# **LANGUAGE OVERVIEW • UNIT 4**

# Key Words

car

teddy/teddy bear (AmE)

plane

doll

scooter

train

bike

### Receptive Language

What is it?

Look, it's (me)!

Is it the teddy/teddy bear (AmE)?

Shh!

Snap!

Fly your plane.

Drive your car.

Hug your teddy/teddy bear (AmE).

Kiss your doll.

Simon says.

I'm on my little bike/train.

I'm in my little car/plane.

What's my favourite picture?

Let's play with the (plane).

Let's build a tower.

A big tower.

Oh, no! Sorry.

Are the pictures the same?

What's in the bag?

Where's the other (scooter)?

## Classroom Language

Stick in the plane/train.

Draw yourself.

(Can you) Point to the (plane).

Colour the toys/pictures.

Cut out the cards.

Show me (doll).

Listen.

How many dots?

Draw the dots.

Fold it in half.

Stick it together.

Draw a line (to the airport).

Touch the (plane) with your (nose).

Stand up. / Sit down.

Roll the dice.

Match the toys.

Draw a line.

Pass the (scooter).

## Productive Language

Do you like (plane)s?

Yes, I like (plane)s.

## Objectives

#### Children learn:

- to recognise and name some toys using English
- to listen to, act out an action story, and order the pictures which tell the action story
- to listen to and join in with a song and a chant
- to watch and listen to a DVD story
- to follow slightly more complex instructions using mime, gesture and other actions
- to play some simple games using English in small groups without the teacher leading

### Competences

#### Children can:

- name and identify different toys using movement, pointing, gestures, etc.
- point to the appropriate toy when asked
- understand and follow simple instructions given in English during the lesson
- participate in games, songs, chants, and TPR based action stories
- ask in English if someone likes a toy and answer the same question
- describe some actions that children do with toys, for example kiss, hug, drive, etc.

### Values

 to develop appreciation for the values of apologising and forgiving

## Thinking Skills

paying attention to details and recognising toys from different angles