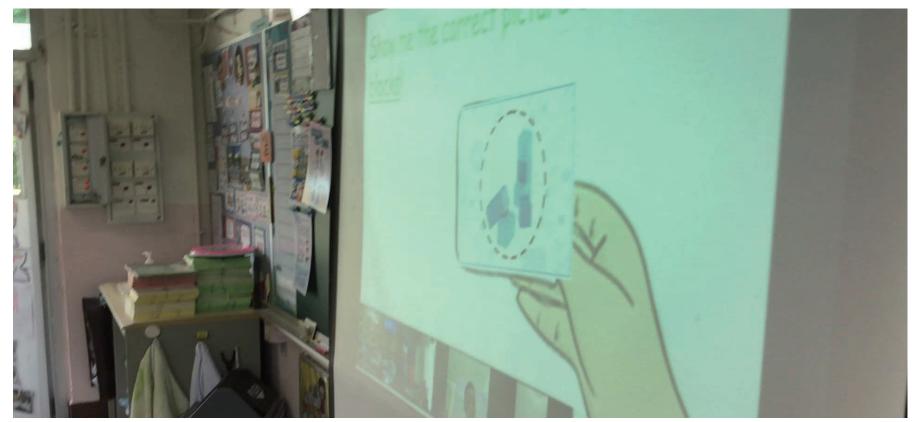
Students are able to find the corresponding picture card from the word card.





Level up: This time students need to find more cards (3 cars).











3. Card games

Game 3: Sorting (learn adjectives order and jumbling)

- a pile of game card ready on the desk
- T gives instructions to guide Ss to sort target cards 'Choose the toys which are red'.

 'Choose the toys which are red and metal.'

 'Choose the toys which are small, red and metal.'
- Ss is the host to give instructions to the class/ group.















Game 3: Sorting (learn adjectives order and jumbling)



- associate learning in a meaningful environment (1. listening skills 2.grouping and sorting skills)
- acquire the order of adjectives through listening and speaking
- train grouping and sorting skills (finding common features)



































Instructions of the sorting game

1. Ss get ready with their PICTURE cards.



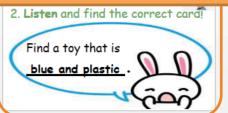
2. Listen and f Find a toy that is <u>blue</u>





3. Ss sort the "BLUE" toys cards.

4. Tasks Ss to sort the 'BLUE PLASTIC' toys.



2. Listen and find the correct card



Game: Sorting game 1. Face up your picture (purple) GET READY

5. Ss sort the 'BLUE **PLASTIC**' toys cards.

6. Tasks Ss to sort the 'SMALL BLUE PLASTIC' toys.



2. Listen and find the correct card!



7. Ss sort the 'SMALL BLUE PLASTIC' toys cards.

T asks Ss to use the pattern: 'I have SMALL BLUE PLASTIC blocks.' Students are able to sort many red toys.











Ss sort the 'BLUE' toys cards.







Ss sort the "BLUE **PLASTIC**" toys cards.



Ss sort the "SMALL BLUE PLASTIC" toys cards.





Tips for card games:

- 1) Face up the cards
 - → Test knowledge, not memory
 - → Save time





Tips for card games:

- 2) Students say the target vocabulary. (not just show the card)
- 3) Students say complete sentences.











Conclusion

- Summarize the use of co-planning
 - Foresee difficulties
 - Questioning
 - o Trial
 - Develop activities that are authentic and realistic to students
- Summarize the use of small-class teaching techniques
 - Self-directed learning
 - Experiential learning
 - Learning through games



Q&A





