

TEAM 1 Together

Teacher's Book with Digital Resources



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Pearson

Scope and sequence

Unit	Vocabulary	Grammar	Skills
5 Hello!	Numbers Colours		
1 Look at my toys!	Indoor toys Outdoor toys	What's this? It's a car./It's an action figure. Is it a swing? Yes, it is./No, it isn't.	Describing toys
2 Where's my pen?	Classroom objects (1) Classroom objects (2)	This is my pencil case./These are my books. Where's the pencil? It's in the desk./It's on the desk./It's under the desk.	Describing your classroom
3 Move your body!	Body Movement verbs	I've got one face./I've got ten toes. Move your body!/Touch your head!	Describing a robot

Atomic's Learning Club: Language booster 1

4 Meet my family	Family Face	Who's this? It's my uncle. He's got blue eyes./She's got green eyes.	Presenting your family
5 Help the animals!	Pets Animal body	What are these? They're cats. It's got big teeth.	Describing pets
6 Do you like peas?	Food (1) Food (2)	I like apples./I don't like pasta. Do you like cheese? Yes, I do./ No, I don't.	Describing your likes and dislikes

Atomic's Learning Club: Language booster 2

7 It's windy!	Weather Clothes	What's the weather like? It's cloudy. I'm wearing a T-shirt and shorts.	Describing clothes
8 Who's at home?	House Chores	Where's my dad? He's in the garden./He isn't in the bedroom. He's/She's tidying up.	Describing chores you do at home
9 Let's play outside	Actions (1) Actions (2)	I can climb a tree./I can't fly a kite. Can you dance? Yes, I can./ No, I can't.	Describing what you can do

Atomic's Learning Club: Language booster 3

Festivals: Bonfire Night, Earth Day, Kite Festival Day

Culture	English in action	Phonics	Get ready for...
	Meeting new friends What's your name?		
The National Museum of Play Project: A toy museum poster	Sharing your toys Can I play with you?	b, p, d, t ball, puzzle, doll, teddy	Pre A1 Starters Reading and Writing Part 3
My school Project: A plan of your school	Borrowing things Can I borrow your pen?	a, i bag, cat big, six	Pre A1 Starters Reading and Writing Part 1 Speaking Part 2
Chinese New Year Project: A festivals poster	Paying a compliment What a cool picture!	f, v, h face, van, hand	Pre A1 Starters Reading and Writing Part 2 Speaking Part 1

Natural Science: What are our senses?

Grandad's birthday Project: A description of a picture	Introducing family and friends This is my sister. Her name's Paula.	m, n, s, z mum, nest, sister, zoo	Pre A1 Starters Reading and Writing Part 1 Speaking Part 4
UK pet shows Project: A description of a pet	Asking about pets Have you got a pet?	e, o red, ten dog, socks	Pre A1 Starters Reading and Writing Part 4
Pancakes Project: A favourite pancake poster	Asking for food and drink Can I have an apple, please?	c, g, j carrot, goat, juice	Pre A1 Starters Reading and Writing Part 3 Speaking Part 3

Natural Science: What do plants need?

A winter festival Writing: A festival guide	Giving instructions Take off your sweater.	u sun, duck, bus	Pre A1 Starters Reading and Writing Part 1 Speaking Part 3
Unusual homes Project: A class book	Asking for and offering to help Can you help me, please?	l, r lamp, lizard room, rug	Pre A1 Starters Reading and Writing Part 5
Dude ranch Project: A holiday book	Making plans Let's go to the park!	k, w, y kick, walk, yoyo	Pre A1 Starters Reading and Writing Part 2 Speaking Part 2

Social Science: What's a beach like?

Introduction

About Team Together

Learn Together! Succeed Together! *Team Together!*

Team Together is a fast-paced, 7-level primary English course that develops language alongside future-ready skills. Pupils are challenged to communicate creatively in authentic contexts, think critically and work together to get results. *Team Together* sets out a clear path for progress and prepares children for success in external examinations including PTE Young Learners and Cambridge English Qualifications.

Team Together takes students from level Pre A1 to B1 of the Common European Framework of Reference for Languages (CEFR).

For students

Throughout their Primary education students are in a transitional period between childhood and their teens and are still developing intellectually and emotionally. *Team Together* follows children's developmental stages by offering content that is adapted to their cognitive needs in each level through a careful choice of the main characters, the topics, the language content and the way in which it is presented.

Team Together has been designed to create an enjoyable and engaging environment for effective learning. A full-colour Pupil's Book and Activity Book are complemented with a wide range of multimedia and digital tools, such as videos, animations and digital content online, which are certain to captivate students' attention.

For teachers


Team Together has been created using tried and tested methodology for effective language teaching. A variety of language presentation contexts and an ample supply of videos will help keep students engaged and motivated. Seamlessly integrated external exams preparation and a complete assessment package will help your students get results and prepare for future exams.

Team Together has also been created with busy teachers in mind. At-a-glance organisation of materials within the Teacher's Book will help you find all the necessary information such as answer keys and audioscripts, but it will also give you ideas on how to extend Pupil's Book activities and adapt them to your students' level.


Course features


Vocabulary

Each unit starts with an eye-catching visual presentation of the target vocabulary, which gets students' attention right from the start. The visual presentation serves a variety of purposes:

- to present new vocabulary in context
- to revise previously learnt vocabulary (*Stopwatch* feature )
- to offer speaking practice for both everyday communication purposes as well as external exams preparation
- to set the scene for the story in the next lesson.

It is followed by engaging step-by-step practice, including a sticker activity. As well as being close to students' interests, vocabulary sets reflect external exams topic areas.

The *Think!*  feature at the start of each unit allows for quick revision of the lexical items that students are very likely to know from previous learning, which is a great confidence-booster.

The *Communicate*  activities effectively help students start using English in meaningful contexts from the very beginning. Each Pupil's Book lesson has a corresponding Activity Book lesson allowing for a lot of additional vocabulary practice. Content from the main lessons is complemented by *Extra practice* sections at the end of each unit.

In addition, there is a Picture Dictionary at the end of the Activity Book which can also be used to consolidate the vocabulary of each unit.

Grammar

Grammar structures are taught in a clear, scaffolded, step-by-step approach in every unit. The new structures presentation is contextualised through the chant, the song and the story. Grammar boxes on the Pupil's Book page contain clear, student-friendly examples of the target structures and provide a reference point for students as they learn and practise.

The structures presented in the grammar boxes are also recorded and serve as a model for the correct pronunciation. Further consolidation practice is available in the Activity Book, both in the corresponding lesson activities as well as in the *Extra practice* section at the end of each unit.

Stories

Team Together level 1 stories feature a group of inquiry-minded children, who are keen on Science and learning new things. They are also eager to help their families and the wider community.


Marie, the eldest of the children, is a self-made scientist and a discoverer, who leads her new friends Lucy, Ben and Sam on their adventures. Always accompanied by Einstein the dog and Atomic the cat, the children find out where food comes from, what to do to keep fit, how to take care of animals and much more.

Each story has been built around a specific concept from common Social and Natural Science curricula. To explore this concept further, please see the teaching notes for Lesson 2 in each unit.

Skills

In level 1 of *Team Together* the main focus is put on the listening and speaking skills, but students also practise reading and writing skills towards the end of each unit, further supported with the content of the Activity Book.

The speaking skill is practised through a variety of contexts:

- Lessons 1 and 3 end with a *Communicate*  activity where students can put the newly acquired contents into practice and personalise them
- Lesson 4 contains a cut-out activity which provides a fun and motivating way to get students to speak in a less controlled manner
- Lesson 6, *English in action*, is dedicated to teaching functional language, which is key to successful social interaction. Exposing students to this language right from the start ensures that they not only acquire knowledge of grammar and vocabulary but also learn what to say and how to behave when playing with others.

Culture

Learning a foreign language includes exposure to vocabulary and grammar, but it isn't complete without information about the culture of countries where that language is spoken.

The *Culture* sections in *Team Together* are designed in such a way as to bring that information closer to students in a friendly manner. Focusing mostly on the UK and USA in levels 1 and 2, the scope of English-speaking countries is then slowly expanded with each level, following students' learning in other subjects.

Learning Club: Language Booster and CLIL

After every three units of the Pupil's Book, there is a Learning Club section. This consists of a Language Booster Lesson and a CLIL lesson.


The Language Booster lesson consolidates and extends language and topics taught in the three preceding units.

The Language Booster has been written so that it can be done as a single lesson, or two lessons - one per page. In the Pupil's Book, the exercises are numbered continuously from the first page to the second, but in the Teacher's Book, the teacher's notes have been written to treat each page as a separate lesson to offer more support and flexibility for teachers. If you have time to cover both pages in a single lesson, you can omit the warmer activities on the second page of notes and then continue with the procedural notes for the exercises on the second page.

The CLIL sections in *Team Together* level 1 help students learn key concepts of English and Social and Natural Science in a more integrated manner.

In addition to this, each story in *Team Together* level 1 has been built around a key concept from common Social or Natural Science curricula. To explore this concept further, please see the teaching notes for Lesson 2 in each unit.

External exams preparation

Team Together provides a lot of opportunities to get students acquainted with the format of external exams. Cambridge English Qualifications exam type tasks, marked with the  symbol, are seamlessly integrated into the core material, providing practice in an unthreatening manner.

The *Get ready for...* section at the end of each unit both in the Pupil's Book and Activity Book focuses specifically on exam practice.

Team Together fully prepares learners for Cambridge English Qualifications Pre A1 Starters, A1 Movers and A2 Flyers. As well as exam task-type practice, all vocabulary and structures are covered in the series.

Further vocabulary practice is offered in the *Team Together* Vocabulary Booster books.

The series also exposes pupils to exam task types in the A2 Key for Schools and B1 Preliminary for Schools.

The assessment package also includes an exam-style test for those students who are preparing for the external exams. In addition, students can prepare for PTE Young Learners tests using the two books, *Top Tips and Practice for PTE Young Learners Firstwords & Springboard* and *Top Tips and Practice for PTE Young Learners Quickmarch & Breakthrough*.

See page 7 for more information.

21st century skills

One of the features of *Team Together* is the focus on 21st century skills, which are a must for today's learners to allow them to thrive and succeed in the modern world. Students need to learn more than just vocabulary and grammar; they need to learn critical thinking and problem-solving, creativity, communication, and collaboration. Many of the activities in *Team Together* serve both purposes – as students put new knowledge into practice, they also work on the development of their 21st century skills. These activities are easily identifiable with the following icons:

- | | | | |
|---|-------------------|---|---------------|
|  | Critical thinking |  | Communication |
|  | Problem-solving |  | Collaboration |
|  | Creativity | | |

Other 21st century skills covered in *Team Together* include:

Social and cultural awareness: Lesson 5 of each unit enables students to learn about other countries, and through a project, reflect on how their own country is similar or different.

Curiosity and Initiative: In the project work, students are encouraged to find information, make decisions and present their opinions.

Assessment for learning: see page 11 for more information.

Literacy, Numeracy, Scientific Literacy: These are covered through a wide range of topics covered in the series as well as through work on specific areas such as development of the reading and writing skills.

ICT Literacy: In the project work, students are encouraged to use a variety of materials and sources, which include web searches and work with modern technologies.

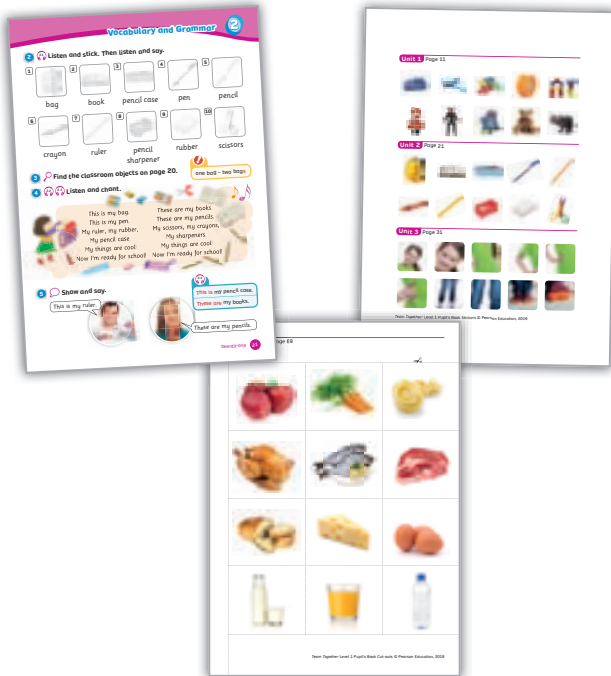
Support for mixed-ability classes

Team Together supports teachers who work with mixed-ability classes in a number of ways. The Teacher's Book includes teaching tips for mixed-ability classes, labelled **Diversity: Support/Challenge** and **Extra activity: Fast finishers**.

The photocopiable resources include extra worksheets for grammar, vocabulary and communication lessons to help teachers cater for the different needs of their students.

Pupil's Book

The Pupil's Book provides a variety of materials to present the target language effectively. It includes an introductory unit (*Starter*), nine main units and three additional units related to festivals: *Bonfire Night*, *Earth Day* and *Kite Festival Day*. Cut-out materials and stickers are also provided with the Pupil's Book.



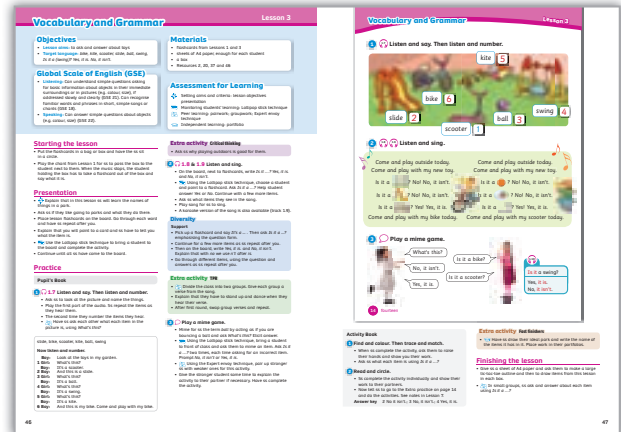
Teacher's Book

The Teacher's Book provides step-by-step lesson plans covering all the course material. Each lesson plan is clearly structured into stages:

- Starting the lesson
- Presentation
- Practice
- Finishing the lesson.

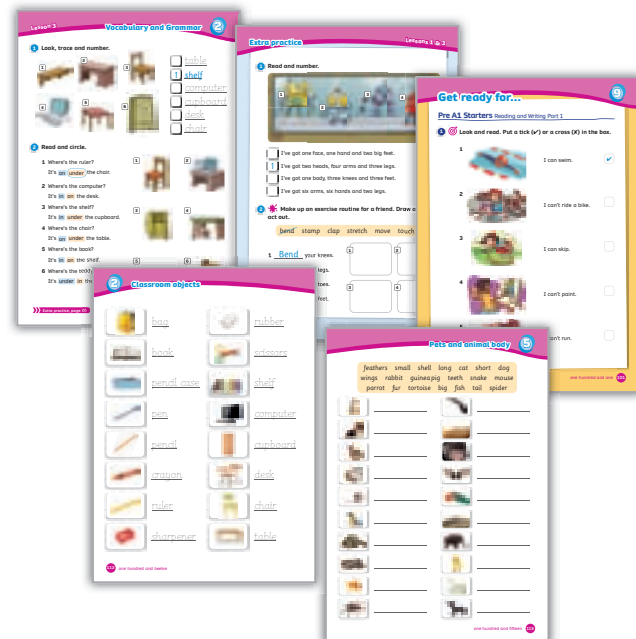
Additional ideas for Extension, TPR and 21st century skills activities, as well as suggestions on how to support or challenge mixed-ability students are an excellent tool for busy teachers who may lack time for planning.

The Teacher's Book introduction includes recommended procedures for effective use of games, posters and stories and also contains tips on working with mixed-ability groups.



Activity Book

The Activity Book provides reinforcement and consolidation of the language presented in the Pupil's Book. It contains controlled and freer practice plus personalisation and further listening and reading activities. It also contains an *Extra practice* section for further consolidation of vocabulary and grammar, a *Get ready for...* section for further external exams practice and a Picture dictionary with all the target vocabulary.

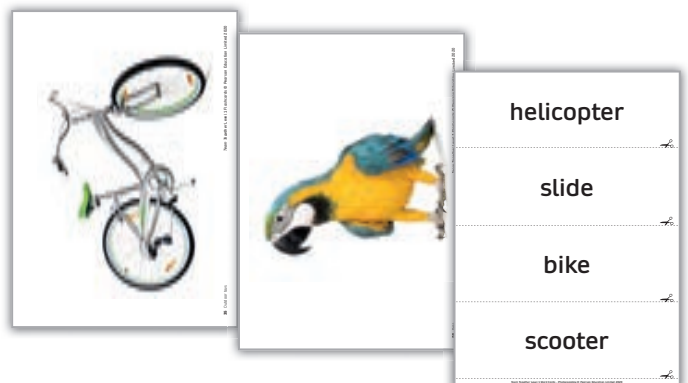


Class Audio

The Class Audio MP3s contain all the recordings for the Pupil's Book and Activity Book. They also contain karaoke versions of songs and chants, immediately after each main song or chant. In order to facilitate using the audio materials, all recordings are appropriately numbered on the pages of the Pupil's Book and the Activity Book. All audio for the series can be found online.

Flashcards and Word Cards

The Flashcards and Word Cards present vocabulary from each unit. They help students learn, remember, practise and revise vocabulary. Ideas for their use can be found in the Teacher's Book lesson notes and in the Games Bank, which contains extra games and activities.



Story Cards

The Story Cards are large, frame-by-frame versions of the cartoon stories in lesson 2 of each unit of the Pupil's Book. On the back of each card there is a transcription of the appropriate part of the story's audio recording and questions to be asked before and after listening. More information on how to use the Story Cards during classes is available on page 17 of the Teacher's Book.



Tests

Upon completion of each unit of the Pupil's Book, the teacher is able to check the progress students are making by using a test. There are nine Unit tests, three End-of-term tests and one End-of-year test. All these tests are available in two versions: Standard (A) and Challenge (B) so as to allow teachers for more flexibility with mixed ability classes.

There is also one Placement test and preparation test for the *Pre A1 Starters* exam.

The worksheets and audio are available online.

Photocopiable resources

The Photocopiable resources contain consolidation and extension worksheets for further practice of vocabulary, grammar, CLIL, English in action, phonics, stories and songs. There are also communication games and worksheets to be used with the culture videos. They are all available online.

Presentation tool

The presentation tool offers teachers an interactive version of the Pupil's Book with integrated answers, audio, video and classroom tools. Teachers can navigate the material using the interactive lesson flow or traditional page view. The planning area gives a useful overview with both teacher's notes and activity previews.

The presentation tool is also available offline.

Online practice and pupil resources

Pupils can do games and extra practice online, with a digital 'gradebook' for teachers to monitor progress. There is also a Pupil's Book eBook and more.

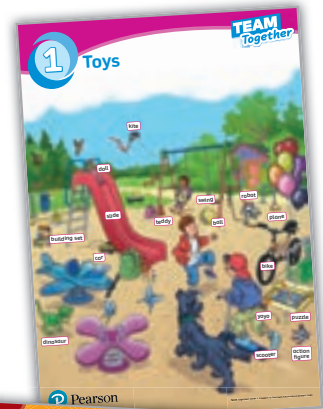
Posters

The Posters designed for *Team Together* are a great visual aid for presenting or consolidating vocabulary.

The level-specific posters are created from the unit opener illustrations, and provide a lot of opportunities for revision and speaking practice.

The Classroom posters contain five posters that can be used with any level of the course. The pack is comprised of the Alphabet, Numbers, Classroom language, Months and seasons and Common irregular verbs posters.

The 'How to work with posters' section on page 18 details a variety of suggestions of how the posters can be used.

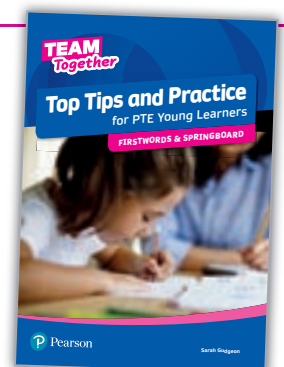


Vocabulary Booster

The three Vocabulary Booster books can be used alongside the main *Team Together* components. Key vocabulary from Cambridge English Qualifications Pre A1 Starters, A1 Movers and A2 Flyers is presented and practised in a fun and engaging way in each book. These books can be used in general English classes and also to support those pupils wishing to go on and take these external exams. Teaching tips, answer keys and audio can be found online.

Top Tips and Practice for PTE Young Learners

To accompany *Team Together*, these two practice books offer strategies, guidance and practice papers for the PTE Young Learners tests, grouped together into tests for younger and older learners. Teaching tips, answer keys and audio can be found online.



Think! activity to activate students' previous knowledge

Sticker activity to motivate students and make vocabulary learning more meaningful

Focus students' attention on more difficult language points

5 Help the animals!

1 **Think!** How many animals can you see?

2 **Listen and stick.** Then listen and say.

1 cat 2 dog 3 rabbit 4 guinea pig 5 mouse
6 parrot 7 tortoise 8 snake 9 fish 10 spider

3 **Listen and chant.**

What are these? They're cats. What are these? They're dogs. Cats, dogs and rabbits. Guinea pigs and mice. One pet, two pets, three pets, four. Can you help me find some more?

What are these? They're parrots. What are these? They're fish. Parrots, fish and spiders. Tortoises and snakes. One pet, two pets, three pets, four. Can you help me find some more?

4 **Find the animals on page 54. Ask and answer.**

What's this? It's a tortoise.
They're rabbits. What are these? They're cats.

Stopwatch activity to revise vocabulary and language from previous units

Communicate activity for personalisation and speaking practice

Grammar box for extra support and scaffolding, with recorded phrases

Chant to teach vocabulary and grammar in context

Before you read and **After you read** activities for clearly staged reading practice

Social or Natural Science topics embedded in every story

Story

1 **Before you read** How many rabbits can you see?

2 **Watch or listen and read.**

3 **After you read** Look at the story. Read and circle.

1 They're small / big rabbits.
2 They're brown / white mice.
3 It's a big / small spider.
4 They're parrot / tortoise eggs.

4 **Act out the story.**

5 **Think of a strange egg.** What animal is inside? Draw it.

Stories available in video format

Solve activities encourage curiosity and stimulate critical thinking

21st century skills activities in every lesson

Further work on values in the Activity Book

Song to teach vocabulary and grammar in context

Practice tasks in exam-like format help students prepare for external exams

Activities with cut-outs for freer speaking practice

Communicate activity for personalisation and speaking practice

21st century skills activities in every lesson

Grammar box for extra support and scaffolding, with recorded phrases

Before you read and After you read activities for clearly staged reading practice

More content related to the topic available on Culture video

Focus on functional language from early levels

Projects based on the principles of team work, to foster collaboration, creativity and initiative

Work on phonics, including sound discrimination activities and tongue twisters

Scaffolded activities to help students consolidate new language


Review section for consolidation


External exams practice section


Review Lesson 7


1 Look, circle and write.

tortoise / tortoises mouse / mice cat / cats spider / spiders

1  What's this? What are these?
It's a cat They're _____.



2  What's this? What are these?
It's a _____ They're _____.



3  What's this? What are these?
It's a _____ They're _____.


4  What's this? What are these?
It's a _____ They're _____.

2 Look and write.

feathers shell teeth fur wings tail

1  It's got a _____ 2  It's got _____ and _____.


3  It's got a _____ 4  It's got _____ and _____.

3  Go to page 119.


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Get ready for... 5


Pre A1 Starters Reading and Writing Part 4


1  Read this. Choose a word from the box. Write the correct word next to numbers 1-6.


Animal fact file





Guinea pigs are small animals. A guinea pig has got (1) _____ on its body. It's got (2) _____ in its mouth. And it's got a (3) _____. Guinea pigs have got four legs and (4) _____. A parrot has got two (5) _____. It's got (6) _____ on its body.



feathers


teeth


tail


parrots


wings



fur

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Self-assessment activity: Progress Path



3 Move your body!

1  Look at Pupil's Book page 30. Read and write.



orange bag four



1 Where's the ruler? It's in the bag.



2 What colour is the swing? It's o.



3 How many bags can you see? F.



2 Look, trace and match.



1 tummy  



2 head  



3 feet  



4 toes  



5 hands  

6 face  

7 arms  

8 fingers  



9 legs  



10 knees  

28 twenty-eight



Lesson 7 **Review** 5

1 Look and write.

1  2  They're It's.


3  4 

2 Look and circle.

1 It's big small.
It's got a long short tail.
It's got feathers fur.

2 It's big small.
It's got a tail teeth.
It's got a shell wings.

3  Read, write and draw.


I've got a pet!
It's big small.
It's got _____
and _____
It's a _____.

Picture dictionary, page 115 57 fifty-seven

Get ready for... 6

Pre A1 Starters Listening Part 2

1  Listen and write the answers.



1 Do you like chicken, Sue? No, I don't.

2 Do you like rice, Nick? _____

3 Do you like bananas, Eve? _____

4 What do you like, Anna? I like _____ and _____.

5 Do you like cheese, Sam? _____

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Further practice in the Activity Book

Monitoring progress and exam readiness with *Team Together*

Team Together can be used for all general English courses. It can also be used to prepare pupils for external exams including Cambridge English Qualifications and PTE Young Learners. *Team Together* provides teachers and institutions with the GSE tools that enable them to demonstrate visibility of student progress step by step, and a way of identifying and addressing learner needs and supporting the achievement of goals whether these be general or exam related. *Team Together* is additionally aligned to English Benchmark which can provide an independent measure of learner proficiency and formative information to support planning and next steps.

The table below indicates the correlation between the course and various international frameworks and tests.

	GSE	CEFR	PTE YL	English Benchmark	Cambridge English Qualifications
Starter	10–22	Pre A1			
Level 1	17–29	Pre A1/A1	Firstwords	Level 1	Pre A1 Starters
Level 2	20–32	A1	Springboard	Level 2	
Level 3	24–39	A1/A2	Quickmarch	Level 3	A1 Movers
Level 4	30–43	A2/A2+	Quickmarch/ Breakthrough	Level 3/4	
Level 5	33–46	A2/B1	Breakthrough	Level 5	A2 Flyers and A2 Key for Schools
Level 6	36–50	A2+/B1			A2 Key for Schools and B1 Preliminary for Schools

The Global Scale of English



The Global Scale of English (GSE) is a standardised, granular scale which measures English language proficiency. Unlike some other frameworks which describe attainment in broad bands, the Global Scale of English identifies what a learner can do at each point on the scale across speaking, listening, reading and writing skills.

The scale is designed to motivate learners by giving a more granular insight into their progress. Teachers can use the Global Scale of English to match a student to the right course materials for their exact level and learning goals.

The badging above and on the back of your book shows the range of objectives that are covered within the content. Knowing this range helps you select course materials with the right level of support and challenge for your students to help them progress. It does not mean that students need to have mastered all the objectives below the range before starting the course, or that they will all be 'at' the top of the range by the end.

For more information about how using the GSE can support your planning and teaching, the assessment of your learners, and in selecting or creating additional materials to supplement your core programme, please go to www.english.com/gse.

What is English Benchmark?

English Benchmark is a motivating English test for young learners aged 6–13, which proves students' English abilities to parents, monitors learning progress and ensures teaching targets the right skills. English Benchmark measures students' speaking, listening, reading and writing skills through fun and interactive tablet-based activities, with immediate detailed reports for teachers and parents that include students' strengths, suggestions for improvement and recommended activities to improve their skills.

English Benchmark and *Team Together* make the perfect partners for your language and learning assessment. As your students learn with *Team Together*, you can use the English Benchmark tests to measure their progress. After students have taken their test, you will see recommendations of which lessons to teach next in order to focus on the areas that need improvement.

In order to show progress, learners should take the test at least once at the start and once at the end of the year. If possible, teachers could ask learners to take the test again half way through the year or at the end of each term to check they are on track.

Formative assessment / Assessment for learning

Assessment and evaluation are frequently used as interchangeable terms. However, assessment is focused on student learning, whereas evaluation is focused on learning programmes and any or all their components (objectives, syllabus, teaching and assessment methods, materials, etc.).

In the classroom, what clearly differentiates these two terms is the use made of the information and data obtained from assessment or from evaluation. If you use it to improve the teaching and learning process you are developing formative assessment, or assessment for learning. If you use it to grade or measure the quality of the learning, you are developing summative assessment. This means that the same assessment tools can be summative or formative depending on the type of information they provide and the use that is made of it.

Formative assessment, or assessment for learning, is “the process of seeking and interpreting evidence for use by learners and their teachers, to identify where the learners are in their learning, where they need to go and how best to get there” (Assessment Reform Group, 2008). This process requires alternative assessment tools likely to be shared by teachers and students which are used as an ongoing process, which are flexible and adapted to the individual needs of students and which guarantee that all the students engage in the learning process.

Here are some suggestions on how to use these types of tools to implement assessment for learning in your classroom.

Main strategies of formative assessment

The main stages of the formative assessment process are:

- 1 Setting the aims and criteria for success
- 2 Monitoring students' learning, including giving constructive feedback
- 3 Peer learning
- 4 Independent learning/long-term assessment

Setting aims and criteria

If you want your students to be successful in the learning process, you need to tell them what it is that they are going to learn and what you expect of them in terms of performance. At the beginning of each lesson, the teacher should tell the students what they are going to learn. This can be done by using key questions which are meant to inspire students' curiosity, interest and engagement.

Monitoring students' learning

This stage of assessment is used to achieve the following goals:

- to adjust ongoing teaching and learning
- to increase the level of interaction and provide for feedback loops during questioning
- to improve student achievement of intended outcomes.

Tools that can be used for monitoring students' learning are:

- **Lollipop stick technique** or **Random selection tool**. Use sticks or cards that students can personalise with their names at the beginning of the school year. Pick them randomly to call on students for questions thus ensuring that all students have an active role and will produce a similar amount of language, because student talking time (STT) matters!

- **Mini-whiteboards**. Use them for short answers or to practise prepositions, vocabulary, comprehension, spelling, gap fills, grammar – any time you want to check understanding. Students write their answers individually and hold up the whiteboards and you get feedback from all your students at the same time!
- **Happy/sad face technique**. (also Yes/No, Stop/Go, True/False). Use this for critical thinking development and *yes/no* answers. Make a set of cards with a happy face on one side, and a sad face on the other – one for each student – or students can make their own. After practising a skill, ask students *how they feel they are doing*. Alternatively, students can show this on a scale from 1–5 using the fingers on their hands for a deeper understanding of the *yes* and *no* answers.
- **Traffic light cards**. Use them to check that students know what to do on a given task. Students show you a green/yellow/red card, depending on their level of confidence.
- **Exit slips**. Use them to evaluate your lessons at the end of the day or session, to get feedback from the lesson, or to offer students the opportunity to give opinions. Exit slips can simply be post-it notes stuck on the door on their way out of class.

Other types of assessment tools you can use during instruction are those oriented towards helping you actively observe the different skills and competences that your students are developing while they are working in class.

- **Checklists**. These are very useful to assess different tasks or different stages of the same task at the same time. Taking note of your students' performance on the spot will provide you with objective evidence of their true level of competence.
- **Observation forms**. The teacher collects data on students' work by filling in observation forms or reading written assignments to adjust teaching procedures where necessary.
- **Video/audio recordings**. These are excellent tools to observe your students from a different perspective and analyse their strengths and weaknesses, behaviour and classroom relationships in depth. [Be aware that you may need parental permission to record children.]

Peer learning

Working together in pairs or groups gives students an opportunity to share knowledge and also learn from their classmates.

Tools that can be used for peer work and peer learning are:

- **Think-pair-share**. Students work on their own, then they discuss their ideas in pairs and finally they present their ideas to a group or the whole class.
- **Two stars and a wish**. Students say two positive things about the work of their partner and suggest one area for improvement.
- **Expert envoy**. This is a tool to use with mixed-ability classes. If you have students who are strong in some areas, you may choose them to be the 'experts' for their class or group and ask them to help their classmates.
- **Three facts and a fib**. Students write three true statements and one false statement about the topic of a lesson and share them with other students/pairs/groups to see if they can identify the false information. This technique can also be used in a summative evaluation at the end of a longer learning process, eg. a unit.

Checklists and video recordings can also be used as peer learning tools.

Independent learning and long-term formative assessment

Long-term formative assessment tools are used to improve the following areas of your assessment practice:

- for the students to develop critical thinking skills about their own performance
- to promote collaboration
- to improve student achievement of intended instructional outcomes.

Performance-based teaching and learning impacts strongly on the way we carry out assessment by helping students become autonomous and independent learners aware of the process by which they learn as well as their learning goals.

Some of the long-term assessment tools you can use in your classes are:

- **Summative and thought-provoking questions.** At the end of a lesson or a unit students are asked to reflect on their learning process and to try to self-assess their performance by answering the following questions *What have I learnt? What do I need to work on? I can I'm (not) good at*
- **Portfolios.** Students are given the responsibility of selecting which pieces of work they produce should be placed in their portfolios to demonstrate how they are improving.
- **Checklists.** These are used to assess students' completion of a task. They are not rating scales and they only include *Yes/No* or *✓/✗* descriptors.
- **Projects.** Students present what they know through pictures and texts such as essays, research reports, or long-term projects.
- **Student Travel journals/Learning diaries.** Students create their own books, in which they chart the journey of their learning.
- **Rubrics.** They can be used when evaluating student performance or work resulting from a performance task. For further details see below.

It is very important to remember that before this type of assessment is implemented in the classroom, a supportive classroom environment is created and students are given guidance on how to reflect upon and evaluate their own performance as well as that of their peers.

Using rubrics for assessment in CLIL

Rubrics can be very useful tools to help CLIL teachers fulfil the requirements of assessment practice in bilingual contexts. There are many reasons to use them, but these are the most important ones:

- firstly, because they suit the CLIL dual approach (content learning and language development);
- secondly, because they allow for performance-based assessment to provide qualitative feedback connected to the assessment criteria;
- thirdly, because they tell teachers, students and parents in advance what needs to be done to successfully perform the task;
- finally, because they give teachers and students a sense of direction and a context to share the learning goals from the beginning of the teaching and learning process.

Language should not be an invisible component in the bilingual classroom. Teachers in bilingual schools should be aware of the language proficiency of their students and systematically conduct language demands analyses of the content to provide appropriate scaffolding. Since not all students in the same class have the same language proficiency, effective assessment in CLIL should measure students' progress in the foreign language at different levels and along distinct learning paths. Rubrics are a tool that can help teachers achieve this goal of effective assessment of content, language and process in an integrated way.

Rubrics are scoring guides, which include several assessment criteria to evaluate student performance or work resulting from a performance task. In this sense, they are different from checklists because they are rating scales, which means that they not only contain a list of items to be checked but they also include a range of marks to assess how well each item has been performed. These rating scales can be holistic or analytic.

Holistic rubrics

All criteria are evaluated simultaneously at a unidimensional level because each level of the rubric (1, 2, 3) includes all the descriptors for the different criteria assessed (for content, language and delivery).

Holistic Rubric

Oral Presentations	The three descriptors are assessed at the same time.
Accomplished (Level 1): content, language and delivery	Stays on topic all the time and speaks clearly. Body language is appropriate.
Developing (Level 2): content, language and delivery	Stays on topic most of the time and speaks clearly but mispronounces some words. Body language is appropriate most of the time.
Beginning (Level 3): content, language and delivery	It was hard to tell what the topic was. Often mumbles or cannot be understood. Body language is not appropriate most of the time.

Holistic rubrics provide an overall evaluation of quality, proficiency and understanding, thus the feedback is limited because the descriptors are not analysed in detail. This means that errors are tolerated, and no correct answer is expected. Also, the scoring process is faster.

Analytic rubrics

Each criterion is evaluated separately at a multidimensional level because each criterion of the rubric (to assess content, language and delivery) includes several descriptors at different levels of performance of the task.

Analytic rubric

Oral presentations Criteria/performance	Beginning (Level 3)	Developing (Level 2)	Accomplished (Level 1)
Content	Does not seem to understand the topic very well. It was hard to tell what the topic was.	Shows a good understanding of parts of the topic. Stays on topic some (50–89%) of the time.	Shows a full understanding of the topic. Stays on topic all (90–100%) of the time.
Language	Often mumbles or cannot be understood OR mispronounces more than five words.	Speaks clearly and distinctly most (75–94%) of the time. Mispronounces no more than five words.	Speaks clearly and distinctly all (95–100%) of the time and mispronounces no words.
Delivery	Slouches and/or does not look at people during the presentation.	Sometimes stands up straight and establishes eye contact.	Stands up straight, looks relaxed and confident. Establishes eye contact with everyone in the room during the presentation.

Analytic rubrics provide detailed information from the defined performance levels. This means that a significant degree of feedback is provided. However, the scoring process is slower.

The use of each type of rubric will depend on the nature of the task and other factors such as the time available, the need for substantial feedback, the number of students, different language/competence levels in the group and the assessment goal: holistic rubrics should be used for overall scores and analytic ones when detailed feedback on each criterion is desired.

For your rubrics to be valid, reliable and fair, there must be a coherent connection between the learning goals and the task, the learning goals and the assessment criteria, and the descriptors with each assessment criterion.

Steps to make a rubric

Here are some steps to be followed when making rubrics to assess students in CLIL classrooms.

- First, begin by designing an authentic task likely to help students 1) learn the curricular content, 2) develop the necessary language to learn about that content, and 3) achieve the given learning goals and key competences at the students' level, e.g. Create a questionnaire for Earth Day.
- Next, define the criteria to assess student learning from this task. These assessment criteria will be the reference points to describe the acceptable level of performance of the task, e.g.
 - students know about the festival (their level of comprehension of the subject);
 - students are able to write questions about the festival (type of questions; tenses; number; etc.);
 - students are able to work in group to create a questionnaire (contributions; quality of work; time management; attitude; etc.)

- Use the CEFR charts or the Global Scale of English (english.com/GSE) to measure learner progress on the language proficiency scale and get your assessment criteria for language from their available descriptors. Using these scales as a reference is useful for understanding your students' levels of proficiency more precisely, to monitor students' progress in a more accurate way and to make more informed choices in selecting materials or assessments, e.g. Speaking: Can ask someone simple questions about their life and experiences, GSE 37/A2(+); Can summarise the key information in basic diagrams, e.g. bar charts, timelines, GSE 54/B1(+).
- Then use a cognitive taxonomy to identify the cognitive domain and skill that your tasks involve, e.g. interpret the information collected from the questionnaires involves applying knowledge. Then write differentiating descriptors as you move on the scale from lower order thinking skills (LOTs) to higher order thinking skills (HOTs), e.g. the information is used to create a graph but not clearly displayed; the information is used and displayed in a graph but there are some mistakes in the interpretation of data; the information is clearly displayed and interpreted.
- Once you have defined the assessment criteria and identified possible descriptors of performance, you can:
 - make a holistic rubric, then write descriptors incorporating all criteria in each descriptor.
 - create an analytic rubric, then write descriptors for each individual criterion.
- Check that the criteria and descriptors you have included in your rubric assess students' content, process and language learning at the right level.
- Finally, adapt the format of the rubric to the age and language proficiency of your students and plan carefully the structure of the rubric. You may wish to leave space at the bottom of the rubric to write comments, add signatures, stickers, parental feedback, etc.

After having used teacher-made rubrics for some time, students may feel ready to have an active role in this process and create their own rubrics and checklists as guidelines for goal setting. Train your students to do it and they will develop a very important key competence: learning to learn.

by Magdalena Custodio Espinar

One of the key factors affecting children's ability to learn cooperation and collaboration is the type of situations they face. In other words, students will not learn how to be a reliable team player if they aren't exposed to tasks that require team work. There are many ways to organise student interaction in class and the most popular ones are collaborative and cooperative work. These two interaction systems may seem interchangeable but there are some clear differences between them:

Collaborative work

- Group goal
- Learning takes place in a group
- The final product is co-constructed
- Roles/responsibilities are flexible and agreed
- The process is important

Cooperative work

- Individual goals within the group
- Learning is an individual process
- The final product consists of individual contributions
- Roles and responsibilities are usually pre-defined
- The final product is important

When working on projects, collaborative work is the preferred system, giving students an opportunity to share ideas, verbalise opinions and interact with other classmates. Thanks to this, a real communicative context is developed in the classroom during which students must listen to each other and reach an agreement to create a common product.

To apply successful project work in the classroom you should:

- Keep a flexible project schedule and involve students in project design when possible. Promote parent involvement.
- Prepare students by having them thinking about the project in advance. A rubric can be very useful to show them what they are aiming for and trying to accomplish. Use negotiation strategies to help them understand the rationale for this type of work.
- Establish moments for feedback and specific products at the end of each work session to promote a sense of mission, e.g. record evidence of progress using field notes or observation templates. Keep records public so students have ownership of them by using rubrics or checklists.
- Avoid making decisions for students. It will take time for students to be able to develop time management skills and learning to learn competence. Promote this by providing them with support during the project, e.g. a time line with the work sessions; worksheets with instructions or steps to follow; a project goals checklist to tick, a webquest to develop critical thinking skills, etc.

- Assess the quality of projects by using professional work as a reference. Boost the quality of your students work by showing them good examples of other students' work. Develop scaffolding to help students reach the standards and include both individual and group grades.
- Promote full participation by using a checklist for active observation of students that will give you objective evidence of their performance. Set realistic alternatives and consequences for non-participation such as suggesting individual ways of working on the project, negative individual grades, etc.
- Foster reflection strategies both for the process and for the final product from a critical point of view to improve future performance.

When deciding on how to group your students, you should consider your rationale so as to group students according to the right criterion. Here are some ideas to arrange your class for group and project work.

Grouping for leadership. If you have passive students who need someone monitoring and taking control of their active contribution in group work, pre-assign groups and make sure these students share groups with class leaders (those students who are more skilled or have more knowledge).

Random selection groups. If the task does not require specific students to be separate or together you can simply put the groups in alphabetical order, take their names from a bag or hat, use a pack of cards (group them based on having black or red cards, cards in a specific order, the same numbers ...) or word-family cards, synonym word cards, date of birth, etc.

Then, you can rotate some members to create new groups. Turn and talk (front row/back row) for a quick group task is also a possibility.

If you are familiar with your students interests, e.g. football teams, make cards with the names of the most popular players and use them to make the 'football teams'. You can do this with popular bands, TV series and cartoons of their interest.

Grouping by interest. Have your students complete a survey and group them based on their responses. You can also design the task according to different interests and give students the opportunity to join a group according to their personal interest or expectations of the task, e.g. in a presentation about their hometown, students interested in history can focus on historical buildings and students interested in sports can focus on stadiums and sports facilities.

How to work with mixed-ability groups

by Magdalena Custodio Espinar

Teaching and learning EFL or CLIL involves many different processes such as recording observations, presentation of ideas, argumentation, modelling constructions and explanations, arriving at conclusions, obtaining, evaluating and communicating information ... in English! This is a very rich and complex communicative context which requires both cognitive and language skills for learning to occur.

Students' engagement in the learning process can be increased significantly by analysing in advance the linguistic and cognitive demands of every task. This analysis will allow teachers to provide students with the necessary scaffolding to encourage them to actively participate in the lesson, regardless of the language level of that student.

Language scaffolding

In EFL and CLIL language is used for learning and communicating. This means that it is necessary to scaffold the input (the language students receive), the intake (the information they process) and the output (the language they are able to produce after this information processing) to ensure an effective interaction. This scaffolding is very important because the interaction promotes the necessary feedback to connect the input received and the output produced in a meaningful way by students. This is called interlanguage development and it is a key factor of content learning and language development.

To identify the necessary scaffolding for our students we can conduct a language demands analysis. It consists of identifying and describing in advance different types of language involved in CLIL lessons and performance-based tasks: language of learning, language for learning and language through learning (Coyle, Hood, Marsh, 2010).

Language of learning refers to the language connected with the content being learnt. Students will learn it to access new knowledge, e.g. learning about sound: high/low pitch, tone, volume, etc.

Language for learning is the language necessary to perform the communicative functions of the learning context. If students need to compare the waves of the sound in a graph, do they know the comparative and superlative form of adjectives? If not, scaffolding is required to complete this task.

Language through learning refers to language learnt due to cognitive and academic development. Each pupil will develop this type of language during the learning process in close relation to their individual cognitive development by interacting with the resources (personal, digital, etc.) and completing the tasks.

Analysing the linguistic demands of the content and the task will allow teachers to provide students with suitable scaffolding strategies likely to promote interaction and feedback in the classroom. In the previous example the teacher can provide oral scaffolding by displaying visual aids such as word cards for the language of learning and the comparative and superlative structure on a poster to help students interact (compare the waves of the sound).

In addition, a cognitive taxonomy provides a hierarchy of thinking skills organised from lower order thinking skills (LOTS, e.g. identify) to higher order thinking skills (HOTS, e.g. compare). Bloom's revised taxonomy comprises six cognitive domains involving cognitive skills such as remembering, understanding, applying, analysing, evaluating and creating. Using a taxonomy will allow teachers to adapt the degree of difficulty of the activities they plan from a cognitive point of view by identifying the cognitive domain and skill they demand. It will also help them develop a 'continuum of practice' of always going from LOTS to HOTS, thus starting at students' present cognitive level (because, for example, you cannot apply if you do not first understand and remember).

Differentiated learning

Using a taxonomy to prepare your lessons can help them be more effective and flexible and, therefore, more likely to be learnt by all the students. Here are some examples of strategies to cope with mixed-ability students in the classroom.

- **Low level students are a majority.** Since a taxonomy is a hierarchy of cognitive skills we must try to extend children's thinking skills from LOTS to HOTS by practising first at lower levels (remembering and understanding) and progressively moving towards higher levels (applying, analysing, evaluating and creating). Therefore, if the average level of the class is very low, we will have to take this into account and provide them with more activities from the lower levels at the beginning and gradually include some of higher levels.
- **High level students are a majority.** If the average of the class is very high, you should try to provide them with more activities from the higher levels in order to ensure a motivating and challenging context.
- **Heterogeneous students.** Prepare activities at lower levels (remembering and understanding) for some children and activities at higher levels to work and practise the same content at the same time. For example, list the main stages of metamorphosis (LOT); find out and describe the main stages of metamorphosis (HOT).
- **Fast finishers.** All students work first on the same set of activities, then students who finish earlier can design their own activities at a higher level. You can teach them to use the taxonomy for this purpose.
- **Gifted students with a special curricular adaptation.** Prepare compulsory activities for all the children at lower levels and voluntary activities for 'those who want to go further'. This strategy will provide more students with the opportunity to do the higher order activities and will allow the teacher to include different activities for the class and for the gifted student in an easy and unforced manner. For example, prepare a set of activities from different levels about the properties of light, then offer the possibility to investigate what a shadow is, when it can be seen, why it changes length, etc. You can give students a book or website, etc. for them to find out about it.

Stage 1 – Before listening to the story

First, talk to pupils about the characters appearing in the story and about the places in which they appear. Ask pupils what they can see in the pictures and invite them to guess what will happen in the story. Remember to praise the students for all their ideas, but do not correct them and do not explain too much. (In a moment pupils will listen to the recording and check if they were right). At the beginning of the school year, you may wish to ask questions in L1, little by little switching to English. Focus more on what occurred in the story than on the language itself. First, pupils will understand the story as a whole, then they will remember the vocabulary used in the story. Questions for this stage can be found at the back of each story card.

Stage 2 – Listening to the story

All the stories have been recorded by professional actors. However, if for any reason it is not possible to play the recording or if the teacher wants to tell the story himself/herself, the complete text of the recording is provided on the back of each story card. At this stage remember to encourage pupils to compare their previous ideas with what actually happened in the story. Play the recorded story and ask pupils to point to the appropriate pictures in the Pupil's Book.

Stage 3 – After listening to the story

After listening to the story together, ask pupils a few questions about it to make sure that they understood what happened. You may use the questions provided on the back of each story card or make up your own questions.

When answering, pupils additionally practise and consolidate the previously introduced language material. At this stage it is best to speak English.

Stage 4 – Acting out

After having listened to the story a few times your pupils should be ready to act it out. Pupils can contribute to the story, first by making particular gestures and then, depending on the difficulty of the text, by using simple phrases. You may also play particular parts of the recording and ask pupils to repeat them each time.

Next, you may divide pupils into groups and ask each of them to say the lines of one character. Under the teacher's supervision and on the basis of the pictures, pupils quote the lines of appropriate characters. To make this exercise more interesting, you can bring items to be used as props.

Suggested exercises

Exercises with story cards

- Cover the numbers on the cards. Shuffle the cards, stick them to the board and ask pupils to arrange them in the correct order.
- Cover the numbers on the cards. Stick the cards to the board in the correct order. Ask pupils to close their eyes, then take away one card. The pupils are supposed to identify the missing card.
- Cover the numbers on the cards. Hide the cards in various places in the classroom. Ask pupils to find them and stick them to the board in the correct order.
- Show pupils a story card and read the corresponding lines. When reading, make intentional mistakes, e.g. say *red* instead of *yellow*. Pupils correct your mistakes.
- Distribute the story cards among a few pupils. Play the story recording. When a pupil hears the lines referring to his/her card, he/she should stand up and show it to the class.



Exercises without story cards

- Ask pupils to draw a scene from the story they have heard.
- Ask pupils to invent another ending for the story they have heard.
- Pupils draw their favourite character.
- Talk to pupils about what the characters learnt.
- Ask the students about the way they would behave or feel if they were one of the characters.
- Read some lines from the story. Pupils should provide the name of the character who says the lines.

How to work with posters

Posters can be a powerful and engaging tool for presenting or consolidating the language covered in the Pupil's Book.

In *Team Together* level 1 there are nine full-colour vocabulary posters featuring the main characters of this level. Each poster can be used for presentation or revision of the first set of vocabulary from each unit.

The generic **Classroom posters** can be used with any level of the course.

The pack is comprised of the Alphabet, Numbers, Classroom language, Months and seasons and Common irregular verbs posters.



Techniques of working with posters

Stick the poster to the wall in a visible place. In this way it will remind students of the material they have covered.

Predicting

In order to create the atmosphere of anticipation and to invoke curiosity in children, before you show the students a poster, give them its title. Tell students that in a moment they will see a poster with e.g. toys. Ask students to think about the vocabulary which may be presented in the poster. Encourage students to provide examples of particular words related to this thematic group. In the case of toys it will be *a teddy, a doll, a ball, a kite*, etc. Then, stick the poster to the wall and check together how many words the students predicted correctly.

Asking questions

Point to the objects, persons, colours, etc. presented in the poster and ask questions *What's this? What colour is it? How many (balls) can you see? Is it a (doll)?*, etc.

Finding and pointing

Ask individual students to come to the poster, find and point to appropriate objects, e.g. *Point to the (red car)*, etc. You may also divide students into two teams and change finding particular elements into an exciting competition. Ask one person from the team to come to the poster and find a particular object. If he/she does it correctly, the team scores a point. If he/she makes a mistake, another team takes a turn. Students may replace the teacher and give the commands.

Memory game

Set a specific time limit, e.g. 30 seconds. Tell students to look at the poster carefully and remember as much as they can. Then, cover the poster or take it off the wall and ask students one by one about the objects presented in the poster. You may also ask about the features of these objects, e.g. *Is the (ball) (big)? What colour is the (kite)?* The students' task is to answer from memory. You may also conduct this exercise as a team competition, observing the time limit. The team who provided the biggest number of names of objects from the poster wins.

True or false?

Point to various objects in the poster and make true or false sentences related to them. For example, point to a lion and say *It's a zebra*. Students answer *No*.

Quiz

Tell students that you are thinking about a certain picture from the poster. The students' task is to guess which picture you mean. You may describe the object you have in mind for more advanced students, e.g. *It's grey. It's small. It has got a tail. What is it?* Students (*It's a bird.*)

Peeping through a keyhole

Cut out a hole (5–7 cm wide) resembling a keyhole in the middle of a large sheet of paper. Place the sheet on the poster and ask students what they can see. Move the sheet on the poster so that each time students guess the name of another object.

Singing

Use a chant related to the subject of the poster and introduced in the Pupil's Book. Ask one or more students to come to the poster. Play the chant; the task of students standing by the poster is to point to the objects mentioned in the recording.

Placing words on the poster

If students can recognise written words, you may ask them to place appropriate word cards below the pictures in the poster. One by one, students come to the poster and place a card with the corresponding word in the appropriate place. Then you may ask all students to read the words aloud together.

Make your own poster

Students can create their own posters, based on a similar topic.

How to work with videos and animations

Videos are a great tool for conveying information to young learners. A combination of images, movement, colours, sounds, music and language fulfils its educational functions at all levels of understanding. Students may watch the same videos many times and each time their perception of the material they watch is enhanced.

How is the video material presented?

In *Team Together* level 1 there are two types of video material for each unit: story animations and culture videos.

They contain the target vocabulary and grammar of the unit, though occasionally new words are introduced in culture videos, with a clear presentation of their meaning.

When to use the video material?

- You can use the story animations either as the presentation stage, or after you have listened to and read the version available in the Pupil's Books.
- Culture videos are to be used as an extension of the content presented in the Pupil's Books as they offer additional information about the topic covered in the lesson.

It is likely that during the first viewing students will not understand the entire text presented in the recording, but they will get the meaning of the pictures, sounds and the rhythm of the spoken language. They will remember some phrases, especially those which are often repeated.

You can also use the animations and the videos to revise the material. Children have got good short-term memory, but watching the same episodes again two months after new material was introduced will considerably stimulate their memorising ability.

What are the techniques of working with the video material?

- listening with the screen covered (*blind listening*)
- watching with the sound muted (*silent viewing*)

How to use the video material?

- Watch the video with students from the beginning to the end. Encourage students to say aloud the English words which they remember from the recording.
- Watch the video again, stopping the recording after each scene so that you can ask students questions about the things they see.
- Students complete the photocopyable worksheet corresponding to the recording.

Where can you find worksheets for the video material?

Worksheets for the video material are included in the photocopyable resources, which can be downloaded from the online resources.



Greeting the class

Hello. Hi!	How are you today?
Good morning/afternoon.	Is everyone here?
Come in.	Is anyone away today?
Sit down/Stand up, please.	Where is (Juan)?
What day is it today?	

Starting the lesson

Are you ready?	Give this/these out, please.
Let's begin/start.	Have you got a (pencil)?
Listen (to me).	Open your books at page (4).
Look (at me/at the board).	Turn to page (6).
Take out your books/ notebooks/coloured pencils.	Open the window/door. Close the window/door.

Managing the class

Be quiet, please.	Put your hands up/down.
Look at me/Listen to me.	Who's next?
Come to the front of the class.	Queue/Line up! Repeat after me.
Come to the board.	Wait a minute, please.
Come here, please.	Hurry up.

Words of praise

Well done!	Much better.	Great work!
Excellent!	Good job.	Good luck!
Fantastic!	Congratulations!	Thank you.
That's nice.	That's correct!	

During the lesson - instructions

Hold up your picture.	It's break time/lunch time.
Draw/Colour/Stick/Cut out ...	Wait a minute, please. Be careful.
Write the answer on the board/in your book.	Sorry, guess/try again.
Let's sing.	Next, please.
All together now.	Again, please.

During the lesson - questions

Are you ready?	May/Can I help you?
Do you understand?	Are you finished?
What do you think?	Who's finished?
Anything else?	What can you see?

Pair work/Group work

Find a partner.
Get into twos/threes.
Who's your partner?
Work in pairs/groups.
Make a circle.
Work with your partner/friend/group.
Show your partner/friend/group.
Tell your partner/friend/group.
Now ask your partner/friend/group.

Language used for playing games

It's my/your/his/her turn.	Roll the dice.
Whose turn is it?	Move your/my counter (3) spaces.
You're out.	Miss a turn.
Don't look.	Go back (2) spaces.
No cheating.	Roll again.
Turn around.	I've won!
Close your eyes.	You're the winner!
Pass the (ball, cup), etc.	
Wait outside.	

Useful phrases for the students

May/Can I go to the toilet?	I'm sorry.
I understand/I don't understand.	Can you help me?
Excuse me ...	I'm ready.
	I'm finished.

Ending the lesson

Put your books/notebooks/coloured pencils away.
Tidy up.
Put that in the bin/rubbish bin, please.
Collect the stickers/cards/spinners/scissors, please.
The lesson is finished.
That's all for today.
Goodbye!
See you tomorrow.
Have a nice weekend/holiday.

Flashcard games

Which card is this?

Cut out a small square in the middle of an A4 sheet of white paper. Cover the flashcards with this sheet of paper in such a way that students can see only part of the picture in the cut-out hole. Ask students to guess what the cards present.

Observation

Show students a flashcard, but do it quickly. Then ask them *What's this?* The students' task is to name the object presented in the card. If students fail to guess it the first time, show them the card again a little slower than before.

Guess and take it!

Hold up a flashcard. The student who is first to say the word presented in the card may take it. The student who collects the highest number of cards wins.

Echo

Make sure that students are familiar with the echo technique. Show students the flashcards and speak out relevant words. Ask students to repeat the words after you a few times quieter and quieter, like an echo.

Remember and say it!

Stick four or five cards to the board. Ask students to remember what they present. Then, remove the cards from the board and ask students to say the names. Repeat with other cards.

Remembering the order

Select four flashcards from the same topic and stick them to the board. Ask a few volunteers to look at the pictures and say the names of the objects presented. Then, ask students to remember the order in which the cards are placed on the board. Stick the cards face down on the board and ask students to say the words in the correct order.

What's missing?

Stick the flashcards on the board. Give students a few minutes to remember the order in which they are placed. Then, ask students to close their eyes and remove one of the cards. Ask them *What's missing?* Students identify the missing card.

Snap!

Prepare flashcards from one vocabulary group. Say or write on the board one word from the group. Show students all cards from the group. When students see the card with the picture corresponding to the word, they call *Snap!*

Which card have you got?

Select a few flashcards and give them to students. Ask them to pass the cards on in such a way that they cannot see what they show. At some point say *Stop*, and ask *Who's got the (apple)?* The student who has the card you asked for says *Me!*

Where is this card?

Stick the flashcards all over the classroom. Say the words and students point to appropriate cards.

Listen and pass it on!

Distribute the flashcards with selected words among students (e.g. one card per desk). Speak out sentences including the selected words and ask the students to pass appropriate cards to you.

Standing up

Hand over the cards from one set, e.g. with animals, to particular students. Say the names of the animals aloud. The task of the student holding the card presenting the animal you named is to stand up when he/she hears the name and to show the picture to the other students.

Raise your card

Distribute the cards among students. Tell students a short story in English. When a student hears the word depicted in his/her card, he/she raises it up.

Yes!/No!

Show students the flashcards and ask them to name the pictures together with you. Then, show students the cards in such a way that only they can see the pictures. Say a word in English. The students' task is to say aloud *Yes!* if the picture shows the word you said. If the picture does not show the given word, students say *No!* Continue providing words until all the pictures are correctly named.

Numbers

Stick five flashcards on the board, e.g. with food. Ask one student to come to the board and to write numbers under appropriate pictures following your instructions, e.g. *the (chicken) is number (one)*. Do the same with the four remaining cards. Then, ask particular students *What's number (three)?*

Charades

If it is possible, ask students to sit in a circle. Give one student the entire set of cards, e.g. from the unit *Food*. Play some music. Students pass the set on when they hear the music. Stop the music. The student who holds the set stands up, selects one card and mimes the word (e.g. if he/she had chosen a picture of a banana, he/she mimes peeling it and eating it). The task of the others is to guess the word. The card described is taken away and the game goes on.

Which is different?

Stick a set of five cards to the board: four from the same group and one from a different group. Ask students *Which is different?* The students' task is to find the odd card as quickly as possible.

Categories

Revise the vocabulary belonging to two topics, e.g. animals and food, using the flashcards. Show students the flashcards and check if they can provide correct names. Then, divide students into two groups and ask them to recall as many words belonging to one category as they remember. Award the team with one point for one correct answer.

Game with the bag

Put a few flashcards belonging to various categories in a nontransparent bag. Ask students to pick one card from the bag and name the item it presents. A student picks up cards and names pictures until he/she takes a picture he/she is not able to name. Count all the correctly named cards and award the student one point for each card. Put the cards in the bag again and repeat the game with another student. The winner is the student who scores the highest number of points.



Countdown

Divide the class into small groups. Give each group several shuffled flashcards relating to different units (prepare copies of cards if you want each group to have the same set). Ask the groups to divide the cards into separate categories (e.g. colours, school objects, etc.). The winner is the group which completes the task first.

Easy or difficult?

Divide 20 flashcards into two groups 'easy' (e.g. with vocabulary relating to the currently discussed unit) and 'difficult' (e.g. with vocabulary relating to previous units). Divide the class into two teams. Each team scores 5 points for each correctly given word from the 'difficult' group and 1 point for a word from the 'easy' group.

Flashcard and Word Card games

Match the cards

Stick word cards belonging to one group on the board in one column. Stick a shuffled set of corresponding flashcards in another column. Ask students to come to the board one by one and match the flashcards with the appropriate words.

Mime the word

Stick five or six word cards to the board in one row. Prepare the corresponding flashcards and ask certain students to come to the board and place the pictures under the appropriate word cards. When all cards are correctly matched, point to particular words and encourage students to read them together. Then, take off the flashcards. Ask one student to come to the board and point at the word to be mimed. Do the same with the other words.

Find a match

Prepare five flashcards and five corresponding word cards. Distribute them among students and then ask them to come to the front of the class. Explain to them that you will count to ten (or fifteen, if students know these numbers) aloud together with other students and during this time they have to find their match. When they find their partners, students stand up and raise their cards.

Bingo!

Ask students to prepare four or five word cards related to the topic you suggest. Raise the word cards, saying the name of the depicted object. The students' task is to mark in their sets the words which they saw in the pictures. The student who marks all the pictures calls *Bingo!* Then, ask the winner to read out the marked words. You may continue the game with the other students.

Music cards

Prepare a recording with music. Distribute shuffled flashcards and corresponding word cards among students. Play the recording. The students' task is to pass cards on from one to another. When you stop the music, the students holding word cards stand up and read the words aloud. The students with flashcards stand up upon hearing a word corresponding to their picture.

Draw the word

Place a set of word cards on the desk. Draw a box on the board. Ask a student to pick up the first card and draw the object mentioned in the card in the box on the board. Other students guess the word. When they guess the word, the student shows the word card to the class.

Games with a puppet/soft toy

Words and scenes

Using a soft toy, speak out a new word in English and ask students to perform a simple task, e.g. *Find something red. Stand up. Pick up a rubber. Point to ... Touch something ...*, etc.

Questions

Using a soft toy, ask students simple questions, e.g. *What's your name? What colour is it? Have you got a pencil? Do you like cheese?*

Can I have ..., please?

Distribute flashcards to students. Ask them to name objects presented in the cards. Then, using a soft toy ask for particular cards *Can I have the (bird), please?* The students' task is to give the appropriate card to the toy.

Pass the soft toy

If it is possible, ask students to sit in a circle. Play the recording of the song you want to revise and ask students to pass the soft toy to one another when they hear music. When you stop the recording, the task of the student holding the toy is to say a word or a line from the song. Start the recording again.

Games with songs and chants

Sing and respond

Provide a few students with one word they have to remember. (The words should come from the song or chant you want to revise.) Play the recording and ask students to stand up and sing and sit down when they hear their word.

Sing and stand in the correct order

Use the flashcards with objects appearing in the song you want to revise. Ask a few students to come to the board. Give them the cards. Explain to students that their task is to listen to the lyrics carefully and to stand in the order in which the words from their cards appear. The other students sing the song.

Performances

Select a few songs or chants for which you can prepare simple costumes or props. Teach students to show the content of the song or chant with gestures or mimics. Invite parents, teachers or students from other classes to a mini-performance.

TPR activities

What does the picture present?

Distribute small sheets of paper among students and ask them to draw on them one object from the covered material, e.g. food. Collect the papers and stick them to students' backs without revealing to them what the pictures present. The aim of the game is to stimulate students to ask questions, thanks to which they will be able to guess which picture they have on their backs, e.g. *Is it a (banana)?* Students may walk around the classroom or play in pairs.

Broken telephone

Divide students into two groups. Students stand in two rows. First students in each row should stay close to the teacher's desk. Put flashcards belonging to two categories, e.g. food and animals on the desk. Whisper one word from different categories (e.g. 1 – *bread*, 2 – *cat*) to the two last students in the rows. Say *Start!* Students whisper the word one to another to the first student in the row. The task of this student is to select the appropriate picture card from the pile lying on your desk and show it to you. A team scores one point for every correctly chosen card. Then the first student in a row goes to its end and the game goes on.

Alternative bingo

Ask each student to draw a picture presenting a word from a certain vocabulary group (e.g. animals). While students are drawing, write words belonging to this vocabulary group on small pieces of paper and put them in a box or bag. Ask students to stand up. Pick up one piece of paper at a time and read out the word. The students who drew the corresponding animal or object should sit down. Continue until you use all the pieces of paper.

How many of us are there?

Play a recording with lively music and ask students to move around the classroom in a particular way (jumping, walking, dancing). At some point stop the music and say a number between 2 and 5 in English. Students have to form groups composed of the appropriate number of people. Students who have not joined any group have to wait one turn. Continue the game. If students feel confident, say numbers between 6 and 10.

Catch and say it!

Ask students to stand in a big circle. Say a category of vocabulary (e.g. food) aloud and throw a soft ball to a selected student. The student has to say a word from the category you chose. If the student doesn't catch the ball or say the appropriate word, he/she has to sit down. Continue the game until all students sit down.

Pass the ball

Ask students to sit in a circle. Choose a category of vocabulary. Give students a small soft ball and ask them to pass it from hand to hand. Every student who receives the ball has to say a word belonging to the chosen category – if he/she fails to do so, he/she drops out of the game.

The ball is burning

Students standing in a circle throw a ball or a soft toy to one another and name the colours. The ball or soft toy shouldn't be caught when somebody says *Black!* If despite that, somebody catches the ball, he/she kneels or squats down and continues playing. When he/she catches the ball properly in the next turn, he/she stands up.

Guessing game: pictures

Ask one student to slowly draw on the board a picture presenting a new word from the current lesson. Other students try to guess what the picture presents and say the appropriate word. The student who guesses the word first draws the next picture.

I name it and you point to it

Students sit in a circle. In the middle place a few flashcards belonging to one vocabulary group. Ask students to keep their hands behind their backs. Say a word presented on one of the cards placed in the middle of the circle. The students' task is to touch it as quickly as possible. You can divide the class into teams and award points to the group whose representative touched the card first. Students may also play this game in pairs or in small groups.

Simon says

Give students simple instructions. Warn them, however, that they can follow the instructions only when these are preceded by the phrase *Simon says*, e.g. when you say *Simon says jump*, students can jump, but when you say only *Jump*, they cannot move (explain students that Simon is a king who gives them commands). The student who makes a mistake loses one point. Vary the speed of instructions to make the game more interesting. Later you may ask students to give instructions. Instead of the name *Simon* you may use the word *teacher*, your name, or the name of a toy or puppet, if you use it.

Word Swat

Divide students into two teams. Ask them to stand in a line facing the board. Give the student at the front of each team a fly swat. Place words on randomly on the board. Say or describe a word. The student with the fly swat must run and swat the correct word/s. The student who completes the task first wins a point.

Team games

Picture charades

Divide the class into two teams. Invite one representative of each team to the front of the classroom. Show each of them the same word card or whisper to them the same word. Students draw on the board pictures presenting the word. The team which is the first to guess the meaning of the picture and provides the correct word scores one point.

Funny race

Divide the class into two teams. Each of the teams stands in a row behind one chair, placing another chair a few metres away. One student from each team sits on the chair standing at the front of the row. Give each group different names of activities (*jump, clap, stamp, dance, etc.*). Students have to move from the chair they sit on to the other one belonging to their team while performing the activity. The student who follows the instruction correctly and sits on the second chair first, scores one point for his/her team.

Board race

Divide the class into two teams. On the board draw a long racetrack divided into a number of stages corresponding to the number of questions prepared. Use pieces of colourful paper or magnets as pawns (one for each team). Ask students questions, e.g. show them flashcards, story cards or objects located in the classroom and ask *What's this? How many?* The student who provides the correct answer scores one point for his/her team and may move the pawn to the next field. The team which reaches the finishing line with the highest score is the winner.

Answer and draw points

Divide the class into two teams. Invite representatives of both teams to the board in turns. Quietly give them particular words and ask them to draw appropriate pictures on the board. If the picture depicts the word correctly, the student rolls the dice or spins the spinner and scores the indicated number of points for his/her team.

Parachute

Divide students into two teams. On the board draw a big falling parachute with a parachutist. Think of a word from the current unit and draw as many strokes or lines attached to the parachute, as many letters there are in the word. Students from both teams try to guess the word. For each incorrect answer erase one of the lines. Grant points to the teams when they provide a correct answer. When you erase all lines before the word is guessed, the team who answered last loses a point. In order to make the game more dramatic, draw a shark emerging from the sea below the parachutist.

Hanging the laundry

Cut out the shapes of some clothes from cardboard in various colours. On the board draw a line and stick the clothes there. You can also hang pieces of cardboard on a real washing line spread between two places in the classroom. Allow students to examine for a while the order in which the clothes are hung, then take them off the string. Ask students to draw clothes in their notebooks in the same order in which they saw them before. If there is no time to draw, ask students to give names of the clothes in the correct order. You may also divide the class into 2 teams and award points to the team which provides the correct answer first.

Repetition game

Divide the class into two teams. Invite one from each team to the front of the class. Stick a few flashcards to the board and number them. Ask a student to provide the number of a picture on the board. Roll the dice or spin the spinner. The student has to repeat a given word the stated number of times. For correct performance of the task, the student scores for his/her team the number of points equal to the number on the die or spinner.

Team quiz

Show students a set of ten flashcards and ask them to name the objects presented. Raising each of the cards, ask *What is it?* The students' task is to name the picture *It's (a boat)*. Stick the cards face down on the board. Behind the cards write numbers from 1 to 10. Divide students into two teams. Say the names of the objects on the back of the cards aloud.

The students' task is to guess which number represents a specific picture. Reveal the card to which the students have pointed: if the answer is correct, the team scores 2 points. If the answer is incorrect, it's the turn of the other group to guess. The game continues until all cards are revealed.

Noughts and crosses

Divide the class into two teams: 'noughts' and 'crosses'. Draw the grid for noughts and crosses on the board. Place one card in each field of the grid, face down to the board. Ask a student from the first team to reveal one card. If the student can say the correct word, he/she may take the card and place the sign of his/her team in that field. Then the student from the other team does the same. The winner is the team which manages to put 3 signs in a row.

Listen and touch!

Divide the class into two teams. Stick a certain number of flashcards to the board. Ask one student from each team to stand in front of the board. Say one of the words presented on the cards on the board. The student who touches the correct card first scores one point for his/her team. Repeat with other students and cards.

Guess the name

Divide the class into two teams. Ask one student from each team to come to the front of the class and stand with their back towards you. Hold up a flashcard, count to three and say *Turn around*. The student who turns around first and says the correct word scores one point for his/her team. Repeat with other students and cards.

Classroom language

1  Listen and point. Then say.



Look.



Listen.



Point.



Read.



Draw.



Write.

2  Say and do.

4  four





Objectives

- **Lesson aims:** to understand and say classroom language
- **Target language:** *look, listen, point, read, draw, write*
Stand up. Sit down. Pick up your book. Open your book.
Close your book. Wave goodbye.

Global Scale of English (GSE)

- **Listening:** Can follow short, basic classroom instructions, if supported by pictures or gestures (GSE 13).
- **Speaking:** Can repeat phrases and short sentences, if spoken slowly and clearly (GSE 16).
- **Vocabulary:** Can use language related to telling someone what to do (GSE 10–29).


Assessment for Learning

-  Setting aims and criteria: lesson objectives and presentation
-  Monitoring students' learning: Traffic light cards
-  Peer learning: pairwork; groupwork
-  Independent learning: Summative questions technique

Starting the lesson

- Write the words on the board: *look, listen, point, read, draw, write*. Show meaning with actions, e.g. look (gesture towards the eyes), listen (gesture towards the ears), point (point to the board), read (spread hands like a book), draw (draw a flower on the board), write (write *A, B, C* on the board).


Presentation

-  Explain that in this lesson ss will learn to understand and say classroom language.


Practice

Pupil's Book

1 CL.1 Listen and point. Then say.

- Give ss time to look at the pictures.
- Play the audio and ss listen and point. Play the audio again and ss say the words.
- **Extension**  In pairs, ss draw icons for the instructions. Ss share their ideas with the class.

2 Say and do.

- Say and do the actions using the gestures from Starting the lesson. Ss watch and point to the pictures.
- Tell ss to stand up. Say and do the actions and this time ss listen and do the actions, too.
- Then say the actions, but only the ss do the actions. Check ss are doing the correct one.
-  Use the Traffic light cards technique to find out if ss have understood and learnt from the activity.
- **Extension** Say the actions in a different order and ss do the actions by themselves.

Diversity


Support

- Ss play *Simon Says* with the actions. Ask ss to stand up. Say an action and if you say '*Simon says*' before it, then ss do it. If you don't, they don't do it. Ss who make a mistake are out and have to sit down.

3 CL.2 Listen and point. Then say.

- Give ss time to look at the pictures.
- Play the audio and ss listen and point. Play the audio again and ss say the sentences.
- **Extension** Ss come to the front and mime an instruction or action. The rest of the class guesses what it is.

4 Say and do.

- Say and do actions 1–6 from the Pupil's Book. Ss watch and point to the pictures.
- Tell ss to stand up. Say and do the actions and this time, ss listen and do the actions, too.
- Then say the actions, but only the ss do the actions. Check ss are doing the correct one.
-  In pairs, one student gives an instruction from the Pupil's Book and the other does the action.

Activity Book

1 Look and match.

- Ask ss to look at the pictures. Say the numbers and ss do the gestures, e.g. Number 1 – ss point with their index finger.
- Ss complete the activity individually. Check answers as a class.

Answer key 2 Read., 3 Write., 4 Look., 5 Listen., 6 Draw.

2 Look and circle.

- Ss look at the pictures and decide what activity each picture shows. They circle the correct word. Check answers as a class.

Answer key 1 Read., 2 Look., 3 Listen., 4 Point.

3 Look and trace.

- Ss trace the words to complete the instructions. Ss show their work to their partners. They practise reading the instructions together. Praise neat handwriting.

4 Read and tick (✓) or cross (✗).


- Ss look at the pictures. Ask a student to read the instruction. Ask *Is it the same?* If the answer is yes, they put a tick. If the answer is no, they put a cross.

Answer key 1 ✗, 2 ✓, 3 ✓, 4 ✓

Extra activity TPR

- Put ss in groups of four. Have the ss stand in their group. Practise saying four instructions in the following rap with their corresponding actions:
Stand up!
Sit down!
Close your book!
Wave goodbye!
- Repeat the rap several times with the corresponding actions until ss have learnt the rap by heart.
- You could also say the rap several times with the ss, getting faster and faster to make it more challenging.

Finishing the lesson

-  Use the Summative questions technique to ask ss what they have learnt in today's lesson, what they liked about it and what they can do now. Give examples and have ss repeat, e.g. *I understand (look). I understand (stand up). I can say (look). I can say (stand up).*



3  Listen and point. Then say.

1



Stand up.

2



Sit down.

3



Pick up your book.

4



Open your book.

5



Close your book.

6



Wave goodbye.

4  Say and do.

five 5

Hello!

1  Find and circle. 

2   Watch or listen and read.

1



6 six

Objectives

- **Lesson aims:** to understand simple cartoon stories; to meet new friends
- **Target language:** *Hello! Hi! Goodbye. What's your name? My name's ... It's my birthday. How old are you?*





Global Scale of English (GSE)

- **Reading:** Can recognise key words and basic phrases in short, simple cartoon stories (GSE 24). Can understand basic sentences introducing someone (e.g. name, age) (GSE 17).
- **Listening:** Can recognise familiar words and basic phrases in short illustrated stories, if read out slowly and clearly (GSE 24). Can understand the main information when people introduce themselves (e.g. name, age, where they are from) (GSE 19).
- **Speaking:** Can introduce themselves using basic phrases (GSE 11). Can act out parts of a picture story using simple actions and words (GSE 30).


Materials

- sheets of A4 paper, enough for each student
- sock puppets or straw and paper to make straw puppets
- ready straw puppet (draw a head and stick it on a straw)
- glue

Assessment for Learning

-  Setting aims and criteria: lesson objectives presentation
-  Monitoring students' learning: Lollipop stick technique
-  Peer learning: pairwork; groupwork; Expert envoy technique
-  Independent learning: portfolio


Starting the lesson

-  **0.2 & 0.3** Have pupils listen to a song you will always sing at the beginning of each lesson. Play the chant. Ss do the actions as they hear them.
- A karaoke version of the chant is available (track 0.3).

Shake. Shake. Shake.
Clap. Clap. Clap.
It's time for English class.
Shake. Shake. Shake.
Clap. Clap. Clap.
Get ready, everyone!






Shake. Shake. Shake.
Clap. Clap. Clap.
It's time to have some fun.
Shake. Shake. Shake.
Clap. Clap. Clap.
Sit down, everyone!

Presentation

-  Explain that in this lesson ss will learn to introduce themselves and say how old they are.
- Using two straw or sock puppets, perform a small dialogue where the puppets introduce each other.
Puppet 1: Hello.
Puppet 2: Hi!
Puppet 1: What's your name?
Puppet 2: My name's Tom.
- Give one puppet to a random pupil and repeat act, helping ss respond. Continue with a few more pupils.
- Ask ss to look at page 6. Ss describe the picture, telling you where the children in the picture are, how many children there are and what animal they see.
- Ask what they think the story will be about.

Practice

Pupil's Book


- 1  **Find and circle.** 
 - Ask ss what number they see in the rubric. Explain that they have to find it in the picture.
 -  Using the Lollipop stick technique, have ss give the answer.
 - Ask ss to raise their hands if they are seven, too.
- 2   **S1 Watch or listen and read.**
 - After playing the video or audio, ask ss what the children's names are.
 - Read each line and have ss repeat after you.

Diversity

Support

- Pause the video or audio at each frame and ask ss different questions about the frame. Say a character's name, colour or thing, etc., and have ss point to them as they say it, e.g. say *Point to Marie*. Ss point to Marie and say her name.

Challenge

-  In groups of four, ss retell the story using their names.

Extra activity TPR



- Give each pupil the role of either Sam, Ben, Marie or Lucy and explain that when they hear their part, they have to stand up.
- Play the video or audio to complete the activity.

3 S2 Listen and match.


- Ask ss to look at the pictures of the children and say their names.
- **Extension** Explain that you will call out a number and ss have to say who it is, e.g. *One: Sam.*

1 Woman: This is Sam.
Sam: Hello. My name's Sam.
2 Woman: This is Marie.
Marie: Hello. I'm Marie.
3 Woman: This is Ben.
Ben: Hello. My name's Ben.
4 Woman: This is Lucy.
Lucy: Hello. I'm Lucy.
5 Woman: This is Einstein.



4 Act out the story.

-  Divide ss into small groups. Tell them to choose their roles and practise them.
- Play the audio and pause at each section for each group to say their part after they hear it.
-  Have the groups perform in front of the class.

5 S3 Listen and read.

-  Divide the class into two groups and assign one group Lola and the other Max.
- Play the audio pausing at each exchange for ss to repeat.
- **Extension** Say a sentence and ss say the sentence that comes after it.

6 Act out the dialogue. Use your names and ages.

-  Using the Lollipop stick technique, invite two ss to come to the front of the class and act out the dialogue.
-  Place ss in pairs and have them act out the dialogues.

Activity Book

1 Look and trace.

- Ask ss the children's names. Then ss open their books and read them.
- Praise neat handwriting.


2 S4 Listen and number.

- Ask ss to look at each child in the picture. Point to the children and say wrong names for ss to correct you.
- Play the audio to complete the activity. Ss check answers with their partner.


Answer key 1 Marie, 2 Sam, 3 Ben, 4 Lucy, 5 Einstein

1 Sam: Hello! What's your name?
Marie: Hi! My name's Marie.
2 Marie: What's your name?
Sam: Hi! I'm Sam.
3 Marie: What's your name?
Ben: Hello! My name's Ben.
4 Marie: What's your name?
Lucy: Hi! I'm Lucy.
5 Sam: What's your name?
Marie: Einstein!

3 Write, draw and colour.

-  Use the Expert envoy technique to have ss do this activity.



Extra activity Fast finishers

- Have ss write a short dialogue on a sheet of A4 paper and draw a picture for it.
-  Place work in their portfolios.

Extra activity Communication

- Give ss the opportunity of introducing themselves to other ss from different classes in English.

Finishing the lesson

- Give ss a straw and a piece of paper. Have them draw a head with a face, cut it out and stick it to the straw.
- Explain that with their straw puppets they have to act out a dialogue like the one in Activity 5.
-  Invite pairs to perform their act in front of the class.
- Ss place their straw puppets in their folders. Keep straw puppets for lessons throughout course.
-  **0.4 & 0.5** Have pupils listen to a song you will always sing at the end of each lesson. Play the chant. Ss do the actions as they hear them.
- A karaoke version of the chant is available (track 0.5).

Shake. Shake. Shake.
 Clap. Clap. Clap.
 It's time to end the class.
 Shake. Shake. Shake.
 Clap. Clap. Clap.
 Wave goodbye, everyone!
 Wave goodbye, everyone.

Next lesson Remind ss to bring their straw puppets for the next lesson.

3 Listen and match.

1 Marie
2 Einstein
3 Sam
4 Lucy
5 Ben

4 Act out the story.

English in action

Meeting new friends

5 Listen and read.



- Hello! I'm **Lola**. What's your name?
- My name's **Max**.
- Hi, **Max**. How old are you?
- I'm **seven**. How old are you?
- I'm **six**.

6 Act out the dialogue. Use your **names** and **ages**.

Objectives

- **Lesson aims:** to recognise and say numbers up to ten
- **Target language:** *one, two, three, four, five, six, seven, eight, nine, ten*
How many ...?

Global Scale of English (GSE)

- **Reading:** Can read cardinal numbers up to ten written as words (GSE 12).
- **Listening:** Can recognise cardinal numbers up to ten in short phrases and sentences spoken slowly and clearly (GSE 10).
- **Speaking:** Can say how many things there are, up to ten (GSE 21).

Materials

- sheets of A4 paper with numbers 1–10 on them, enough for each student
- sheets of A4 paper, enough for each student
- straw puppets
- coloured pencils

Assessment for Learning

- 🎯 Setting aims and criteria: lesson objectives presentation
- 🗨️ Monitoring students' learning: Lollipop stick technique; Traffic lights cards technique; Thumbs up/down technique
- 👥 Peer learning: pairwork; groupwork
- 🎓 Independent learning: Summative questions technique

Starting the lesson

- Ask ss if they remember what they learnt in the previous lesson.
- 🗨️ Using the Lollipop stick technique, choose ss to come to the front of the class and ask *What's your name? How old are you?*
- 👥 Have ss repeat the activity in pairs, using their straw puppets.

Presentation

- 🎯 Explain that in this lesson ss will learn how to count up to ten. On the board write the numbers 1–10. Say each number and have ss repeat after you.

Extra activity TPR

- Give each student a card with the number on it. Say a number and ss have to clap if it's their number.
- Then say the numbers in the correct order for ss to repeat after you. As their number comes up, they stand up and raise their paper in the air.

Practice

Pupil's Book

1 🎧 S5 & S6 Listen and chant.

- On the board, write numbers 1–10. Point to numbers, say them and ss repeat. Then say a number and show it using your fingers.
- Play the chant. Ss show their fingers as they hear numbers.
- A karaoke version of the chant is available (track S6).
- **Extension** After ss chant, explain that you will say a number and they have to say the number that comes after it.

Diversity

Support

- Give each student a sheet of A4 paper and have them draw an outline of their two hands on it. Then have ss number each finger 1–10. Under each number, they write the word, e.g. 1 – *one*.
- Go through the numbers 1–10 as ss repeat after you. Explain that you will say a number and they have to repeat after you as they point to it on their sheet.
- 👥 Place ss in small groups for them to continue the activity. Monitor and gently correct ss.

Challenge

- 👥 In pairs, ss count forwards and backwards. Then, one student says a number and their partner counts forwards to 10 and backwards to 1 from that number.

Extra activity Critical thinking

- Ask ss if any of the numbers sound the same as the numbers in their native language and if so, which one(s).

2 🎧 S7 Listen and draw. Then say.

- Pick up three coloured pencils and ask *How many pencils?* Elicit *Three*. Repeat a few more times.
- Direct ss to pictures in the activity. Ask how many balloons there are in each picture.
- Play the audio for ss to complete the first part of the activity. Check answers as a class.
- 🗨️ Use the Thumbs up/down technique to check if pupils are ready to do the second part of the activity.
- Then explain that ss have to ask their partners how many balloons there are in each picture. Do the first item with the class, by picking up your book and pointing to the first image. Ask *How many balloons?* and elicit the answer.
- 🗨️ Using the Traffic lights cards technique, ensure ss have understood the activity before placing them in pairs to do the activity.

Girl: How many balloons?	Girl: How many balloons?
Boy: Ten.	Boy: Three.
Girl: How many balloons?	Girl: How many balloons?
Boy: Eight.	Boy: One. One balloon.
Girl: How many balloons?	
Boy: Six.	

3 Look at page 6. Count and write.

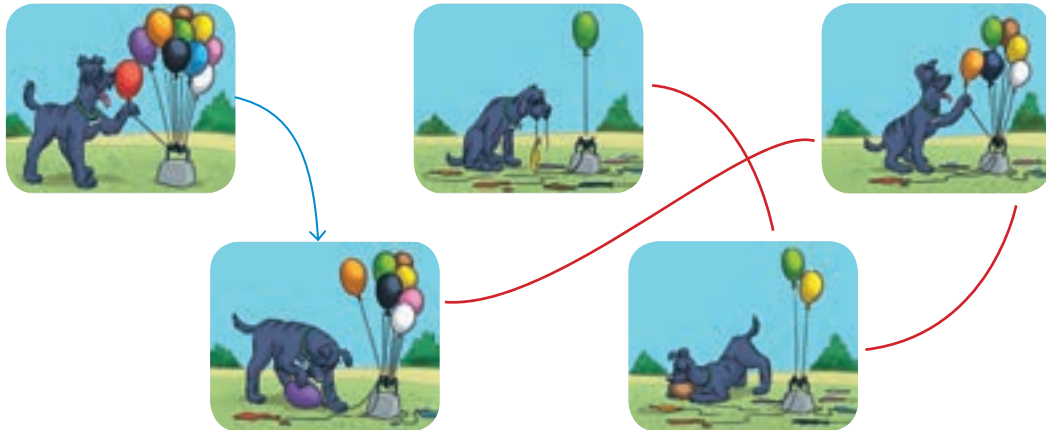
- Direct ss to page 6. Hold up your book and point to the balloons. Ask *How many balloons?* Elicit *Ten*. Continue with a few more items.
- Have ss then complete the activity and check answers with their partners.
- 👥 Have ss ask each other how many items there are for each picture.

1 Listen and chant.



one two three four five six seven eight nine ten

2 Listen and draw. Then say.



How many balloons?



Six.

3 Look at page 6. Count and write.



8 eight

Activity Book

1 Trace, match and colour.

- Ss complete the activity and raise their hands to show you. Compliment ss on their good work.

2 Read, trace and draw.

- When ss have completed the activity, pair them up with other ss that have also completed the activity. Have them ask and answer using *How many ...?*

Extra activity Fast finishers

- Have ss draw different classroom objects in their notebooks and write how many there are under them.

Finishing the lesson

- Give each student a sheet of A4 paper. Have them draw a tic-tac-toe outline.
- Tell ss to draw different items in each square, but different amounts, e.g. four apples, three books, etc.
- Then in pairs, they ask each other how many items there are by pointing to each box.
- Use the Summative questions technique to ask ss what they have learnt in today's lesson, what they liked about it and what they can now do.

Objectives

- **Lesson aims:** to recognise and say colours
- **Target language:** *red, yellow, blue, green, black, purple, orange, brown, pink, white, What colour is it?*

Global Scale of English (GSE)

- **Reading:** Can recognise a range of basic everyday nouns and adjectives (e.g. colours, numbers, classroom objects) (GSE 17).
- **Listening:** Can recognise a few familiar everyday nouns and adjectives (e.g. colours, numbers, classroom objects), if spoken slowly and clearly (GSE 10). Can recognise familiar words and phrases in short, simple songs or chants (GSE 18).
- **Speaking:** Can recite a short, simple rhyme or chant (GSE 16).

Materials

- flashcards from this lesson
- sheets of A4 paper, enough for each student
- colour pencils

Assessment for Learning

- Setting aims and criteria: lesson objectives presentation
- Monitoring students' learning: Lollipop stick technique; Thumbs up/down technique
- Peer learning: pairwork; groupwork; Expert envoy technique
- Independent Learning: Thought-provoking questions technique

Starting the lesson

- Explain that you will say a number and ss have to show it with their fingers. Say *Eight*, ss show eight fingers. Repeat a few times.
- Place ss in pairs and have them continue.

Presentation

- Place the colours flashcards on the board. Explain that in this lesson ss will learn the colours.
- Point to each flashcard, say the colour and have ss repeat after you.
- Use the Lollipop stick technique to bring a student to the board. Say a colour for them to point to.
- Then, using the Lollipop stick technique again, bring another student to the board. The first student now says a few colours for the new student to point to.

Practice

Pupil's Book

- 1 **S8 Listen and say. Then listen and point.**
 - Complete the activity and have ss point to a colour for their partner to say.

Extra activity Creativity

- Ask ss what their favourite colour is and to find an object in the classroom with that colour. On a sheet of A4 paper they draw, colour and label the item to present to the class.

- 2 **S9 & S10 Listen and sing.**

- Point to a flashcard on the board and ask *What colour is it?* Elicit the answer. Continue a few more times.
- Then have ss repeat the activity, using the colours in Activity 1.
- Refer ss to the pictures in Activity 2. Ask them to look at Sam's leaf. Ask *What colour is it?* Elicit *Green*. Continue with all the items.
- Play song for ss to sing. Point to the flashcards as you hear the colours.
- A karaoke version of the song is available (track S10).
- **Extension** In small groups, ss write a verse for the song using different colours to sing to the class.

Extra activity TPR

- Divide the class into four groups. Name each group according to the colour group of each verse, e.g. *red, yellow, blue and green*.
- Explain that each group will stand up and sing their verse only.
- Play the audio and do the activity. Then allocate each group a separate set of colours and repeat.

- 3 **Look at page 6. Find and say.**

- Explain that ss have to find the objects in each picture on page 6 and ask and answer what colour they are.
- Using the Expert envoy technique, pair up stronger ss with weaker ones for this activity.
- Give the stronger student some time to explain the activity to their partner if necessary.
- Using the Thumbs up/down technique, ss tell you when they are ready to do the activity.

- 4 **Go to page 118. Teacher's Book page 254**

- Refer ss to page 118 and have them answer the question.
- Check the answer (*purple*) and tell ss they can now stick their star sticker.

Activity Book

- 1 **Trace and colour.**

- When ss complete the activity, ask them to raise their hands and show you their work.
- Ask ss what colour each item is. Point to the first balloon and ask what colour it is.
- Place ss in pairs and have them ask their partners what colour each item is.

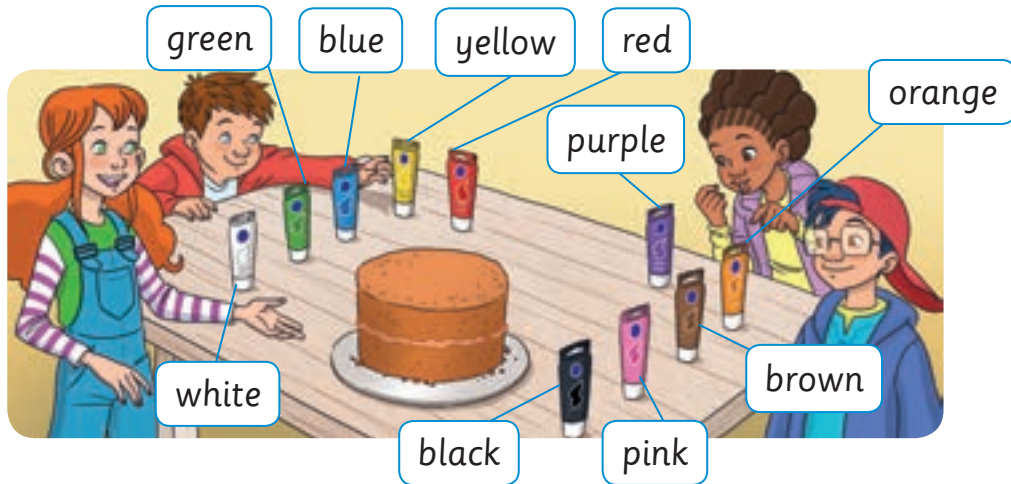
- 2 **Read and trace.**

- Ss complete the activity individually and show their work to their partners.
- Now tell ss to complete the Picture dictionary on page 110.

Extra activity Creativity

- Have ss draw and colour different items in their notebooks and write what colour and how many there are.

1 Listen and say. Then listen and point.



2 Listen and sing.



Red, yellow, blue or green.
What colour is it?
Green, it's green.

Black, white, pink or blue.
What colour is it?
Blue, it's blue.



Purple, orange, brown or pink.
What colour is it?
Pink, it's pink.

Green, red, brown! Oh, no!
What colour is it?
White, it's white.



3 Look at page 6. Find and say.



green



brown



blue



purple



red

4 Go to page 118.

Number 1.
What colour is it?

It's green.

Finishing the lesson

- Hold a class survey asking ss to choose which activity from the whole unit they would like to do again.
- Place ss in groups or pairs to do the chosen activity.
- Then using the Thought-provoking questions technique, ask ss how they feel about their learning, if they feel they are learning successfully, what they can work on to improve and what they would like to learn next.

1

Look at my toys!

1  How many toys can you see?



Find something purple.
What other colours can you see?
How many balloons can you see?

10 ten



Find something purple. **a balloon**
What other colours can you see? **red, yellow, orange, blue, green, pink, white, black, brown**
How many balloons can you see? **six balloons**

Unit objectives

to describe toys

Language

Vocabulary	Indoor toys: <i>car, plane, puzzle, yoyo, building set, doll, action figure, robot, teddy, dinosaur</i> Outdoor toys: <i>bike, kite, scooter, slide, ball, swing</i>
Grammar	<i>What's this? It's a (car). It's an (action figure).</i> <i>Is it a (swing)? Yes, it is. No, it isn't.</i>
Functions	<i>Can I play with (it), please?</i>
Phonics	<i>b, p, d, t</i>

Key competences

Linguistic competence: use language as an instrument for communication (L. 1–7)

Mathematical, scientific and technological competences: count to ten (L. 1); use numbers to complete an activity (L. 3)

Digital competence: use Pupil's Book eBook (L. 1–7)

Social and civic competences: learn to be creative (L. 2 and 5); learn to share (L. 6)

Cultural awareness and expression: raise awareness of cultural similarities and differences (L. 5)

Learning to learn: reflect on what has been learnt and self-evaluate progress (L. 1–7) using: previous knowledge (L. 1); following instructions (L. 1–7); personalisation of language learnt (L. 5 and 7)

Initiative and entrepreneurship: choose topic for the project (L. 5)

21st Century Skills for Learning and Innovation

Critical thinking	Predicting (L. 2); Problem solving (L. 2 and 7); Logical thinking (L. 2); Defining and describing (L. 1, 3, 4 and 5); Finding information (L. 2 and 5); Planning (L. 5); Reflecting on learning (L. 1–7)
Creativity	Design a new teddy robot (L. 2)
Communication	Describing toys (L. 1 and 3); Cut-outs game (L. 4); Functional dialogue (L. 6)
Collaboration	Project groupwork (L. 5); Acting out (L. 2 and 6)

Evaluation

- Assessment for Learning: throughout the unit (see detailed notes in the lesson plans)
- Self-assessment: Pupil's Book pp. 18 and 118; Activity Book p. 15
- Picture dictionary: Activity Book p. 111
- Unit 1 Extra practice: Activity Book p. 16
- Unit 1 Photocopiable Resources (optional): Vocabulary 1 and 2, Grammar 1 and 2, Communication, Song, Story, Culture, English in Action, Phonics, CLIL
- Unit 1 Test

External exams

Pupil's Book

Pre A1 Starters Reading and Writing Part 3

Activity Book

Pre A1 Starters Reading and Writing Part 1

Objectives

- **Lesson aims:** to ask and answer about toys; to use *a/ an* with single countable nouns
- **Target language:** *car, plane, puzzle, yoyo, building set, doll, action figure, robot, teddy, dinosaur*
It's a (car). It's an (action figure).

Global Scale of English (GSE)

- **Listening:** Can recognise a few familiar everyday nouns and adjectives (e.g. colours, numbers, classroom objects), if spoken slowly and clearly (GSE 10).
- **Speaking:** Can name everyday objects in their immediate surroundings or in pictures, if guided by questions or prompts (GSE 19). Can recite a short, simple rhyme or chant (GSE 16).

Materials

- colours and toys flashcards
- stopwatch, different toys, pens and pencils, two fly swats, picture of a tablet or a real one
- sheets of A4 paper, enough for each student
- Resources 1 and 19

Assessment for Learning

- Setting aims and criteria: lesson objectives presentation
- Monitoring students' learning: Lollipop stick technique; Traffic lights cards technique
- Peer learning: pairwork; groupwork
- Independent learning: Three facts and a fib technique

Starting the lesson

- Have ss stand in two lines. Go to first student and introduce yourself, ask them their name and how old they are. Ss now introduce themselves to the student opposite.

Presentation

- Explain that in this lesson ss will learn to talk about toys. On the board, write *What's this ...? It's a ...*

Practice

Pupil's Book

1 How many toys can you see?

- Pick up two pencils and ask *How many ...?* Use the Lollipop stick technique to have a student answer. Continue with a few more pens and pencils.
- Refer ss to page 10 and ask them to count how many toys there are. Elicit answer.
- Place ss in pairs. Pick up the stopwatch and explain that they have one minute to answer the questions.
- Tell ss to use the Traffic lights cards technique. Explain the activity again if necessary.

Extra activity Critical thinking

- Have them describe the picture as best as they can, telling you who and where the children in the picture are, how many children there are, what colours they see, and to name any objects that they know, e.g. *balloon, dog*.

2 1.1 Listen and stick. Then listen and say.

- Place the flashcards on the board. Point to each picture and say the word. Ss repeat after you.

Look at my toys. It's a car. It's a plane. It's a puzzle. It's a yoyo. It's a building set. It's a doll. It's an action figure. It's a robot. It's a teddy. It's a dinosaur.

Now listen and say.

car, plane, puzzle, yoyo, building set, doll, action figure, robot, teddy, dinosaur

Extra activity TPR

- Have class form two lines facing the board. Hand ss at front of line the fly swats. Play the *Word swat* game with the unit vocabulary.

3 1.2 & 1.3 Listen and chant.

- Give each student a sheet of A4 paper. Ask them to draw one toy from the new words.
- Explain that you will play the chant and when they hear their toy, they raise their illustration.
- A karaoke version of the chant is available (track 1.3).

Diversity

Support

- Have ss draw three items from the vocabulary list.
- Go around the class and ask *What's this?* as you point to their items.
- Ss continue in pairs.

Challenge

- Ss write a small dialogue and illustrate their work. They read their work to their partners.

4 Find on page 10 and say.

- Draw ss' attention to the grammar box and the recorded model (track 1.4).
- Then using the flashcards, go through each item, asking *What's this?* Ss raise hands to answer.
- Ss complete the activity in pairs. Make sure ss swap roles.
- Monitor and help ss where necessary.

Activity Book

1 Look at Pupil's Book page 10. Read and circle.

- Give ss a little time to complete the activity. Have ss check their answers in pairs.

Answer key 2 brown, 3 yellow

2 Look, trace and match.

- Ss complete the activity individually. Have them raise their hands to show you their work.

Answer key 2 i, 3 j, 4 g, 5 b, 6 h, 7 d, 8 a, 9 f, 10 e

3 1.5 Listen and tick (✓).

- Ask ss to tell you what they see in each picture.
- When completed, have ss ask and answer about each picture in pairs using *What's this?*

Answer key 2 b, 3 b, 4 a

2 Listen and stick. Then listen and say.

1	2	3	4	5
car	plane	puzzle	yoyo	building set
6	7	8	9	10
doll	action figure	robot	teddy	dinosaur

3 Listen and chant.

What's this? It's a car.	What's this? It's a doll.
What's this? It's a puzzle.	What's this? It's a teddy.
A plane and a dinosaur. A building set, too.	A robot and a yoyo. An action figure, too.

4 Find on page 10 and say.

1	2	3
4	5	

1.4
What's this?
It's a car.
It's an action figure.

What's this?
It's a teddy.

- 1 What's this? It's an action figure.
- 2 What's this? It's a yoyo.
- 3 What's this? It's a doll.
- 4 What's this? It's a puzzle.

4 Read and circle.

- Use the Three facts and a fib technique. In pairs, ss point to an item and deliberately say its incorrect name. Their partner corrects them.

Answer key 2 car, 3 building set, 4 teddy

Extra activity Fast finishers

- Have ss draw their favourite toy on a sheet of A4 paper. Ask them to write what it is and what colour it is.

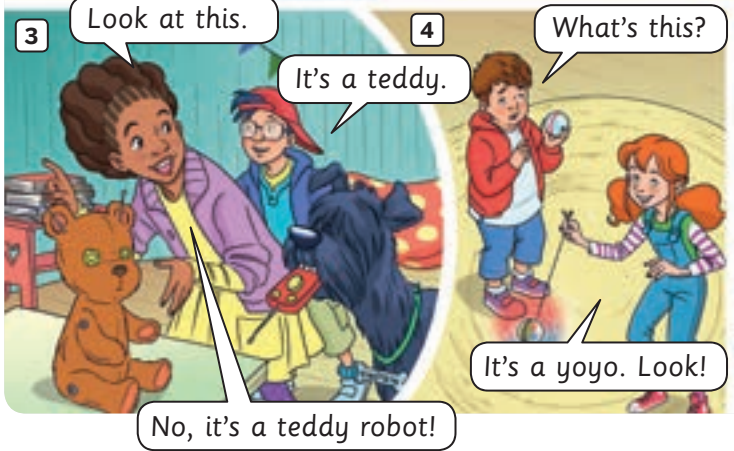
Finishing the lesson

- Give ss a sheet of A4 paper. Have them fold it in half.
- Ask them to draw and colour two toys on the A4 paper, one on each side.
- In pairs, ask and answer using *What's this?*



- 1 **Before you read** What colour is the dinosaur?
- 2 **1.6** Watch or listen and read.

The secret workshop



What is it? Can you guess?
It's a rollercoaster.



3 After you read Look at the story. Read and circle.



What's this?



1 It's a
dinosaur
robot.



2 It's a
yoyo
doll.



3 It's a
car
plane.

4 Act out the story.

Values
Be creative

5 Design a new teddy robot. Is it big or small?

Objectives

- **Lesson aims:** to understand simple cartoon stories
- **Target language:** toys

Global Scale of English (GSE)

- **Reading:** Can recognise key words and basic phrases in short, simple cartoon stories (GSE 24).
- **Listening:** Can recognise familiar words and basic phrases in short illustrated stories, if read out slowly and clearly (GSE 24).
- **Speaking:** Can answer simple questions about objects (e.g. colour, size) (GSE 22). Can act out parts of a picture story using simple actions and words (GSE 30).

Materials

- flashcards from Lesson 1 and story cards
- sheets of A4 paper, enough for each student
- fly swats and coloured pencils
- Resources 55 and 91

Assessment for Learning

- Setting aims and criteria: lesson objectives presentation
- Monitoring students' learning: Lollipop stick technique; True/False cards technique
- Peer learning: pairwork; groupwork; Think-pair-share technique
- Independent learning: portfolio

Starting the lesson

- Divide ss in two teams and play the *Word swat* game with the unit vocabulary.

Presentation

- Tell ss that today's story is about a secret workshop. On the board, write *The secret workshop*.

Practice

Pupil's Book

1 Before you read What colour is the dinosaur?

- Ask ss to look at the story. Ask if the dinosaur is red. Continue with a few more colours.
- Using the Lollipop stick technique, elicit the correct answer.

2 1.6 Watch or listen and read.

- Have ss look at the story and ask them what they think the story will be about.
- Play the audio again and stop at frame 5. In pairs, ss discuss the question in the box.
- **Extension** Use the story cards to ask about the story.
- Using the True/False cards technique, say different statements about the story.

Diversity

Support

- Write a few sentences from the story on the board. Read through them as ss repeat after you.
- Ask ss to choose a sentence to read to their partners. Make sure ss swap roles.

Challenge

- Ss learn three sentences by heart and say them aloud.

3 After you read Look at the story. Read and circle.

- Ss complete the activity and check answers with partners.

Extra activity TPR

- Ask ss to choose a frame from the story which they liked the best.
- Explain that you will say a random frame number and if it's their one, they have to stand up and read the lines with you.

4 Act out the story.

- Divide ss into small groups. Tell them to choose their roles and practise them.
- Have the groups perform in front of the class.

5 Design a new teddy robot. Is it big or small?

- Ask ss to look at frame 3 and describe the teddy.
- Place ss in pairs. Give them a sheet of A4 paper. Explain that they have to design a teddy robot.
- Place work in their portfolios.

Extra activity Critical thinking

- Have ss say activities which show you are being creative: *painting, drawing, playing in the park*. Ask them about their favourite creative activity.

Activity Book

1 After you read Remember the story. Read and number.

Answer key 2, 3, 4

2 Values Look and tick (✓).

- Ss tick the picture which shows the value of being creative. Discuss.

Answer key 2

Values

- Ask ss why they think it's important to be creative. Ask them about their favourite creative activity.

3 Look and colour.

- Use the Think-pair-share technique to discuss if ss liked the story.

Extra activity Fast finishers

- Have ss draw their favourite toys from the story. Encourage them to write what their toy is and what colour it is.

Finishing the lesson

- Explain that you will read the story but in some places you will make a mistake which ss have to correct.

How to work with stories

Stage 1 – Before listening to the story

First, talk to pupils about the characters appearing in the story and about the places in which they appear. Ask pupils what they can see in the pictures and invite them to guess what will happen in the story. Remember to praise the pupils for all their ideas, but do not correct them and do not explain too much. (In a moment pupils will listen to the recording and check if they were right). At the beginning of the school year, you may wish to ask questions in L1, little by little switching to English. Focus more on what occurred in the story than on the language itself. First, pupils will understand the story as a whole, then they will remember the vocabulary used in the story. Questions for this stage can be found at the back of each story card.

Stage 2 – Listening to the story

All the stories have been recorded by professional actors. However, if for any reason it is not possible to play the recording or if the teacher wants to tell the story himself/herself, the complete text of the recording is provided on the back of each story card. At this stage remember to encourage pupils to compare their previous ideas with what actually happened in the story. Play the recorded story and ask pupils to point to the appropriate pictures in the Pupil's Book.

Stage 3 – After listening to the story

After listening to the story together, ask pupils a few questions about it to make sure that they understood what happened. You may use the questions provided on the back of each story card or make up your own questions. When answering, pupils additionally practise and consolidate the previously introduced language material. At this stage it is recommended to speak English.

Stage 4 – Acting out

After having listened to the story a few times your pupils should be ready to act it out. Pupils can contribute to the story, first by making particular gestures and then, depending on the difficulty of the text, by using simple phrases. You may also play particular parts of the recording and ask pupils to repeat them each time.

Next, you may divide pupils into groups and ask each of them to say the lines of one character. Under the teacher's supervision and on the basis of the pictures, pupils quote the lines of appropriate characters. To make this exercise more interesting, you can bring items to be used as props.

Suggested exercises

Exercises with story cards

- Cover the numbers on the cards. Shuffle the cards, stick them to the board and ask pupils to arrange them in the correct order.
- Cover the numbers on the cards. Stick the cards to the board in the correct order. Ask pupils to close their eyes, then take away one card. The pupils are supposed to identify the missing card.
- Cover the numbers on the cards. Hide the cards in various places in the classroom. Ask pupils to find them and stick them to the board in the correct order.
- Show pupils a story card and read the corresponding lines. When reading, make intentional mistakes, e.g. say *red* instead of *yellow*. Pupils correct your mistakes.
- Distribute the story cards among a few pupils. Play the story recording. When a pupil hears the lines referring to his/her card, he/she should stand up and show it to the class.

Exercises without story cards

- Ask pupils to draw a scene from the story they have heard.
- Ask pupils to invent another ending for the story they have heard.
- Pupils draw their favourite character.
- Talk to pupils about what the characters learnt.
- Ask the pupils about the way they would behave or feel if they were one of the characters.
- Read some lines from the story. Pupils should provide the name of the character who says the lines.

CLIL Link

In Unit 1, the story is based around the concept of simple machines from the Natural Science curriculum.

Marie uses a building set she has got in her workshop to build a giant rollercoaster on which her toys can go up and down.

To explore this concept further, you can use Resource 91.

Objectives

- **Lesson aims:** to ask and answer about toys
- **Target language:** *bike, kite, scooter, slide, ball, swing, Is it a (swing)? Yes, it is. No, it isn't.*

Global Scale of English (GSE)

- **Listening:** Can understand simple questions asking for basic information about objects in their immediate surroundings or in pictures (e.g. colour, size), if addressed slowly and clearly (GSE 21). Can recognise familiar words and phrases in short, simple songs or chants (GSE 18).
- **Speaking:** Can answer simple questions about objects (e.g. colour, size) (GSE 22).

Materials

- flashcards from Lessons 1 and 3
- sheets of A4 paper, enough for each student
- a box
- Resources 2, 20, 37 and 46

Assessment for Learning

- 🎯 Setting aims and criteria: lesson objectives presentation
- 🗨️ Monitoring students' learning: Lollipop stick technique
- 👥 Peer learning: pairwork; groupwork; Expert envoy technique
- 🎓 Independent learning: portfolio

Starting the lesson

- Put the flashcards in a bag or box and have the ss sit in a circle.
- Play the chant from Lesson 1 for ss to pass the box to the student next to them. When the music stops, the student holding the box has to take a flashcard out of the box and say what it is.

Presentation

- 🗨️ Explain that in this lesson ss will learn the names of things in a park.
- Ask ss if they like going to parks and what they do there.
- Place lesson flashcards on the board. Go through each word and have ss repeat after you.
- Explain that you will point to a card and ss have to tell you what the item is.
- 🗨️ Use the Lollipop stick technique to bring a student to the board and complete the activity.
- Continue until all ss have come to the board.

Practice

Pupil's Book

1 🎧 1.7 Listen and say. Then listen and number.

- Ask ss to look at the picture and name the things.
- Play the first part of the audio. Ss repeat the items as they hear them.
- The second time they number the items they hear.
- 🗨️ Have ss ask each other what each item in the picture is, using *What's this?*

slide, bike, scooter, kite, ball, swing

Now listen and number.

- Boy:** Look at the toys in my garden.
1 Girl: What's this?
Boy: It's a scooter.
2 Boy: And this is a slide.
3 Girl: What's this?
Boy: It's a ball.
4 Girl: What's this?
Boy: It's a swing.
5 Girl: What's this?
Boy: It's a kite.
6 Boy: And this is my bike. Come and play with my bike.

Extra activity Critical thinking

- Ask ss why playing outdoors is good for them.

2 🎧 1.8 & 1.9 Listen and sing.

- On the board, next to flashcards, write *Is it ...? Yes, it is. and No, it isn't.*
- 🗨️ Using the Lollipop stick technique, choose a student and point to a flashcard. Ask *Is it a ...?* Help student answer *Yes* or *No*. Continue with a few more items.
- Ask ss what items they see in the song.
- Play song for ss to sing.
- A karaoke version of the song is also available (track 1.9).

Diversity

Support

- Pick up a flashcard and say *It's a ...*. Then ask *Is it a ...?* emphasising the question form.
- Continue for a few more items as ss repeat after you.
- Then on the board, write *Yes, it is.* and *No, it isn't.* Explain that with *no* we use *n't* after *is*.
- Go through different items, using the question and answers as ss repeat after you.

Extra activity TPR

- 🗨️ Divide the class into two groups. Give each group a verse from the song.
- Explain that they have to stand up and dance when they hear their verse.
- After first round, swap group verses and repeat.

3 🗨️ Play a mime game.

- Mime for ss the term *ball* by acting as if you are bouncing a ball and ask *What's this?* Elicit answer.
- 🗨️ Using the Lollipop stick technique, bring a student to front of class and ask them to mime an item. Ask *Is it a ...?* two times, each time asking for an incorrect item. Prompt *No, it isn't* or *Yes, it is*.
- 🗨️ Using the Expert envoy technique, pair up stronger ss with weaker ones for this activity.
- Give the stronger student some time to explain the activity to their partner if necessary. Have ss complete the activity.

1 1.7 Listen and say. Then listen and number.



2 1.8 1.9 Listen and sing.

Come and play outside today.
Come and play with my new toy.

Is it a ? No! No, it isn't.
Is it a ? No! No, it isn't.
Is it a ? Yes! Yes, it is.
Come and play with my bike today.

Come and play outside today.
Come and play with my new toy.

Is it a ? No! No, it isn't.
Is it a ? No! No, it isn't.
Is it a ? Yes! Yes, it is.
Come and play with my scooter today.

3 Play a mime game.

What's this?
No, it isn't.
Yes, it is.

Is it a bike?
Is it a scooter?

1.10
Is it a swing?
Yes, it is.
No, it isn't.

14 fourteen

Activity Book

1 Find and colour. Then trace and match.

- When ss complete the activity, ask them to raise their hands and show you their work.
- Ask ss what each item is using *Is it a ...?*

2 Read and circle.

- Ss complete the activity individually and show their work to their partners.
- Now tell ss to go to the Extra practice on page 14 and do the activities. See notes in Lesson 7.

Answer key 2 No it isn't.; 3 No, it isn't.; 4 Yes, it is.

Extra activity Fast finishers

- Have ss draw their ideal park and write the name of the items it has in it. Place work in their portfolios.

Finishing the lesson

- Give ss a sheet of A4 paper and ask them to make a large tic-tac-toe outline and then to draw items from this lesson in each box.
- In small groups, ss ask and answer about each item using *Is it a ...?*

Objectives

- **Lesson aims:** to identify toys
- **Target language:** revision of all taught words and grammar

Global Scale of English (GSE)

- **Listening:** Can recognise isolated words related to familiar topics, if spoken slowly and clearly and supported by pictures or gestures (GSE 16).
- **Speaking:** Can name everyday objects in their immediate surroundings or in pictures, if guided by questions or prompts (GSE 19).

Materials

- flashcards from Lessons 1 and 3 (indoor and outdoor toys)
- sheets of A4 paper, enough for each student
- scissors

Assessment for Learning

- 🎯 Setting aims and criteria: lesson objectives presentation
- 🗨️ Monitoring students' learning: Stop/Go technique; Thumbs up/down technique
- 👥 Peer learning: pairwork; groupwork; Two stars and a wish technique
- 📚 Independent learning: Thought-provoking questions technique

Starting the lesson

- Draw a line in the middle of the board. On the left, write the first two or three letters of a word from unit vocabulary and on the right, the last letters, e.g. *sl - ide*.
- 👥 Divide the class into two or three teams, depending on class size. Bring the first team to the board. Explain that you will say a word and two members have to point to the first and second part of the word.
- If they find the word before you count to ten, they get a point. If not, the group sits down.
- Continue until all teams have had a go. Give each team about four words.

Presentation

- 🎧 Explain that in this lesson ss will do an activity that will help them with the Starters exam.
- 🗨️ Tell ss you will show them a flashcard and say a word. They have to use the Thumbs up/down technique to answer if it's the correct word or not.
- Continue until all new words have been covered.

Practice

Pupil's Book

1 🎧 1.11 Listen and tick (✓).

- This task is based on **Pre A1 Starters Listening Part 3**.
- On the board, write *Is it a ...?* and *What's this?*
- Ask ss to look at picture 1A. Ask *Is it a teddy?* Elicit *No, it isn't*. Then ask *Is it a doll?* Elicit *Yes, it is*.
- Play the audio for ss to complete the activity.

- 1 **Woman:** Hello, May. What's this?
Girl: It's my favourite toy.
Woman: Oh. Is it a doll?
Girl: No, it isn't. It's a robot.
- 2 **Girl:** Happy birthday, Nick.
Boy: Thank you. Is it a kite?
Girl: Yes, it is.
Boy: Wow! Thank you!
- 3 **Boy:** Come and play outside, Anna.
Girl: OK. What's this?
Boy: It's my new toy.
Girl: Is it a scooter?
Boy: No, it isn't. It's a bike. It's orange and purple.

Diversity

Support

- On the board, place three flashcards and label each one A, B and C.
- Tell ss that you will ask a question about the pictures and in their notebooks they have to write A, B or C.
- Say *What's this? Is it a (car)? Yes, it is*. Elicit answer. Ss should have the item you mentioned.
- Repeat, but this time use *Is it a (ball)? No, it isn't. It's a (kite)*. Ss should write the second item you mentioned.
- Repeat with a few more different items.

Extra activity Critical thinking

- Ask ss to look at Activity 1 again. Ask them to say the names of toys they didn't tick.

2 🗨️ 1.12 Cut out. Then listen and play.

- 👥 Place ss in pairs and play the audio.
- 🗨️ Using the Stop/Go technique, have ss tell you if they are ready to proceed with the game.

Extra activity TPR

- Have all ss stand up. Explain that you will show a flashcard and say a word. If it's the correct word, they sit down.
- Ss who make a mistake have to jump up and down two times. Continue until all ss have sat down.

Activity Book

1 Look, read and write. Then circle.

- When ss complete the activity, ask them to raise their hands and show you their work.

Answer key 2 robot, purple; 3 car, No, it isn't.; 4 teddy, Yes, it is.

2 ✨ Trace, draw a toy and write.

- Ss complete the activity individually and show their work to their partners.
- 👥 Use the Two stars and a wish technique for ss to assess each other's work.

Extra activity Fast finishers

- Have ss think about what toys they have at home. Ask them to draw three of them and write their names.

1 1.11 Listen and tick (✓).

1 A B C

2 A B C

3 A B C

2 1.12 Cut out. Then listen and play.



fifteen 15

Finishing the lesson

- On the board, write nine words from this unit. Ask each student to write six words from the board.
- Explain that you will say six words from the list and if the ss have them on their lists, they have to tick them off.

- The first student to tick off all the words comes to the front to call out the words for the next round. Continue for a few rounds.
- End by using the Thought-provoking questions technique. Ask ss what they liked about this lesson, if it helped them learn successfully and what else they would like to learn.

Objectives

- **Lesson aims:** to read a simple text about toys in a museum; to describe a favourite toy
- **Target language:** *museum, jungle gym, board game*





Global Scale of English (GSE)

- **Listening/Reading:** Can understand basic phrases in short, simple texts (GSE 24).
- **Speaking:** Can express likes and dislikes in relation to familiar topics in a basic way (GSE 29). Can describe objects in a basic way (eg. colour, size) (GSE 25).
- **Writing:** Can write a few basic sentences, given prompts or a model (GSE 13).


Materials

- flashcards from Lessons 1 and 3 (indoor and outdoor toys)
- sheets of A4 paper, enough for each student
- strips of paper with a lesson word
- Resource 64

Assessment for Learning

-  Setting aims and criteria: lesson objectives presentation
-  Monitoring students' learning: Traffic lights cards technique; Lollipop stick technique
-  Peer learning: pairwork; groupwork; Expert envoy technique; Two stars and a wish technique
-  Independent learning: Three facts and a fib technique; portfolio

Starting the lesson

- Explain that you will sing the song from Lesson 3.
-  Divide the class into two groups. Give each group the sentences or questions.
- Play the song. Have groups swap roles and play once more.

Presentation

-  Explain that in this lesson ss will learn about a special museum in New York.

Culture notes

- The National Museum of Play has more than 73,000 things for play, from alphabet blocks, building sets and teddies to airplanes, trains and more. The game collection includes board games, puzzles and card games. In addition to historical objects and other materials about toys, dolls, and games, the museum includes a broad range of other artefacts of play. Major categories include, among others, souvenirs and postcards, sheet music, objects based on popular and literary characters, and examples of home crafts and hobbies dating back to the 19th century.

Practice

Pupil's Book

1 Before you read What's your favourite museum? What can you see there?

- Ask ss if they go to museums and what they can see there.
- Ask if they have a favourite museum, what they can see there and why they like it.

2 1.13 Listen and read.


- After reading or listening to the text, ask ss what they found interesting about the museum and if they would like to visit it.

Diversity


Support

- Give ss three strips of paper and ask them to write on each one words which they have found difficult to read in the text.
- Collect all strips and pick up one. Write the word on the board, spell it and then say it as ss repeat after you. Continue with all the words.

Challenge

-  Have ss choose three sentences to learn and write by heart.

3 Find out more! Watch the video.

-  After watching the video, use the Three facts and a fib technique to ask ss questions about the video. Play the video as you go along to reinforce the correct answers.


Activity Book

1 Read and match.

- Pick up the Activity Book and point to each item. Ask *Is it a ...?* or *What's this?* for each item.


Answer key 2 board game, 3 jungle gym

2 After you read Read and circle.

-  Use the Traffic lights cards technique to make sure ss have understood the vocabulary. Ss complete the activity and check answers with a partner.

Answer key 2 jungle gym, 3 board game

Extra activity TPR

- Place strips of paper in a box.
-  Have ss pick a strip and read what's on it. Explain that they have to walk around the class and find other ss with the same word and sit in a group.
- The first group to find all their members wins.

The National Museum of Play



jungle gym

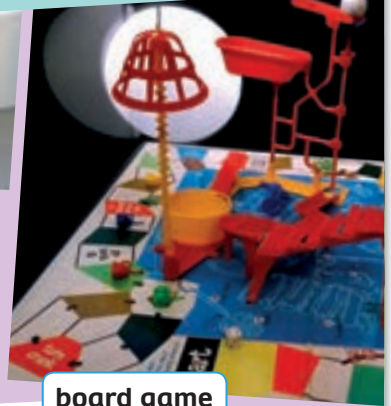
Is this a school?
No, it isn't. It's a museum of toys!
It's in New York.

You can play on a jungle gym outside. It's fun!

Come inside.
It's fun, too.
You can see toys.
What's this?
It's a board game.



museum



board game

- 1 **Before you read** What's your favourite museum? What can you see there?
- 2 Listen and read.
- 3 Find out more! Watch the video.
- 4 **After you read** Activity Book, page 13.

Project

Make a poster of a toy museum.

- 1 Draw a picture of your favourite toy.
- 2 Write. *This is my... It's...*
- 3 Stick it on a big page.
- 4 Together, make a poster for your toy museum.
- 5 Show your poster to the class.

This is my teddy.



Project

Make a poster of a toy museum.

- Place ss in small groups, using the Expert envoy technique for each one.
- Give each student a sheet of A4 paper and using the Lollipop stick technique, have a student read through the instructions.
- Walk around and help groups with various stages of their projects.
- Use the Two stars and a wish technique for ss to assess each other's work.
- Ss present their work to the class when ready.
- Place work in their portfolios.

Extra activity Fast finishers

- Have ss think about two toys they have. Ask them to draw and colour them in their notebooks, then write a few sentences about them.

Finishing the lesson

- Divide ss into small groups. Give each group a picture from a random page from this unit in the Pupil's Book.
- Explain that they have to write the names of the toys they see, what colour they are and how many there are.
- Give each group a sheet of A4 paper and have them write their description. Have a group member read out their sentences to the class.

Objectives

- **Lesson aims:** to learn about sharing; to learn phonics
- **Target language:** *Can I play with (it), please?*

Global Scale of English (GSE)

- **Reading:** Can understand basic sentences naming familiar everyday items, if supported by pictures (GSE 25).
- **Listening:** Can recognise the letters of the alphabet by their sounds (GSE 10).
- **Speaking:** Can say simple tongue twisters and other types of playful language (GSE 27).

Materials

- a die for each pair
- straw puppets
- phonics notebooks for each student
- Resources 73 and 82

Assessment for Learning

- Setting aims and criteria: lesson objectives presentation
- Monitoring students' learning: Stop/Go technique; Lollipop stick technique
- Peer learning: pairwork; groupwork
- Independent learning: Summative questions technique

Starting the lesson

- Place ss in pairs and give each pair a die. Explain that they have to throw the die and then say as many words from the unit as the number on the die shows.

Presentation

- Explain that in this lesson ss will learn about sharing and practise their phonics.

Extra activity Critical thinking

- Ask ss if they share their toys and who with. Continue by asking why it is good to share your toys and what we should do when we play with other people's toys.
- Ask ss if there are other things they can share with friends apart from toys (*pencils, books, food*).

Practice

Pupil's Book

1 1.14 Listen and read.

- Ask ss what toy the girls share.
- Ask ss if they think they are both happy and why.
- Read each line of the text and have ss read after you. Then explain you will read one line and ss have to read the next one in unison.
- Place ss in pairs and have them read the dialogue as best as they can.

2 Act out the dialogue. Use different toys.

- Using the Stop/Go technique, have ss tell you if they are ready to proceed with the activity.
- Explain that ss can use their straw puppets if they like.
- Using the Lollipop stick technique, invite ss to come to the front of the class and act out the dialogue. Repeat with as many ss as possible.

Phonics

3 1.15 Listen and say.

- After listening, explain that you will say a sound and ss have to say a word with it.
- Say *p* and elicit *puzzle*. Repeat with all new phonics.
- Ask ss to go through the unit and find more words with the same sounds.

- Walk around the class, quizzing ss on phonics by pointing at a phonic for ss to say the sound and word.

Diversity

Support

- On the board, write the alphabet in big letters. Point to and say each letter and its sound. Ss repeat after you.
- Write words from this phonic lesson and other words from the unit. Spell the words and then go through each letter with its sound as ss repeat after you.

Challenge

- Ss write four words and spell them.

4 1.16 Listen and circle.

- Do the activity and check answers as a class.
- Using the Lollipop stick technique, ask ss to read both sounds in each item and say a word that begins with each phonic. Continue with all ss.
- Have ss take out their phonics notebooks. Explain that they will write in it all the new phonics they have learnt and words under them.

1 top, top 2 bun, bun 3 pin, pin 4 dog, dog

5 1.17 Listen and say the tongue twister.

- Explain to ss what a tongue twister is and complete the activity.
- Place ss in pairs and have them say the tongue twister as fast as they can to their partner. Make sure they swap roles.

Extra activity TPR

- Explain that you will say a word and a sound. If the sound matches the word, ss have to clap their hands.
- If ss clap their hands at an incorrect sound, they lose a turn.

Activity Book

1 Write, draw and colour. Then act out.

- Ss complete the activity in pairs.
- When ss complete the activity, ask them to raise their hands to act out their dialogue.

2 1.18 Listen, trace and match.

- Ss complete the activity individually, then check answers with their partners.

1  Listen and read.

What's this?

It's my new **scooter**.

Can I play with it, please?

Yes, of course. Let's play together.

Great!

2  Act out the dialogue. Use different **toys**.

bike

kite

action figure

building set

robot

Phonics

3  Listen and say.

ball



puzzle



doll



teddy

4  Listen and circle.

1 d (t)

3 (p) t

2 (b) p

4 b (d)

5  Listen and say the tongue twister.

I've got a **p**uzzle, a **d**oll, a **t**eddy and a **b**all.

seventeen 17

- Use the Lollipop stick technique to have ss read out the words to the class. Repeat as many times as possible.

Answer key 2 p, 3 d, 4 t, 5 b, 6 d, 7 p, 8 t

Extra activity Fast finishers

- Have ss make a phonics poster. Tell them to write words with the phonics they have learnt today and to draw them.

Finishing the lesson

- Have ss stand in a circle. Explain that you will all say a phonic four times and clap at the same time, but at the fifth beat the first student to your right has to say a word with that phonic sound, e.g. *t, t, t, teddy*.
- Then say another phonic sound for the next student to say a word. If a student makes a mistake, they sit down. Continue until all the ss have had a turn. Pick up speed as you play to make the game more fun.
- Use the Summative questions technique to ask ss about what they have learnt today, what they think they are good at and in what area they need a little more practice.

Next lesson Tell ss to bring in toys from home for the next lesson.

Objectives

- **Lesson aims:** to review unit language
- **Target language:** unit vocabulary and grammar





Global Scale of English (GSE)

- **Reading:** Can recognise a range of basic everyday nouns and adjectives (e.g. colours, numbers, classroom objects) (GSE 17). Can understand basic sentences naming familiar everyday items, if supported by pictures (GSE 24).
- **Speaking:** Can express likes and dislikes in relation to familiar topics in a basic way (GSE 29). Can describe objects in a basic way (e.g. colour, size) (GSE 25).
- **Writing:** Can write some familiar words (GSE 20).

Materials

- sheets of A4 paper, enough for each student
- real toys (teddies, balls, dolls, toy planes, etc.)
- your own stickers, or gold stars or stamps
- Unit 1 Test



Assessment for Learning

-  Setting aims and criteria: lesson objectives presentation
-  Monitoring students' learning: Traffic lights cards technique
-  Peer learning: pairwork; groupwork; Two stars and a wish technique
-  Independent learning: Three facts and a fib technique; Summative questions technique

Starting the lesson

- Give each student a sheet of A4 paper. Explain that you will say a word and they have to either write it or draw.
- Say four words. Check ss' papers. If ss make a mistake, they miss the next turn.


Presentation

-  Explain that in this lesson ss will review the grammar and vocabulary they have learnt in the unit.
-  Ask ss to sit in small groups and place their toys in the middle.
- Tell one student to pick up a toy and ask the person on their right *What's this?* or *Is it a ...?*
- Ss continue until all toys have been used.

Practice

Pupil's Book

1 Match and trace.

- Ss complete the activity and check answers with a partner.
-  Have ss ask each other what colour each item is, e.g. *Number 1. What colour is the teddy? Brown.*
- Make sure ss swap roles.

Diversity


Support

- Give ss a strip of paper and have them look through the unit. On the strip, they write one grammar phenomenon they'd like to re-examine.
- Collect all strips and go through them, explaining each point.

Challenge

- Have ss write different sentences or words from memory that they have learnt in the unit to present to the class.

2 Look and circle.


- Ss complete the activity and check with partners.
-  Have ss use the Three facts and a fib technique by saying what each item is, making one mistake on purpose for their partner to find.
- Have the unit flashcards and work with different pairs to reinforce grammar and vocabulary.

3 Go to page 118. Teacher's Book page 254

- Ask a volunteer to read the clue. Make sure ss understand it and ask them to complete.
- Check the answer (*a robot*) and tell ss they can now stick their star sticker.



Activity Book

1 Look and write.

-  Ss use the Traffic lights technique to express how they feel about the activity.

Answer key 2 scooter, 3 yoyo, 4 puzzle

2 Read and circle.


-  Ss use the Traffic lights cards technique to express how they feel about the activity.
-  Ss check answers with their partners and using the Two stars and a wish technique, assess each other's work.

Answer key 2 No, it isn't.; 3 No, it isn't.; 4 Yes, it is.

3 Draw your favourite toy. Then write.


- Ask ss why this is their favourite toy and if they ever share it with anyone.
- Now tell ss to complete the Picture dictionary on page 111.

Extra activity Critical thinking

-  Using the Summative questions technique, ask ss to think about their progress quietly. Ask how many gold stars/stickers/stamps, on a scale of 1 to 3, they think they should receive. Give ss the amount they ask for.

Extra practice


1 Find and colour. Then trace and tick (✓).


-  Explain to ss that this activity will help them with their handwriting so the neater it is, the more chances they have of getting a sticker or stamp.
- Check ss' work and give them a stamp, star or sticker as praise.

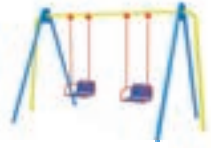
2 Look and trace.


- Repeat as above. Ss then show their work to their partners.

1 Match and trace.


1 What's this?  It's a scooter.


2 What's this?  It's a yoyo.


3 What's this?  It's a teddy.


4 What's this?  It's a swing.

2 Look and circle.

1 Is it a ball?  Yes, it is. No, it isn't.

2 Is it a car?  Yes, it is. No, it isn't.

3 Is it an action figure?  Yes, it is. No, it isn't.

4 Is it a slide?  Yes, it is. No, it isn't.

3  Go to page 118.


Extra activity TPR

- Place strips of paper in a box.
- Have ss pick a strip and read what's on it. Explain that they have to walk around the class and find other ss with the same word and sit in a group.
- The first group to find all their members wins.

Extra activity Fast finishers

- Have ss go through the unit and copy four sentences that they like in their notebooks as neatly as they can. If they want have them draw a picture to accompany them.

Finishing the lesson

- Place ss in a circle, each holding their toy. Explain that you will play the song from Lesson 3 and as it plays, they pass their toys to the next person. When the song stops, ss have to say what the toy they are holding is or what colour it is.
- Ss who cannot answer, take a toy out of the game and lose a turn.
-  Use the Summative questions technique to ask ss what they have learnt in the unit, what they enjoyed and what they are good at.

Next lesson Unit 1 Test

Get ready for...

Objectives

- **Lesson aims:** to practise for the Pre A1 Starters Reading and Writing Exam Parts 1 and 3
- **Target language:** unit vocabulary and grammar





Global Scale of English (GSE)

- **Writing:** Can label simple pictures related to familiar topics by copying single words (GSE 16).



Materials

- unit flashcards
- sheets of A4 paper, enough for each student



Assessment for Learning

-  Setting aims and criteria: lesson objectives presentation; Key question technique
-  Monitoring students' learning: Lollipop stick technique; Traffic lights cards technique
-  Peer learning: pairwork; groupwork; Two stars and a wish technique
-  Independent learning: Thought-provoking questions technique

Starting the lesson



- Ask ss to open their notebooks and write as many words from the unit as they can remember.
-  Have ss show their words to their partners.
-  Use the Key question technique to ask how many words from the unit sound the same as native words.
- Then ask why they are learning English and if it is fun for them. Ask how else the lessons can be made fun.

Presentation

-  Explain that in this lesson ss will practise for the Starters Reading and Writing Exam in both the Pupil's Book and Activity Book.
-  Write a scrambled word on the board. Use the Lollipop stick technique to invite ss to unscramble the word.
- Then invite another student to come to the board and match the word with a flashcard.
- Continue with as many words as possible until all ss have had a go.

Practice




Pupil's Book

- 1  **Look at the pictures. Look at the letters. Write the words.**
 - Explain to ss that they do not have to rush to complete the activity because it is important to write the correct answer.
 - Tell ss not to worry if they cannot answer a question but to try their best.
 -  Ss complete the activity individually and use the Traffic lights cards technique to express how they feel about the activity. Help where necessary.
 - They check answers with their partners.

Extra activity Creativity

- Give each student a sheet of A4 paper. Tell them to make their own test with three items for their partners.
- Ss swap papers and then check each other's work.

Activity Book

- 1  **Look and read. Put a tick (✓) or a cross (X) in the box.**
 - Using all the unit flashcards, go through each item and say what it is using *This is a*
 - Intentionally make mistakes for ss to correct you.
 - Again explain that ss shouldn't rush to complete the activity.
 -  Ss use the Traffic lights cards technique to express how they feel about the activity. Help where necessary.
 - Ss check answers with their partners.
 -  Use the the Two stars and a wish technique for ss to assess each other's work both here and in the Pupil's Book.

Answer key 2 ✓, 3 X, 4 X, 5 ✓


Extra activity Fast finishers

- Have ss look through the Starter Unit and this unit and write: three favourite colours, three favourite words and three favourite sentences in their notebooks.


Extra activity Learning skills

- Ask ss to think about why we shouldn't worry about not answering a question in an exam when we have really tried hard. Ask ss if they enjoyed the test and to explain why or why not.

Extra activity TPR

-  Place ss in small groups. Give each student a big strip of paper on which they have to write a word from the unit. Tell ss to make sure that the word on the strip is different to what their group members have written.
- Ss place the words in the middle of their circle.
- Explain that you will say a word and if they have it on their strips of paper, they pick up the paper and jump up.
- The first group with all their papers in their hands, wins.

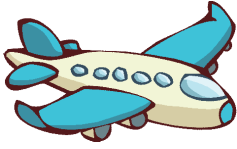
Finishing the lesson

-  Use the Thought-provoking questions technique to ask ss how successful their learning is, how they can improve and what they want to learn next.
- Congratulate ss on completing the unit.
- Ask them which song or chant they liked best in the unit and play it for them to sing or chant.

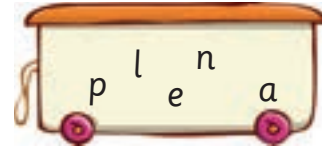
Pre A1 Starters Reading and Writing Part 3

1  Look at the pictures. Look at the letters. Write the words.

1



p l a n e



2



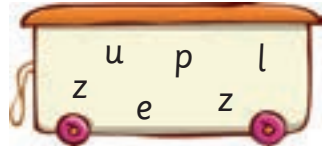
b i k e



3



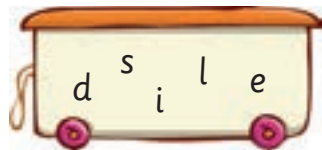
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4



s l i d e



5



d i n o s a u r

