

Topic	Syllabus Objective(s)	Student's Book Page(s)	Workbook Page(s)	Online Resource
Reading	II.3.v; II.5.i; II.6.i; II.6a.i; IV.5.vi	100–101	n/a	
Speaking and listening	IV.5.i-iii, vi	102	n/a	
Language: joining word 'and'	n/a	102–103	68	Game
Word work: opposites	n/a	105	77–78	Letter tiles
Writing	V.8.i-iii, v; V.9B.i; V.9C.i-ii	105	n/a	

Suggested starter activity

- 1 Take pupils on a field trip – a walk around the school and/or the surrounding neighbourhood.
- 2 While on the field trip, ask pupils to point out all the plants that they see.
- 3 Ask pupils to tell you some things they already know about plants in general (for example: they need sunlight and water, some plants have flowers, some plants only have leaves).

Note: Always get permission from the school principal and parents before taking pupils off the school grounds.

This game can be done after completing the exercises on pages 102–103 in the Student's Book.

- 1 This game can be played to consolidate pupils' understanding of the use of 'and'.
- 2 Place pupils into groups of four.
- 3 Give each group some sentences on strips.
- 4 Ask the groups to find, in the sentences they have been given, those that can be joined together using the word 'and'.
- 5 Once each group has sorted and found the sentences that join together, ask pupils to stick them down on a piece of paper and write the word 'and' in the middle to link the two.
- 6 Ask the class to read each joined-up sentence out loud together.

Language Tree

Matching opposites

This game can be played after completing the exercise on page 105 in the Student's Book.

This game consolidates pupils' understanding of antonyms.

- 1 Use the cards provided or you can create your own to play the opposites matching game.
- 2 Place pupils into groups of four to play this game.
- 3 Let pupils take turns picking two cards from a set that has been laid face down on a table.
- 4 If the two words make a correct pair of opposites (e.g. big / small), the pupil gets to keep the cards and pick again. If the two words are not opposites, then they are returned to the table face down, and another pupil gets a turn.
- 5 The pupil with the most pairs of cards wins the game.

Print and cut out each tile.

hot

cold

night

day

Print and cut out each tile.

up

down

awake

asleep

Print and cut out each tile.

boy

girl

good

bad

Print and cut out each tile.

happy

sad

wet

dry