



● ● ● Lesson Activity Resource Pack for Taipei County
Elementary School English Teachers

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Name of Activity: Animals

Target learners: The fifth-graders in the elementary school

Time required: 40 minutes

Aims

Students can acquire the target vocabulary.

Materials required & pre-lesson preparation

1. Making PowerPoint slides
2. blank sheets
3. nine sets of thirteen animal cards

In class procedure

Warm-up(5min)

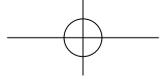
1. Greeting.
2. Review the previous unit and quiz the students.
 - Students memorize the dialogue.
 - The teacher quizzes the students according to their ability.

Presentation

1. Guess what the animal is.
 - The teacher plays the sound effects of some animals and has students guess what the sound of the animal is.
 - The teacher uses PPT to show the students the animals' pictures and says the animals' words three times. The students listen to the words and have to spell the words using phonics.
 - The teacher uses the PPT to show the animal riddles and the students try to guess what the answers are.
2. Let's say the words.
 - The teacher has the class look at the animal pictures and repeat after the teacher several times.
 - The teacher has the class look at the new words and repeat after the teacher several times.

Wrap-up

1. Activity: Don't pick the turtle card.
 - The teacher demonstrates the activity and explains the rules.
 - The teacher gives each group of students a set of cards (13 animal cards) for the animal matching game. There're six pairs of cards except one card with the turtle picture. Each player checks their hands for any pairs. The winner is the first to have no any cards. The loser is the one who gets the card with the turtle picture.



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Follow up

1. Animal Bingo

- The teacher gives each student a piece of paper and have the class draw nine-square grid on the paper.
- The teacher explains the rules. The teacher shows the class the eight new words and asks them to write the words and the translation of the words on the “bingo paper.”
- Students switch the paper and mark their partners’ paper.
- Students correct their errors.
- The class listen to what words the teacher say and circle the words on their paper.
- The students complete a '**Bingo**' pattern, such as a line with three words in a vertical, horizontal or diagonal row on their paper and win the game.

