Back to school

3) wall

6 board

9 floor

(4) clock

Baek to schoo

8 chair

The board.

door, bookcase, wall, clock, window, board, cupboard, chair, floor

Listen and look. Then listen and say the words.

2 bookcase

5 window

7) cupboard

2 📲 Listen and chant.

Say and guess.

Back to school 1 Read and match. bookcase door board cupboard wall **10** 10 clock window desk chair floor The classroom Lesson 1

Lesson

Objectives

ЪЦ

1 door

- to review pupil names and greetings
- to present and practise things in the classroom
 - Language
- **New language:** the classroom: door, bookcase, wall, clock, window, board, cupboard, chair, floor; touch, And that is all!
- **Recycled language:** character names: *Flash, Whisper, Misty, Thunder*

Receptive language: Sorry I'm late.

Materials

Downloadable Class Audio, Flashcards (the classroom): 11–19, Printable Wordcards 11–19

Digital Minds

- Vocabulary interactive activity
- Interactive Flashcards and Wordcards

- to review the characters
- to practise saying a chant for pleasure

Basic competences

Language competences: Pupils identify and name classroom objects.

- **Cultural awareness and expression:** Pupils chant together as a class.
- Social and civic competences: Pupils work together to play a game.

- Augmented Reality: vocabulary interactive activity
- Online interactive activities: spinning game

Warm-up

- Go up to a pupil and say Hello. I'm (your name). What's your name?
- The pupil replies, e.g. *Hello. I'm / It's (name)* or *My name's (name)*.
- Pupils then greet all the pupils sitting around them in the same way.

Presentation

- Hold up each flashcard in turn. Say the word for pupils to repeat in chorus.
- Do this three or four times.
- Hold up each flashcard with its corresponding wordcard for pupils to say the word in chorus.
- Hand out the flashcards with their wordcards for pupils to stick on the relevant objects, e.g. *board* on the board. If you don't have all of the objects in the class, draw them on the board and stick the flashcards next to them, e.g. *bookcase*.

Listen and look. Then listen and say the words.

- Draw pupils' attention to the pictures in the Pupil's Book. These have been specially developed to help the pupils say the songs and chants.
- Use the pictures at each stage of the activity to help with understanding and to provide context.
- Ask pupils if the picture is like their classroom.
- Elicit / tell the class who the character running in is (Flash).
- Play the recording.
- Pupils point to the objects when they hear them.

CD Track 7

Fish: Hi. Welcome back.
Whisper: Thanks, fish. Hi, Thunder. How are you?
Thunder: Fine, thanks, Whisper. Where's Misty?
Whisper: I don't know.
Flash: Sorry I'm late. Wow! A new computer!
Now say the words.
1 door, 2 bookcase, 3 wall, 4 clock, 5 window, 6 board, 7 cupboard, 8 chair, 9 floor
Play the recording again.

- Pupils point to and say the words.
- Pupils practise pointing and saying the words in pairs.

2^{CD1} Listen and chant.

- Play the recording. Pupils listen to the chant.
- Play the recording again, pausing after each line for pupils to repeat.
- Practise the chant as a class.
- Divide the class in half. Groups sing alternate lines, pointing to the relevant place in the classroom as they say it.

CD Track 8

Touch the window, Touch the door, Touch the cupboard, Touch the floor. Touch the bookcase, Touch the wall, Touch the board, And that is all!

Say and guess.

- Demonstrate the activity using the example.
- Check pupils know what to do.
- Pupils spell and say a word in pairs.

Activity Book, page 10

Read and match.

• Pupils join lines from the words to the items in the picture.

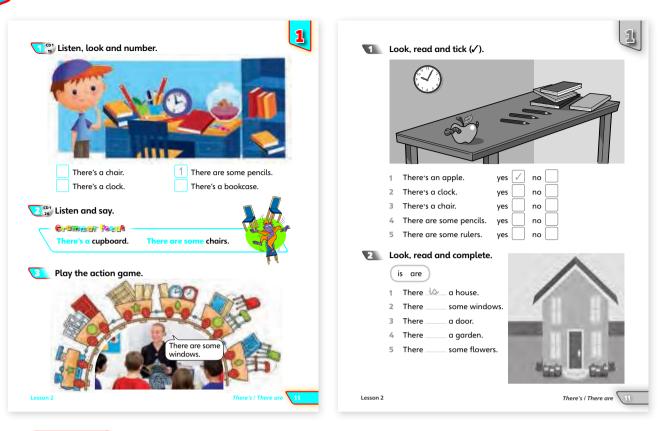
OPTIONAL ACTIVITIES

Reinforcement

- Collect the flashcards from the objects in the classroom.
- Pupils close their books.
- Make nine groups. Point to an object, e.g. floor, and tell one group to make a label (of the word) for it.
- Repeat for the other eight groups with the other words. Don't say the word.
- Groups make their labels and stick them on the objects. They can refer to the wordcards for spelling if necessary.

- Tell pupils to look at the picture in the Pupil's Book.
- Elicit some of the other things they can see, e.g. *I can see some books*.
- Start a chain: the next pupil says, e.g. *I can see some books and a computer.*
- After about eight objects, start another chain.





Objectives

- to review things in the classroom
- to present and practise There's a ... and There are some ...
- to practise listening for specific information
- to review the spelling of the objects in the classroom

Language

New language: There's a ..., There are some ...

Recycled language: singular and plural nouns, vocabulary from Level 1: *house, book, ruler*

Materials

Downloadable Class Audio, flashcards (the classroom): 18–26, Printable Wordcards 18–26

Digital Minds

- Grammar **1** interactive activity
- Interactive Flashcards and Wordcards

Basic competences

Language competence: Pupils say simple sentences using *There's* and *There are*.

Language competence: Pupils identify pictures using *There's* and *There are*.

Social and civic competences: Pupils cooperate as a class to play a game.

- Augmented Reality: Grammar 1 interactive activity
- Online interactive activities: catching clouds game

Warm-up

- Stick the flashcards on the board.
- Write a number under each one.
- Pupils draw a 2 x 2 grid.
- Play a bingo game, calling out the objects at random.
- If pupils have the corresponding number, they cross it out.
- The first to cross out all four and call out *Bingo!* is the winner.
- Confirm correct answers with the wordcards.

Listen, look and number.

- Pupils look at the picture in the Pupil's Book and read the sentences silently.
- Play the recording. Pupils listen and number.

CD Track

- 1 There are some pencils.
- 2 There's a bookcase.
- 3 There's a clock.
- 4 There's a chair.
- They check in pairs. Play the recording again and check with the class.
- Elicit what they notice about the words (we use *There's a* with singular and *There are some* with plurals).

Key: 4, 1, 3, 2

Listen and say.

- Play each sentence for pupils to repeat.
- Play the sentences again and pupils repeat.
- Listen for weak forms of a and some.
- Pupils practise saying the statements in pairs, substituting things in the room and pointing to them.



Play the action game.

- Say sentences about the picture in the Pupil's Book, using *There's / There are.*
- Make some sentences true and some false.
- Pupils stand up if a sentence is true and sit down if it is false.

Activity Book, page 11

Look, read and tick (✔).

- Pupils look at the picture, read the sentences and tick 'yes' if they are true or 'no' if they are false.
- Key: 2 yes, 3 no, 4 yes, 5 no

Look, read and complete.

• Pupils look at the picture and complete the sentences with the words in the box.

Key: 2 are, 3 is, 4 is, 5 are

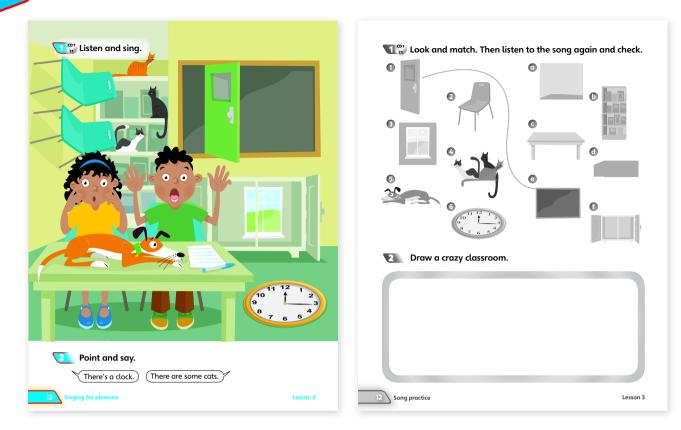
OPTIONAL ACTIVITIES

Reinforcement

- Write the nine classroom words on the board in jumbled letter order.
- Invite pupils to come to the board and write each word correctly.
- Other pupils in the class can help them by calling out the spelling.

- Elicit two or three sentences about things in the classroom, e.g. *There's a board. There are some chairs.*
- Brainstorm words for things in the classroom (including other known words) and make a word map on the board.
- Individually, pupils write six sentences about the classroom. They head their writing *My classroom*. Each sentence begins with *There's* or *There are*.





Objectives

- to review prepositions of place
- to sing a song with the class

Language

New language: the classroom

Receptive language: everyone, a lot of fun

Materials

Downloadable Class Audio

Digital Minds

- Karaoke song
- Interactive Flashcards and Wordcards

- to give pupils further practice with classroom words
- to enable pupils to personalise what they have learnt

Basic competences

Language competences: Pupils join in with a song.

Cultural awareness and expression: Pupils sing together as a class.

Social and civic competences: Pupils work together to ask and answer to describe a picture.

Sense of initiative and entrepreneurship: Pupils draw a classroom.

- Augmented Reality: karaoke song
- Online interactive activities: karaoke song

Warm-up

- Use classroom objects to check *in, on* and *under*.
- Ask the class Where's the pencil/pen?
- Elicit the full answer: It's on the desk.

$\underbrace{1}_{22}^{\text{CD1}}$ Listen and sing.

- Pupils look at the picture in their Pupil's Book. Elicit what they can see and why the classroom is strange.
- Play the recording, pausing after each pair of lines for pupils to repeat.
- When pupils have learnt the song, practise it with the whole class.
- Use the karaoke version of the song (CD1, track 22) for pupils to sing in groups.

CD Track 2

Hey, listen, listen everyone. Our classroom's a lot of fun. There's a door in the board. There are some chairs on the wall. There's a window in the cupboard, But that isn't all. There are some cats on the bookcase. There's a dog on the desk. And on the floor there's a clock. Tick tock! Tick tock!

2 Point and say.

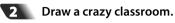
- Demonstrate the activity using the example.
- Pupils point to items in the picture and say a sentence in pairs.

Activity Book, page 12

Look and match. Then listen to the song again and check.

• Pupils draw lines to match the items as in the song.

Key: 2 a, **3** f, **4** b, **5** c, **6** d



• Pupils draw a crazy classroom, similar to the one described in the song, using items that they know in English.

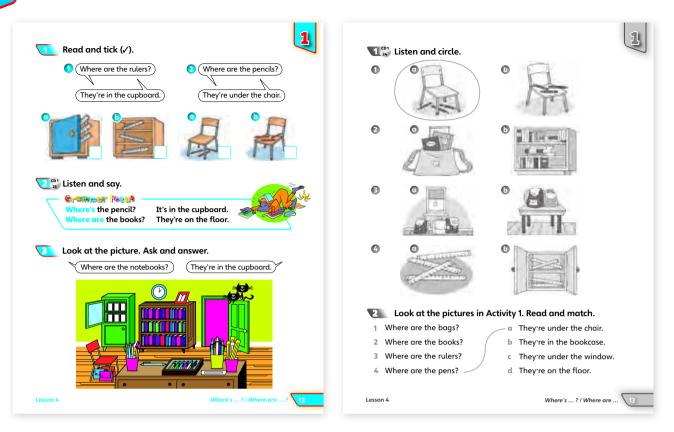
OPTIONAL ACTIVITIES

Reinforcement

- Pupils sing the song from PB Activity 1 again.
- Put pupils into two groups with alternate groups singing a line each.

- Write on the board the questions pupils can use: What's this? It's a / Where is the ...? It's
- In pairs, they ask and answer about their pictures in their Activity Books.





Objectives

- to present and practise Where are ... ?, They're ...
- for pupils to listen for specific information

Language

New language: Where's ...?, Where are ...?, They're ..., the classroom

Materials

Downloadable Class Audio

Digital Minds

- Grammar 2 interactive activity
- Interactive Flashcards and Wordcards

• to give pupils further speaking practice of the language

Basic competences

Language competence: Pupils ask and answer simple questions.

Social and civic competences: Pupils work together to ask and answer about the locations of objects in a picture.

- Augmented Reality: Grammar 2 interactive activity
- Online interactive activities: Popping balloons game

Warm-up

- Dictate letters from The classroom' in random order.
- Pupils work in pairs and write the letters down.
- They work out the words and spell them correctly.
- The first pair to put their hand up with the correct words comes to the board and writes them.

1 Read and tick (√).

- Look at the pictures and elicit what pupils can see.
- Check pupils know what to do.
- Check the answers as a class.

Key: a√,2a√

2 ^{CD1} Listen and say.

- Play the first question and answer.
- Pupils repeat.
- Do the same for the second question and answer.
- Pupils practise saying the questions and answers in pairs.

Look at the picture. Ask and answer. 3

- Look at the picture as a class and demonstrate the activity.
- In pairs, pupils ask and answer.
- Check two or three items as a class.

Activity Book, page 13

Listen and circle.

• Pupils listen to the dialogues on the recording and circle the correct picture in each pair.

CD Track 24

- 1 Where are the pens? They're under the chair.
- 2 Where are the books? They're in the bookcase.
- 3 Where are the bags? Theu're under the window.
- 4 Where are the rulers? They're on the floor.

Key: 2 b, 3 a, 4 a



2 Look at the pictures in Activity. Read and match.

· Pupils draw lines to match the questions with the answers, referring to the pictures in Activity 1.

Key: c, 2 b, 3 d, 4 a

OPTIONAL ACTIVITIES

Reinforcement

- Pupils ask and answer using the pictures in AB Activity 1.
- Pupils can either cover Activity 2 or use it to help them.

- Put two pencils on your desk and elicit the question Where are the pencils?
- Elicit the answer: They're on the desk.
- Put two pens under your chair and elicit the question: Where are the pens?
- Elicit the answer: They're under the chair.
- Pupils continue with other classroom objects, asking and answering.