

Unit 1/Class 7 - ABC Dragons K-1 Class

The target length for this class is one hour. Young learners are not able to maintain focus for extended periods of time and should be limited to 1 hour of learning English.

Class 6 Numbers 1-10/How Old Are You?/Alphabet introduction/C words

#	ACTIVITY	DESCRIPTION	TIME
1	Interactive Numbers Online Activity	With the online page and the numbers cards, you can play a variety of games. You can show the students each card in sequence and color the online numbers accordingly (the colours won't match up perfectly but make do). Or, you can first make a count of 1-10 using the cards and pointing to the online numbers. Then, you can color a number and make them run and touch the corresponding outside number, then stopping them at the door and make them say the number (you might want to have the number card in your hand and tell them the number's name so they can repeat it for you)	
2	How Old Are You? Song	Watch the video and use the number cards to work on numbers and age in regards to the question "How old are you?". Don't teach too much and concentrate on the idea of just planting a seed. Students quite often mistake "How are you?" and "How old are you?" Let their brains have time to sort that one out, its success rate is better than ESL teaching methods.	5 min

3	Count Birthday Candles Online Game	Use the online game to review numbers, counting and age. Take turns with the students and you can use the cards to help with the activity. Also, ask the students how old they are and how many candles would be on their cake to help with the next activity.	
4	Birthday Cake Drawing and Coloring Activity	<p>NOTE: USE THE ONLINE FILE TO HELP WITH THIS ACTIVITY. Instructions are on the file to help you step by step. Below is a summary of these instructions.</p> <p>First, give the students the PDF print out of the birthday cake with two candles. Next, have them write their names and ages in the appropriate places. Next, have them draw the appropriate amount of candles to equal their age. Finally, color the cake and have them write the name of cake next to the cake.</p>	5 min
5	BCDGT Phonics Song	Use the game and the B cards to play a game with this activity. Use money and TPR/mimes to do this activity. For example, if they choose the car word/activity icon have them run outside (repeating the word car and miming the act of driving a car) Then, have them go in the classroom (repeating the word in and sit down).	5 min
6	C Phonics Choice Game	Use the game and the C cards to play a game with this activity. Use money and TPR/mimes to do this activity. For example, if they choose the candy word/activity icon have them walk out to the outside administrator and tell them to ask for a candy "Can I have a candy?".	5 min
7	10 Little Fishies Featuring Baby Shark!	Watch the video and use the number cards to review the numbers 1-10	5 min

8	Counting Fish Online Game	Use the online game and the number cards to work on counting from 1-10	
9	Fish Coloring Activity	Use the Fish Coloring Activity Help file to do a fish coloring activity that helps review colors and numbers.	
10	Numbers TPR Song	Use the song to work on numbers and actions. Refer to the PDF in your printed files or the PDF that is shown online	5 min
11	Hide And Seek Game	Play a game of hide and seek with the number and C word cards. Refer to the printed instructions or the PDF shown online.	
12	Click Discovery Game	Use this game to review the BCDGT words and this unit's C words. The first slide's pictures have audio if you click them. Also, the bottom pictures have audio if you click them. Have the students choose one of the top words (you will need to point to each one and say the word clearly and most likely will need to repeat until the student makes their choice) Click the card and it will reveal part of the picture below. Continue until they can guess the word. Use money to reward choices and speaking or any way you feel is necessary.	5 min
13	Xtra Time	If there is time left over, choose one of the activities or one of your own to finish off the class.	x min