*Week 29 Preparing date: …… ………*

*Period 113 Teaching date: …….. ………*

**Unit 17: Stories for children**

**Lesson 1 (4, 5, 6)**

**A. OBJECTIVES:**

By the end of the lesson, Ss will be able to:

**1. Knowledge:**

- listen to and understand three statements about the main characters in stories and circle the correct answers.

- complete four gapped exchanges with the help of picture cues.

- review the target vocabulary and structures related to the topic “Stories for children” by playing the game *Who am I?*

- ***Vocabulary:*** Review

- ***Skills***: speaking, listening, reading and writing.

**2. Competences:**

- Communication and collaboration: work in pairs and groups to complete the learning tasks.

**3. Attitude/ Qualities:**

- Show their pride in school things they have and great respect for other people’s school things by using appropriate gestures and intonation when asking and answering about school things.

**B. TEACHING AIDS:**

- *Teacher:* Teacher’s guide Pages 275, 276; audio Tracks 64; website hoclieu.vn, posters, laptop, pictures, textbook, lesson plan, TV or projector.

- *Students:* Student’s book Page 47, notebooks, workbooks, school things.

**C. PROCEDURES:**

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| **Teacher’s activities** | **Students’ activities** |
| **1.Warm- up and review: (4’)**  *Play a game:*  ***Pass the card***  *\*****Aims:*** *to* *revise the learnt lesson.*  **\*Procedure:**  - Prepare some cards (*Snow White, the seven dwarfs, the ant, the grasshopper, the tortoise, the hare, the fox, the crow*).  - Divide the class into two groups.  - Have ss from each group stand in a line.  - Give the first student of each group a card and say “Go.”  - The ss say the given words and pass the cards over their heads to the ones behind them.  - Have groups continue the game until their card reaches the last person.  - The last student in each line races to hand their card to the teacher and says the word.  - Give the first group to name their card correctly one point.  - The group that gets more points wins.  - Say “Open your book page 47” and look at *“Unit 17, Lesson 1 (4,5,6)”.*  **2. Practice: (27’)**  **Activity 1. Listen and circle:**  ***\*Aims:*** *Ss will be able**to* *listen to and understand three statements about the main characters in stories and circle the correct answers to complete the sentences* **\*Procedure:**  - Have ss read the questions and elicit the characters in the pictures    - T ask Ss to guess the answers.  + T writes Ss’guessing on the board.  - Listen to the tape:  + Play the recording  + Play the recording again and get Ss to swap books with their partners.  + Play the recording again to check answers together as a class.  + Write the answers on the board for Ss to correct their answers. Then checks Ss’ guessing.  - Play the recording, sentence by sentence, for the class to listen and repeat in chorus.  *Key: 1. b; 2. a; 3. a*  **Activity 2.** **Read and complete**  ***\*Aims:*** *Ss will be able**to* *complete four gapped exchanges with the help of picture cues.*  **\*Procedure:**  - Ask Ss to look at the pictures and identify the name of a character.  - Have Ss look at the 4 incomplete exchanges and elicits the missing words in the sentences.  - T models with the first sentence  + Ask Ss what is missing in the sentence *(Snow White).*  + Have Ss look at the picture and identify the needed information *(They’re Snow White and the seven dwarfs)*  - Have Ss work in pairs and complete  - Get Ss to swap books with a partner and check their answers before checking as a class.  *Key:* *1. Snow White 2. tortoise*  *3. ant, character / one 4. reading, fox*  **Activity 3. Let’s play.**  ***\*Aims:*** *Ss will be able to review the target vocabulary and structure related to the topic “Stories for children” by playing the game Who am I?*  **\*Procedure:**    - Divide the class into 8 or 10 groups. Each group pretends to be one character and prepares one or two sentences about the character.  - Each group reads the sentence aloud and the other groups guess what character it is. The groups raise their hands to get a turn to answer. The group with the correct answer gets one point.  - After 4 minutes, the group with the most points is the winner.  - Get ss to play the game in pairs.  **3. Fun corner and wrap- up (4’)**  **Game:**  **Pictionary**  - Invite a student to come to the front of the class and whisper the name of a character he/she has to draw.  *Ex: Snow White, the seven dwarfs, the ant, the grasshopper, the tortoise, the hare, the fox, the crow*  - The student draws the picture on the board for the rest of the class to guess what it is.  - The first student to guess the character correctly comes to the front of the class to draw the next picture.  - Repeat until all of the target vocabulary has been used. | - Ss pay attention.  -Ss play the game  -Ss play the game  - Ss congratulate to the winner  - Ss open their books  - Ss read the questions and answers (*the fox, the crow, the hare, the tortoise, the ant, and the grasshopper)*  -Ss guess the answers  - Ss listen to the tape  - Ss listen again, circle and swap books with their partners.  - Ss check their answers and guessing  - Ss answer and check  -Ss listen and repeat.  -Ss look at the picture and say  -Ss follow the teacher.  -Ss read and answer  -Ss work in pairs and fill in the gaps  - Ss swap books and check  - Ss work in 8 or 10 groups  - Ss follow the teacher’s instructions.  - Ss play the game in pairs.  -Ss listen to the teacher  -Ss play the game  -Ss play the game  -Ss play the game |

**D. ADJUSTMENTS (if necessary):**

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