

LỊCH BÁO GIẢNG TUẦN 23 (từ 24/02 đến 28/02/2025)

THỨ	BUỔI	TIẾT	LỚP	TIẾT THỨ	NỘI DUNG BÀI DẠY	ƯDCNTT	ĐỒ DÙNG DẠY HỌC
2 24/02	Sáng	1					
		2					
		3					
		4					
	Chiều	5	4A7	89	Review 4: Part 1	Powerpoint (game) Sách mềm	Flashcards, Projector, computer
		6	4A7	90	Review 4: Part 2	Powerpoint (game) Sách mềm	Flashcards, Projector, computer
		7	4A6	85	Review 4: Part 1	Powerpoint (game) Sách mềm	Flashcards, Projector, computer
3 25/02	Sáng	1	2A6	45	Unit 7: Lesson 2a	Powerpoint (game) Sách mềm	Flashcards, TV, computer
		2	2A5	45	Unit 7: Lesson 2a	Powerpoint (game) Sách mềm	Flashcards, TV, computer
		3	4A6	90	Review 4: Part 2	Powerpoint (game) Sách mềm	Flashcards, Projector, computer
		4	4A7	91	Review 4: Part 3	Powerpoint (game) Sách mềm	Flashcards, Projector, computer
	Chiều	5					
		6					
		7					
4 26/02	Sáng	1					
		2					
		3					
		4					
	Chiều	5	2A3	45	Unit 7: Lesson 2a	Powerpoint (game) Sách mềm	Flashcards, TV, computer
		6	4A6	91	Review 4: Part 3	Powerpoint (game) Sách mềm	Flashcards, Projector, computer
		7	2A5	46	Unit 7: Lesson 2b	Powerpoint (game) Sách mềm	Flashcards, TV, computer

THỨ	BUỔI	TIẾT	LỚP	TIẾT THỨ	NỘI DUNG BÀI DẠY	ƯDCNTT	ĐỒ DÙNG DẠY HỌC
5 27/02	Sáng	1	4A7	92	Review 4: Part 4	Powerpoint (game) Sách mềm	Flashcards, Projector, computer
		2	2A4	45	Unit 7: Lesson 2b	Powerpoint (game) Sách mềm	Flashcards, TV, computer
		3	4A6	92	Review 4: Part 4	Powerpoint (game) Sách mềm	Flashcards, Projector, computer
		4	2A1	45	Unit 7: Lesson 2a	Powerpoint (game) Sách mềm	Flashcards, TV, computer
	Chiều	5					
		6	2A7	45	Unit 7: Lesson 2a	Powerpoint (game) Sách mềm	Flashcards, TV, computer
		7	2A3	46	Unit 7: Lesson 2b	Powerpoint (game) Sách mềm	Flashcards, TV, computer
6 28/02	Sáng	1	2A2	45	Unit 7: Lesson 2a	Powerpoint (game) Sách mềm	Flashcards, TV, computer
		2	2A1	46	Unit 7: Lesson 2b	Powerpoint (game), Sách mềm	Flashcards, TV, computer
		3	2A4	46	Unit 7: Lesson 2b	Powerpoint (game), Sách mềm	Flashcards, TV, computer
		4					
	Chiều	5	2A6	46	Unit 7: Lesson 2b	Powerpoint (game), Sách mềm	Flashcards, TV, computer
		6	2A2	46	Unit 7: Lesson 2b	Powerpoint (game), Sách mềm	Flashcards, TV, computer
		7	2A7	46	Unit 7: Lesson 2b	Powerpoint (game), Sách mềm	Flashcards, TV, computer

KẾ HOẠCH BÀI DẠY TIẾNG ANH 2

(Từ ngày 24 tháng 02 năm 2025 đến 28 tháng 02 năm 2025)

Thứ Ba, ngày 25/02/2025: Lớp 2A6, 2A5

Thứ Tư, ngày 26/02/2025: Lớp 2A3

Thứ Năm, ngày 27/02/2025: Lớp 2A4, 2A1, 2A7

Thứ Sáu, ngày 28/02/2025: Lớp 2A2

Unit 7: CLOTHES

Lesson 2a

I. Objectives:

By the end of this lesson, students will be able to gain the following:

1. Knowledge

Letters: Vv

Vocabulary:

violin, vest

2. Language skills

To recognize the /v/ sound

Practice language skills – the structure “*I have a...*”

3. Core competencies & Personal qualities

- Raising interests in learning English
- Practicing communicative skills through learning activities
- Demonstrating team-working and problem-solving skills through learning activities
- Building up good habits and responsive and independent-working characteristics to be a life-long learner

II. Teaching aids:

Teacher's aids: student book and teacher's book, class CDs, flashcards, IWB software, projector/interactive whiteboard/TV.

Students' aids: Student's book, notebook, workbook.

III. Procedures:

Teacher's activities	Students' activities
Warm-up (5') Dance : The Tofa Tafa Children's Kindergarten Song (Source: https://www.youtube.com/watch?v=rcNCSyyjXfY) Song: Alphabet song - Play audio for student listen and sing the song	- Listen and dance - Sing the song

<p style="text-align: center;">New lesson (25')</p> <p>1. Listen and repeat. Trace. (CD2 – Track 15)</p> <ul style="list-style-type: none"> - Introduce the letter and the sound. Play audio. Have students listen and repeat. - Demonstrate tracing the letters with your finger. - Have students work in pairs and trace the letters with their fingers. - Have some pairs demonstrate the activity in front of the class. - Ask students to write the letters in their boards. <p>2. Listen and repeat. Write. (CD2 – Track 16)</p> <ul style="list-style-type: none"> - Have students look at the pictures. - Demonstrate the activity. - Play audio. Have students point to the letter as they hear it. - Play audio again. Have students listen and repeat. - Have students trace and write the letters. - Have some students demonstrate the activity in front of the class. <p>Song: Letter V</p> <ul style="list-style-type: none"> - Ask students to sing the song. - Have some students say some words start with letter “v”. <p>3. Sing. (CD2 – Track 17)</p> <ul style="list-style-type: none"> - Play audio and have students listen. - Have students look at the lyrics. - Read the lyrics and do actions following them. - Play audio and have students listen, sing along, and do the actions. - Have students make a new verse with the word “vest” and sing along the same melody as the first one. <p>Game: Choose the correct answer</p> <ul style="list-style-type: none"> - Ask students to listen to the sound and choose the correct answer. 	<ul style="list-style-type: none"> - Listen and repeat. - Trace the letters with their fingers. - Demonstrate the activities in front of the class. - Write in the boards. - Look at the picture. - Point to the letter. - Listen and repeat. - Trace and write letters. - Demonstrate the activities in front of the class - Listen to the song. - Say some words start with letter “v”. - Listen to the audio. - Look at the lyric. - Read and do actions. - Listen to the song, sing along and do actions. - Sing. - Work in groups, listen and choose the correct answers.
<p>4. Listen and jump. (CD2 – Track 18)</p> <ul style="list-style-type: none"> - Demonstrate the activity. - Have students stand up. - Have students jump when they hear the letter sound. 	<ul style="list-style-type: none"> - Listen. - Stand up. - Listen and jump.

Workbook – page 46 - Have students open their Workbooks – page 46 and guide them how to do part A and B. <u>A. Trace the letters.</u> - Ask students to trace the letters <u>B. Trace and draw lines.</u> - Divide the class into groups of seven. - Set up time limit by 2 minutes timer - Have students start doing their exercises part A and B. When the time is up, students stop doing their writing. - Give the correct answers and have each group check the answers together.	- Open the Workbook page 46. - Trace the letters - Work in groups. - Do exercises. - Check.
Wrap up (5')	
Game: Guess the pictures - Divide the class into teams. - Have students look at the picture hidden and guess the picture they can see. - The first student to touch the flashcard and say the word gets a point for their team. - Continue with other students. Song: Goodbye song - Ask students to sing “Goodbye song”	- Work in teams. - Play the game. - Sing the song.

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Thứ Tư, ngày 26/02/2025: 2A5

Thứ Năm, ngày 27/02/2025: Lớp 2A3

Thứ Sáu, ngày 28/02/2025: 2A2, 2A4, 2A6, 2A1, 2A7

UNIT 7: CLOTHES

Lesson 2b

I. Objectives:

By the end of this lesson, students will be able to gain the following:

1. Knowledge

Letters: Ww

Vocabulary:

watch, window

2. Language skills

To recognize /w/ sound.

Practice language skills – the structure “*It’s a...*”

3. Core competencies & Personal qualities

- Raising interests and good habits in learning English
- Practicing communicative skills through learning activities in classrooms
- Demonstrating team-working and problem-solving skills through learning activities in classrooms
- Building up responsive and independent-working characteristics to be a life-long learner

II. Teaching aids:

Teacher’s aids: student book and teacher’s book, class CDs, flashcards, IWB software, projector/interactive whiteboard/TV.

Students’ aids: Student’s book, notebook, workbook.

III. Procedures:

Teacher’s activities	Students’ activities
Warm-up (5’) Sing the “Alphabet” song "Touch" game <ul style="list-style-type: none">- Divide the class into teams.- Have one student from each team stand a distance from the board.- Stick some flashcards on the board.- Then the teacher says a letter or a word. (E.g. Please touch letter “T” three time- Have the students race to the board, touch that flashcard, and say the correct word.- The first student to touch the flashcard and say the word gets a point for their team.- Continue with other students.	<ul style="list-style-type: none">- Listen and sing the song.- Work in groups.- Play the game.
New lesson (25’)	
5. Listen and repeat. Trace. (CD2 - Track 19) <ul style="list-style-type: none">- Play audio. Have students listen and repeat.- Demonstrate tracing the letters with your finger.- Have students work in pairs and trace the letters with their fingers.- Have some pairs demonstrate the activity in front of the class. 6. Listen and repeat. Write. (CD2 - Track 20) <ul style="list-style-type: none">- Have students look at the pictures.	<ul style="list-style-type: none">- Listen and repeat.- Trace the letters.- Work in pairs.- Some pairs demonstrate the activity in front of the class.- Look at the pictures.

<ul style="list-style-type: none"> - Demonstrate the activity. - Play audio. Have students point to the letter as they hear it. - Play audio again. Have students listen and repeat. - Have students trace and write the letters. - Have some students demonstrate the activity in front of the class. <p>7. Sing. (CD2 - Track 21)</p> <ul style="list-style-type: none"> - Play audio and have students listen. - Have students look at the lyrics. - Read the lyrics and do actions following them. - Play audio and have students listen, sing along, and do the actions. - Have students make a new verse with the word "window" and sing along the same melody as the first one. <p>Game: Guess the pictures.</p> <ul style="list-style-type: none"> - Divide the class into teams. - Have students look at the picture hidden and guess the picture they can see. - The first student to touch the flashcard and say the word gets a point for their team. - Continue with other students. <p>8. Listen and clap. (CD2 - Track 22)</p> <ul style="list-style-type: none"> - Demonstrate the activity. - Have students stand up. - Have students work in pairs and clap when they hear the letter sound. 	<ul style="list-style-type: none"> - Point to the letter as they hear it. - Listen and repeat. - Trace and write the letters. - Some students demonstrate the activity in front of the class. - Listen. - Look at the lyrics. - Read the lyrics and do actions following them. - listen, sing along, and do the actions. - Make a new verse with the word "window" and sing along the same melody as the first one. - Work in groups. - Play the game. - Stand up. - Work in pairs and clap when they hear the letter sound.
<p>Workbook – page 47</p> <ul style="list-style-type: none"> - Have students open their Workbooks – page 47 <p><u>C. Listen and circle. (track 27)</u></p> <ul style="list-style-type: none"> - Have students look at exercise C, look at the pictures and guess the answers. 	<ul style="list-style-type: none"> - Open their Workbooks – page 47. - Look at exercise C, look at the pictures

<ul style="list-style-type: none"> - Play audio. Have students listen and circle the correct pictures. - Have students listen again and check the answers. - Check understanding and give the correct answers to the students. <p><u>D. Look and write.</u></p> <ul style="list-style-type: none"> - Set up time limit by 1 minute timer bomb (source: https://www.youtube.com/watch?v=vwqQPeeVM1s). - Have students start reading and writing the letters. When the time is up, students stop doing their exercises. - Have students interchange their workbooks. - Check the answer as a whole class. 	<p>and guess the answers.</p> <ul style="list-style-type: none"> - Listen and circle the correct pictures. - Listen and check. - Red and write the letters. - Interchange their workbooks. - Check.
Wrap up (5')	
<p>“Concentration” game</p> <ul style="list-style-type: none"> - Divide the class into four teams. - Teacher prepares many cards, some have letter “v” or “w” on their backs, some have the words (violin, vest, watch, window) on their backs. - Stick the cards on the board (stick which card has letter on one side and which card has word on the other side) and don’t allow students see their backs. - Students take turns in turning over 2 cards (saying the cards aloud). - If the cards match, then the student keeps the cards. If the cards are different, the student sticks the cards back on the board in their original places. - Continue with other students. - The team that gets the most cards win. 	<ul style="list-style-type: none"> - Work in groups. - Play the game.

KẾ HOẠCH BÀI DẠY TIẾNG ANH 4

(Từ ngày 24 tháng 02 năm 2025 đến 28 tháng 02 năm 2025)

Thứ Hai ngày 24/02/2025: 4A7, 4A6


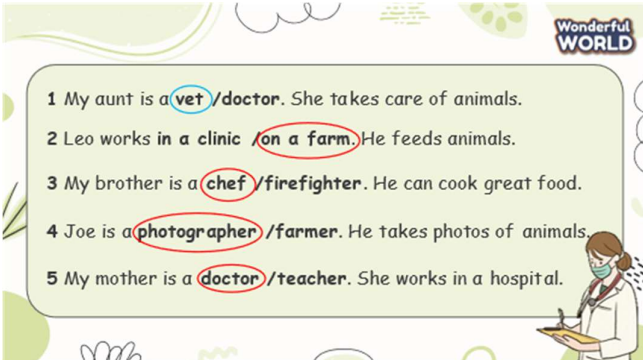
REVIEW 4

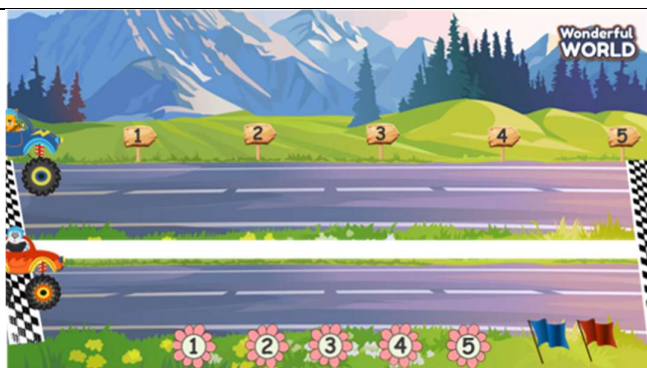
Part 1

I. OBJECTIVES:

1. Knowledge:

- Students will review the words and structures related to the topic **Jobs**:

<ul style="list-style-type: none"> - Ask students to choose 2 numbers to find the correct pairs. - Award the best groups <p>Lead in: Use the pictures of game to review.</p>	
<p style="text-align: center;">Review (20 minutes)</p> <p>Aims: Review and practice the words and structures learnt in unit 7</p>	
<p style="text-align: center;">Teacher's activities</p>	<p style="text-align: center;">Student's activities</p>
<p>Task 1: Do the crossword</p>  <ul style="list-style-type: none"> -Tell students to look at the photos 1–8. -Ask them to tell you what they show. Elicit the words. -Tell students that they have to complete the crosswords and they can use the photos to help them guess the words. -Allow enough time to complete the task, alone or with a partner. -Check answers as a class. <p>Task 2: Circle</p>  <ul style="list-style-type: none"> -Tell students to look at the task. Do the first one as a class and make sure students understand the task. -Allow enough time to complete the task then check answers as a class. <p>Game: “Racing monster truck game”</p>	<ul style="list-style-type: none"> -Look -Answer -Listen -Do the crossword -Check answers -Look and listen -Circle and check the answers.



(There are 5 questions. The two teams take turns choosing a question and answer. With each correct answer the truck is moved forward 1 level. The car that gets to the finish line first will be the winner)

- Introduce and set game rules.
 - Call Ss to choose a number and answer the questions.
 - Check answers and give feedback.
- 1 What does a vet do?
 - 2 Where does doctor John work?
 - 3 What does a firefighter do?
 - 4 What does your mother do?
 - 5 Where does your uncle work?

Task 3: Match and say

1 What does a vet do?

2 Where does doctor John work?

3 What does a firefighter do?

4 What does your mother do?

5 Where does your uncle work?

a My uncle works in a clinic.

b She is a teacher.

c A vet takes care of animals.

d A firefighter puts out fires.

e He works in a hospital.

- Tell students to look at the questions 1-5 and the answers a-e and tell them they have to match the questions with the correct answers.
- Tell them to look at the first question and the example answer.
- Ask them to do the same with the other questions.
- Allow enough time for students to complete the task. Check answers as a class

-Join to the game

1. My uncle works in a clinic.
2. She is a teacher.
3. A vet takes care of animals.
4. A firefighter puts out fires.
5. He works in a hospital.

-Look and read the example.

-Repeat


-Match

-Check answers with friends

Extra activity (10 minutes)

Aim: apply grammar to the real world

Teacher's activities	Student's activities
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<p><u>- Talk about the job of your family members</u></p>  <p>- Work in groups and talk about their family and friends</p> <p>- Call some students to present in front of the class.</p> <p>- Give feedback to them.</p> <p>- Ask students to sing the goodbye song</p>	<p>- Work in groups</p> <p>- Present.</p> <p>- Listen to T.</p> <p>- Sing</p>
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Thứ Hai, ngày 24/02/2025: Lớp 4A7

Thứ Ba, ngày 25/02/2025: Lớp 4A6

REVIEW 4

Part 2

I. OBJECTIVES:

1. Knowledge:

- Students will review the words, phrases and structures related to the topic ***Technology***:

+ *smartphone, make phone calls, make videos, write emails, use the tablet, surf the internet, work in groups, work in pairs, change the password, use the computer lab, use the projector, use the speaker*

+ *talk about what someone does with a smartphone every day*

She sometimes makes videos on her smartphone.

He always learns English on his computer.

+ *ask and answer questions about who can use a certain technology device in class*

Who can use the computer lab? - Teachers and students can.

Who can change the password? - Teachers can.

2. Competences:

- English competences: Students will be able to talk about some activities in class using technology

- Common competences: Students will have the opportunity to develop communication among friends.

- Students will be responsible and well-behaved in communicating in the classroom with friends and others.

- Basic things: Student's book, flashcards.
- Advanced things: PPT, projector/interactive whiteboard/laptop/TV.

[illegible]



-Tell students to look at the photos 1–6.

-Ask them to tell you what they show. Elicit the words. Tell students to look at the words and match them to correct picture with a line. Do the first one as a class and make sure students understand the task.

-Allow time to complete the task, alone or with a partner.

-Check answers as a class.

Game: “Go to the Island game”



(There are 6 questions. The two teams take turns choosing a question and answer. Teacher prepares a dice. For each correct answer, students roll the dice and move their team's plane. The team that goes to the island first is the winner)

- Introduce and set game rules.

- Call Ss to choose a number and answer the questions.

- Check answers and give feedback.

1 Can students use their phones in class?

2 Who can change the pass word?

3 Can Mr. John use the computer lab?

4 Can I take photos in class?

5 Can Kate make videos on a tablet?

6 Can students surf the internet in class?

Task 2: Match and say

-Look

-Answer

-Listen

-Do the crossword

-Check answers

-Look and listen

-Circle and check the answers.

Yes, he can.

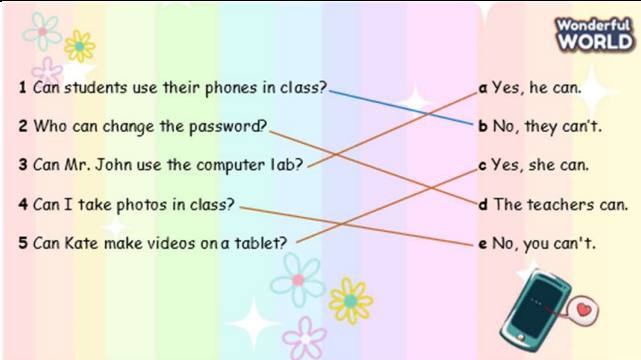
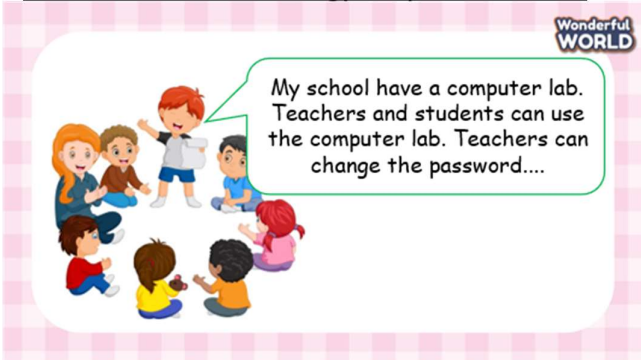
No, they can't.

Yes, she can.

The teachers can.

No, you can't.

No, they can't.

 <p>1 Can students use their phones in class?</p> <p>2 Who can change the password?</p> <p>3 Can Mr. John use the computer lab?</p> <p>4 Can I take photos in class?</p> <p>5 Can Kate make videos on a tablet?</p> <p>a Yes, he can.</p> <p>b No, they can't.</p> <p>c Yes, she can.</p> <p>d The teachers can.</p> <p>e No, you can't.</p>	<p>- Look and read the example.</p> <p>- Repeat</p> <p>- Match</p> <p>- Check answers with friends</p>
<p style="text-align: center;">Extra activity (10 minutes)</p> <p>Aims: Consolidate the content of the lesson.</p>	
<p style="text-align: center;">Teacher's activities</p> <p>- <u>Talk about technology in your school.</u></p>  <p>- Work in groups and talk about their family and friends</p> <p>- Call some students to present in front of the class.</p> <p>- Give feedback to them.</p> <p>- Ask students to sing the goodbye song.</p>	<p style="text-align: center;">Student's activities</p> <p>- Work in groups</p> <p>- Present.</p> <p>- Listen to T.</p> <p>- Sing</p>

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Thứ Ba, ngày 25/02/2025: Lớp 4A7

Thứ Tư, ngày 26/02/2025: Lớp 4A6

Part 3

1. Knowledge:

- By the end of the lesson student will be able to:
 - + Watch and understand a video about what photographers do.
 - + Talk about what job you want to do.

- English competences: Students will be able to talk about their dream jobs.
- Common competences: Students will develop their creativity in drawing pictures.

- Being respectful and showing love to their jobs.

- For Teacher: PP, TV, boards, markers
- For students: A4 paper, books, pens, crayons

[illegible]

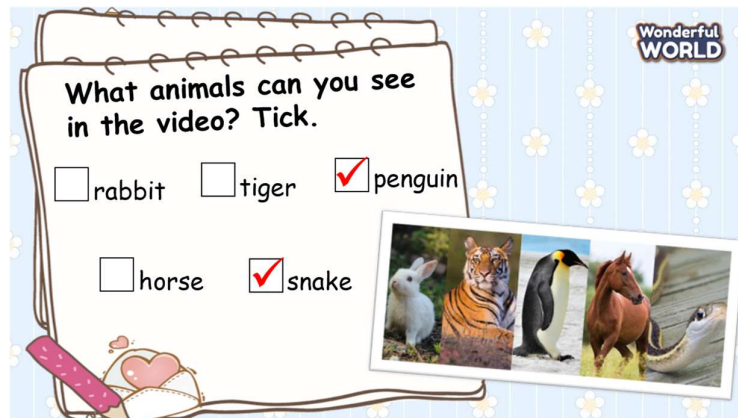
-Tell students to brainstorm different types of jobs and write them on the board.

-Tell students to open their books and read out activity 1. Complete the activity as a class.

-Look at the list on the board. Ask students if any jobs match those in the book. Circle the jobs that match.

2.2. Video :

Task 2: Which animal can you see in the video? Tick.



The first time :

- Ask students to watch a video with no sound about photographer takes the photo of animals then tell the teacher what animals they can see in the video.

- Praise the student who can name all the animals in the video.

The second time :

- Ask students:

+ Is there any sound in this video?

- Ask students to watch the video again with sound and do exercise 2 in the student's book – circle the correct answer they can see in the video.

- Ask students to exchange their books for pair checking.

- Ask students to raise their hands if they have all the correct answers.

Game: Doraemon magic pocket.

-Open their book and read

-Circle

-Watch

- Answer the questions.

- Watch video and do exercise 2.

- Exchange books for pair checking.



(There are 8 questions. Students choose an bell and answer the question. If students give an incorrect answer, another team can raise their hands to answer. If students get it right, they will get a Doraemon's gadget.)

- Introduce and set game rules
- Do a demo
- Play several rounds.

Task 3: Read. Tick T for True and F for False.

Read. Tick T for True or F for False.

	T	F
1 Photographers have cameras.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
2 Photographers only take photos in studios.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3 Photographers only take photos of animals.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
4 In the video, a photographer is working under the sea.	<input checked="" type="checkbox"/>	<input type="checkbox"/>

- Read out the first statement to the class. Ask students if they think that photographers need cameras. Elicit Yes. Ask students where the tick should go (T). Put a tick in the 'T' box.
- If necessary, play the video again and give students time to complete the activity alone.
- Check the answers with the class

Task 4 What do you want to be? Talk about what you want to do.

- Play the game.


- Listen
- Look
- Play the game.

- Listen.

- Complete the activity.

- Check the answers.

- Think of more cool jobs and write the board.

 <p>-Tell students to think of more cool jobs. Write them on the board.</p> <p>-Call on a volunteer. Ask him/her what he/ she wants to be. Then tell the student to ask a classmate what he/she wants to be.</p> <p>- Read the instruction to the students.</p> <p>-Invite two students to read the model dialogue.</p> <p>-Put students into pairs and tell them to talk with their partner about what they want to be. Remind them to use the words from activity 1 and Unit 7.</p>	<p>- Talk about their jobs they want.</p> <p>- Listen.</p> <p>- Read a dialogue.</p> <p>- Work in pairs and tell them to talk with their partner about what they want to be.</p>
<p align="center">Activity 3: Extra activity (12 minutes)</p> <p>Aims: Consolidate the content of the lesson.</p>	
Teacher's Activities	Students' Activities
<p>-Tell each student to draw a picture of an animal on a blank piece of paper. On a separate piece of paper, they should write the name of the animal. Encourage students to draw different animals to their classmates.</p> <p>-Collect the names of the animals and put them face down on your desk.</p> <p>-Tell students to put their pictures in different places all around the room.</p> <p>-Tell students they are all photographers. Invite a student to choose an animal name from the pile on your desk. They turn it over and have to find the matching picture in the classroom. When they have found it, they mime taking a photo of it, hold up the picture and say Do you like my photo of a (giraffe)?</p> <p>-Take turns with each child pretending to be the photographer.</p> <p>-Sing the “Goodbye” song and say goodbye</p>	<p>-Draw a picture of an animal and write the name of the animal</p> <p>-Put the pictures in different places all around the room.</p> <p>-Join the activity</p> <p>-Sing the “Goodbye” song and say goodbye</p>

Thứ Năm, ngày 27/02/2025: Lớp 4A6, 4A7

REVIEW 4

Part 4

I. OBJECTIVES:

1. Knowledge:

Students will review words and structures to ask about jobs and technology

2. Competences:

- English competences: Students will be able to ask and answer about jobs of someone.
- Common competences: Students will have the opportunity to develop the *vocabulary to describe a job* and the *communication* skills with friends.

3. Qualities:

- Students develop love of dream jobs.

II. EQUIPMENT AND MATERIALS:

- Basic things: Student's book, flashcards.
- Advanced things: PPT, laptop, TV.

III. LESSON PROCEDURE:

Activity 1: Warm-up (5 minutes)

Aim: warm-up activity to introduce lesson from the previous lesson.

Teacher's Activities

- Greet students.
- Play the video “When you grow up” and ask students to sing along to warm up.

<https://www.youtube.com/watch?v=5rdlXji2jR0>

Lead in: Ask students to list the jobs in the song.



- Teacher show the photos relating to the topic Jobs and Technology.

Students' Activities

- Great teacher.
- Listen to the teacher and dance

- Follow the teacher

<div data-bbox="292 142 922 493" data-label="Image"> </div> <p>-Read the instruction to the students.</p> <p>-Invite two students to read the model dialogue.</p> <p>-Tell students they are going to describe a job of someone they know.</p> <p>-Put students into pairs and tell them to talk about a job of someone they know with their partner. Remind them to use the words from unit 7 & 8.</p> <p>-Ask some volunteers to speak in front of the whole class.</p> <p>- T asks Ss to repeat after checking.</p>	<p>- Listen to the instruction.</p> <p>- Read the dialogue.</p> <p>- Work in pairs.</p> <p>- Speak in front of the whole class.</p>
<p align="center">Activity 3: Extra Activity (5 minutes)</p>	
<p>Aim: Do an exercise to revive the lesson to match with the purpose of the lessons.</p>	
<p align="center">Teacher's Activities</p>	<p align="center">Students' Activities</p>
<div data-bbox="292 1092 1096 1596" data-label="Image"> </div> <p>-Ask sts to do the assessment.</p> <p>- Check with the class.</p> <p>-Sing goodbye song.</p>	<p>- Do the assessment.</p> <p>- Check with the teacher.</p> <p>- Sing and dance.</p>

Ngày 24 tháng 2 năm 2024



PHÓ HIỆU TRƯỞNG

