# 4 Run, run, run!

#### Lesson 1

- 1) 2.18 Listen, look and point. Repeat.
- Play Colin's bingo.



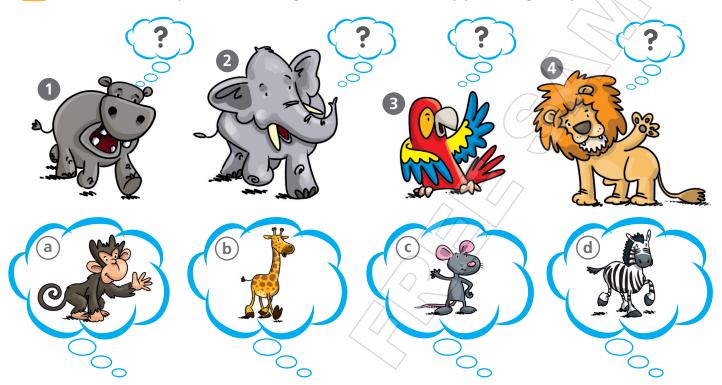
3 (1) 2.19 Listen, point and say Colin's chant.

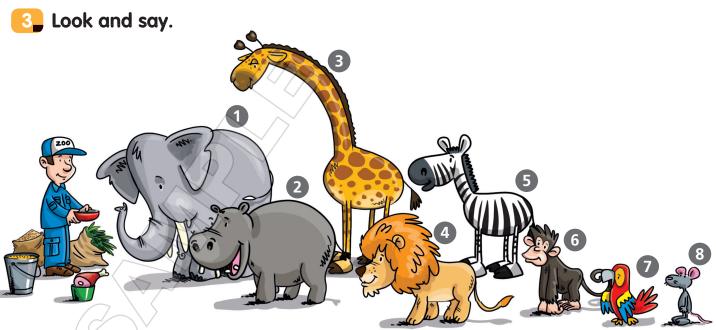


Play Guess the animal.



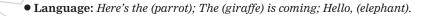
- 1 Look and guess. Say.
- 2 (1) 2.20 Listen, point and sing the *Here's the hippo* song. Say.





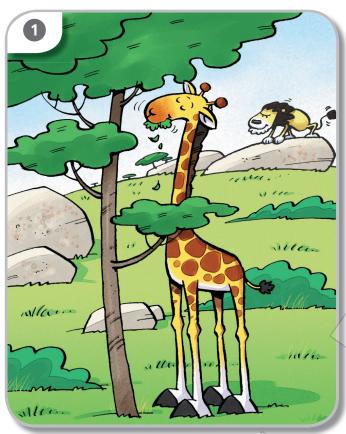
Make the mini-flashcards. Play Who's coming?

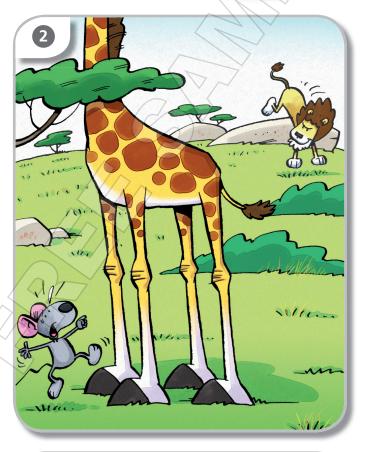


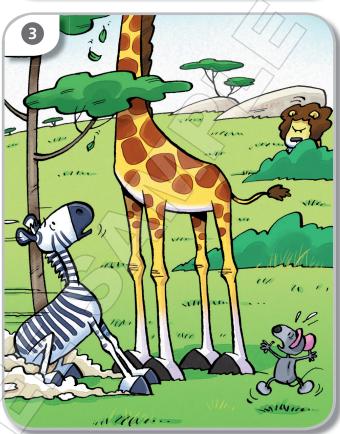


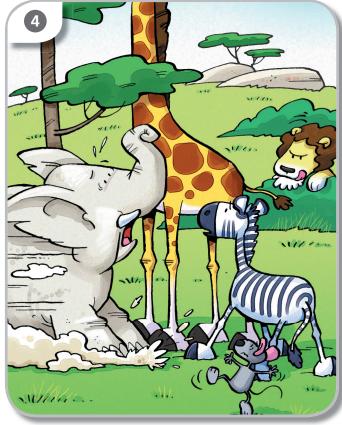


1) 2.23 Listen and find. Listen to the story and point.

















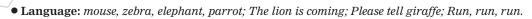


2 1) 2.24 Listen and think. Say.



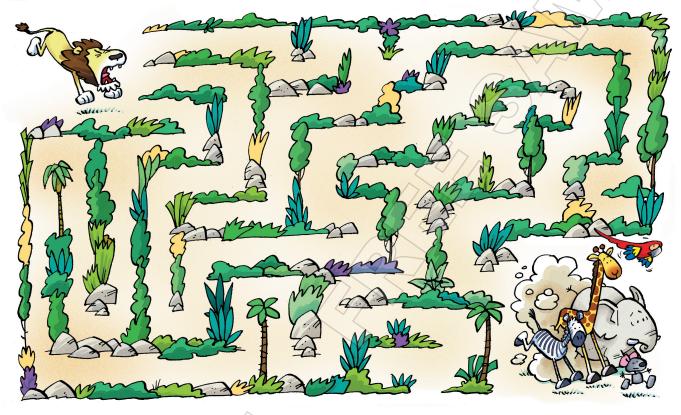
3 Choose and say.







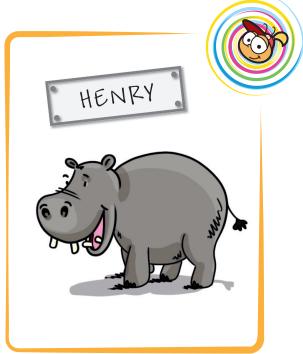
- 1) (1) 2.23 Listen to the story, mime and say.
- Pollow with your finger and say.



3 (1) 2.25 Listen, find and point. Sing *The lion is coming!* song.





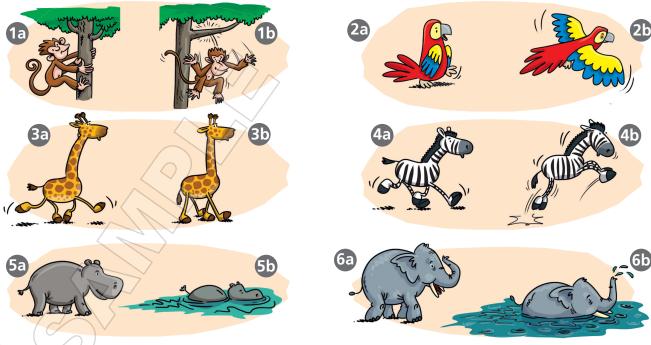




1) 2.29 Listen and point. Mime and repeat.



2 (1) 2.30 Listen to the chant A monkey can climb and choose. Repeat.



- 3 Play Repeat if it's true.
- Look and say.













<sup>•</sup> Language: walk, run, fly, swim, jump, climb; A (monkey) can (climb); I can (run).

1) (1) 2.31) Listen and match with your fingers. Say.





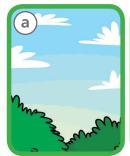




Thinking skills

CATEGORISING











2 Make the animal category cards. Say.



3 Play The animal category game.



Play Animal groups.



<sup>•</sup> Language: zebra, monkey, giraffe, hippo, parrot, mouse, elephant, butterfly, bee, dog, fish; climb, walk, run, jump, fly, swim; (A zebra) can (walk).

1 (1) 2.32 Listen and say the *The elephant* rhyme.



- 2 (1) 2.33 Listen to the dialogue. Repeat. Act out.
- 3 Play How does it go?
- 4 (1) 2.34 Listen, find and point.







Culture Club

5 Draw in your notebook and say.



<sup>•</sup> Language: fingers, toes, nose; big, fat; How does the (monkey) go? Like this!; Here's (a fox). It can (run).

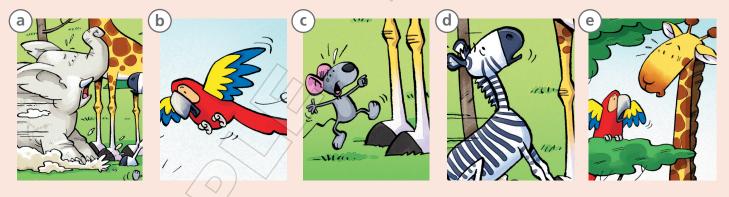




1) (1) 2.35 Listen, find and point. Say the number. Repeat.



2 (1) 2.36 Listen, find and point. (1) 2.37 Listen and say the missing words.



3 (1) 2.38 Listen and look. Correct the sentences.



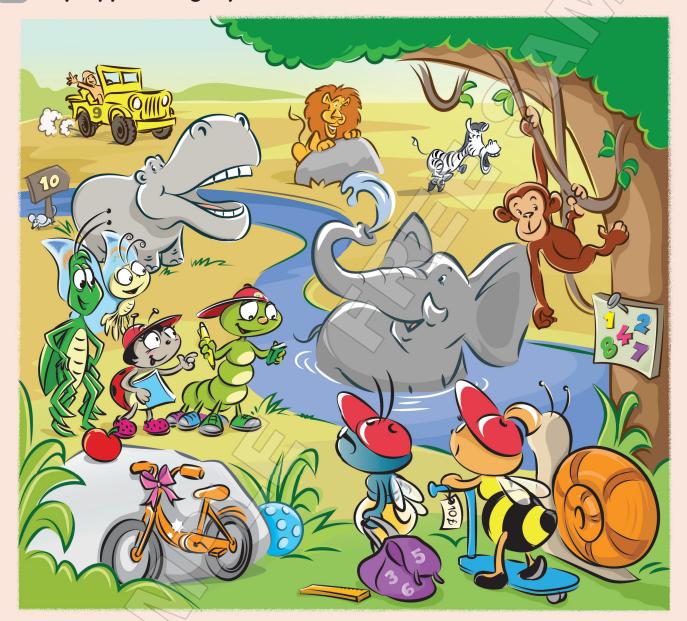


Go to Gary's picture dictionary on page 83.





- 1) (1) 2.39 Listen, find and point.
- 2 Play I spy with Bugs eye.



3 (1) 2.40 Listen and repeat. Think and choose.





Units 3 and 4 Review

# Bugs board game

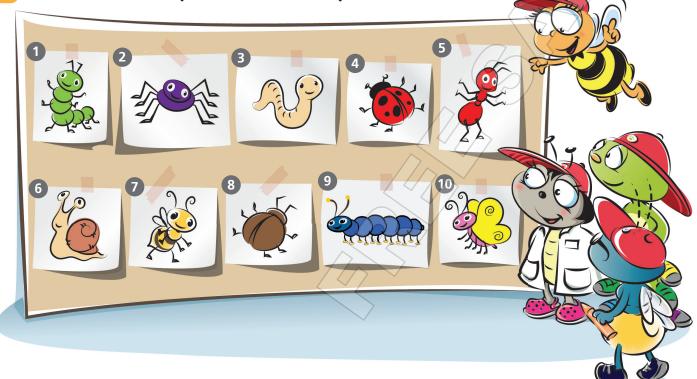




# A world of bugs

1) (1) 2.41) Look and count the legs. Listen and mime.

2 (1) 2.42 Listen and point. Find and say.

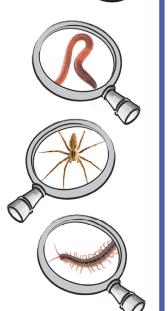


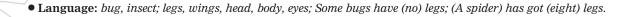
## Lucy's Lab - Find out about bugs

Find out about insects.











# 5 The pienic

#### Lesson 1



3 (1) 2.46 Listen, point and say Colin's chant.

carrot



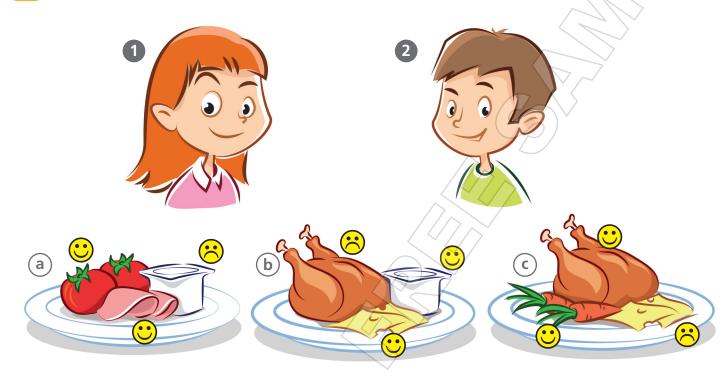
yoghurt

banana

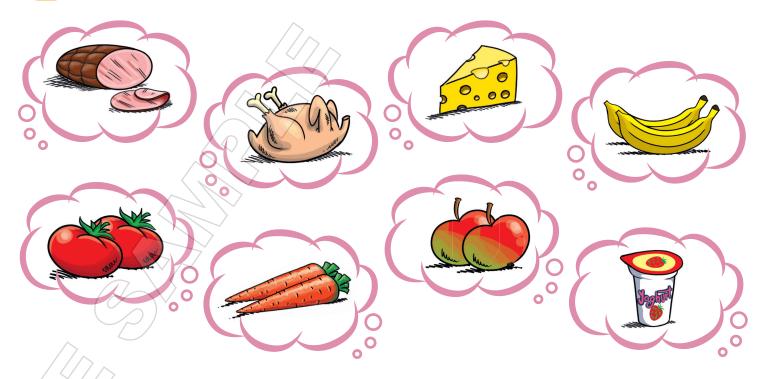
Play Memory.



- look, think and say.
- 2 (1) 2.47 Listen and match with your fingers. Sing the I like chicken song.

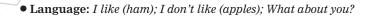


3 Play I like apples.



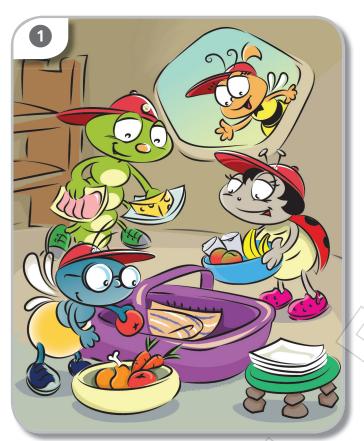
Make the mini-flashcards. Play Food snap.

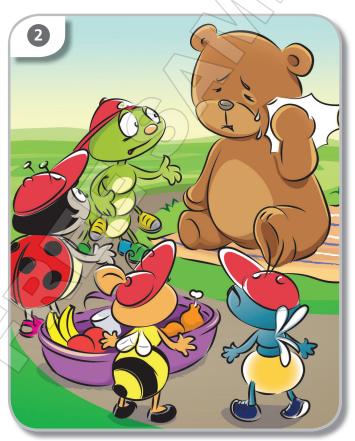






1) 2.50 Listen to the story and point.



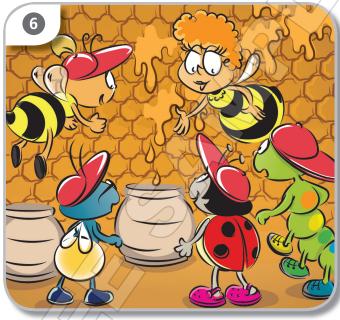












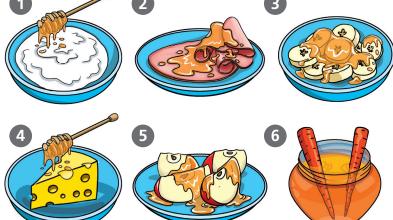




2 1) 2.51 Listen and think. Say.

3 Choose and say.





<sup>•</sup> Language: ham, cheese, chicken, banana, yoghurt, carrot, tomato, apple, honey; Do you like (ham)? Yes, I do; No, I don't; I don't like (cheese); I like (honey) and (yoghurt).









3 (1) 2.52 Look and order. Listen, point and sing *The piçnic* song.

4 (1) 2.55 Listen and say the *Bug twister!* 







<sup>•</sup> Language: chicken, ham, carrot, cheese, banana, tomato, honey; Do you like (ham)? Yes, I do; No, I don't; I don't like (chicken). I'm Charlie the chimpanzee. I like chicken and cheese.

1) (1) 3.1) Listen and point. Repeat.



fruit



vegetables

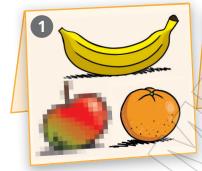


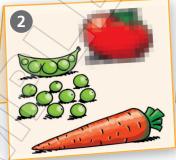
meat



milk products

2 (1)3.2 Listen to the *Food group* chant and say. Repeat.









- 3 Play Food group word tennis.
- 4 Look, ask and say.







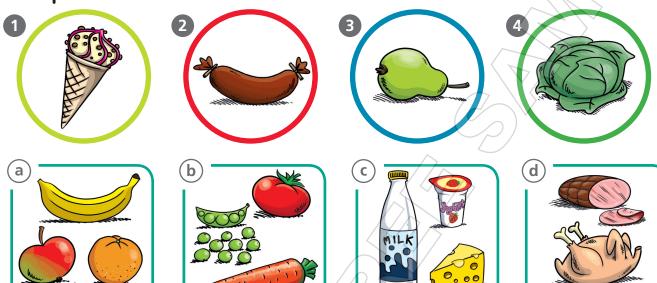


<sup>•</sup> Language: fruit, vegetables, meat, milk products; (An apple) is (a fruit); Do you like (meat)? Yes, I do; No, I don't. (Vegetables) are delicious.





1) 1) 3.3 Look, classify and match. Listen and say the missing words. Repeat.



2 Make the food wheel. Say.



3 Play The food wheel classification game.

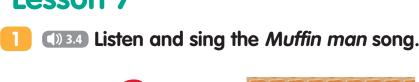


- Draw, classify and say.
- Play The food group game.



• Language: chicken, ham, cheese, yoghurt, carrot, tomato, banana, apple, sausage, pear, ice cream, cabbage; fruit, vegetables, milk products, meat; (A carrot) is (a vegetable).

(1) 3.4 Listen and sing the Muffin man song.





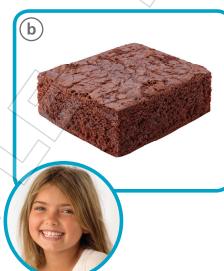




Ulture Club

- 1) 3.5 Listen to the dialogue. Repeat. Act out.
- (1) 3.6 Listen, find and point.

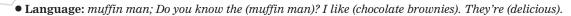






Draw in your notebook and say.

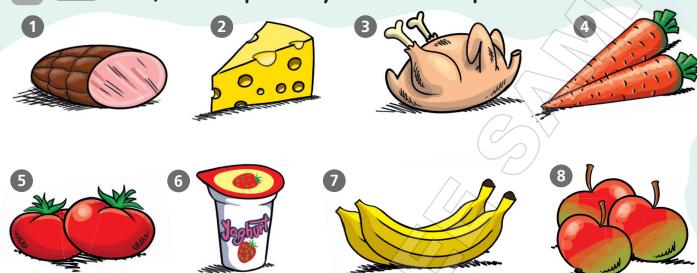








1 (1)3.7) Listen, find and point. Say the number. Repeat.



2 (1) 3.8 Listen, choose and repeat. Look and say.



3 (1) 3.9 Listen and correct the sentences. Repeat.



Go to Gary's picture dictionary on page 84.







- 1) (1) 3.10 Listen, find and point.
- 2 Play I spy with Bugs eye.



3 (1) 3.11 Listen and repeat. Think and choose.





# A family pet

#### Lesson 1

(1) 3.12 Listen, look and point. Repeat.

Play Colin's bingo.



daddy



sister



brother



mummy







grandpa



family

(1) 3.13 Listen, point and say Colin's chant.

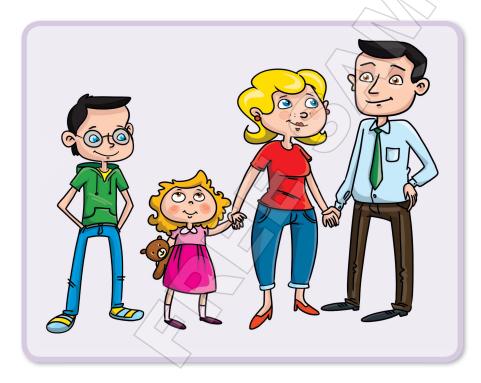


Play Mime and guess.



- 1 Look and say.
- 2 (1) 3.14 Listen, point and sing the *This is my wonderful family* song. Say.



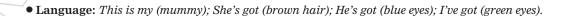


3 Make the mini-flashcards. Play Family pairs.



4 Match with your fingers and say. Talk about you.

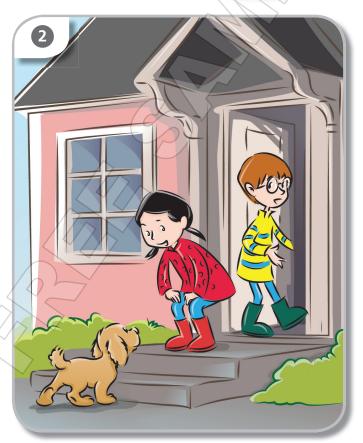


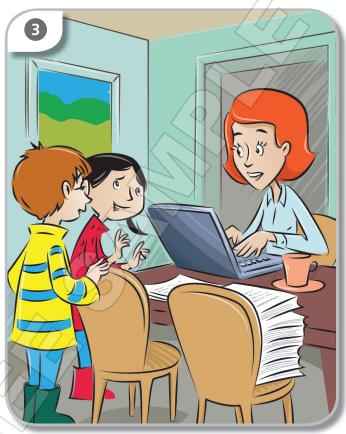




1) 3.17 Listen and find. Listen to the story and point.



















2 (1) 3.18 Listen and think. Say.



3 Look and say.







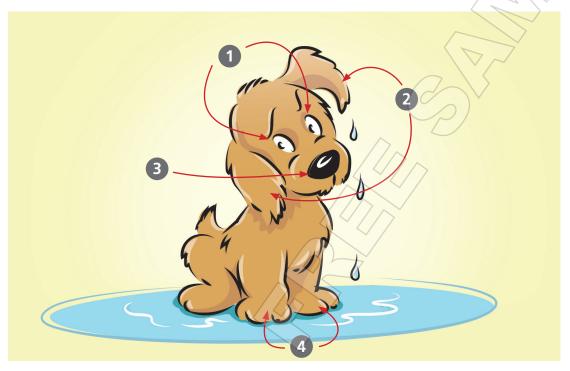






<sup>•</sup> Language: mummy, daddy, grandpa, grandma, sister, brother, puppy; eyes, feet, ears, nose; He's got big (feet).

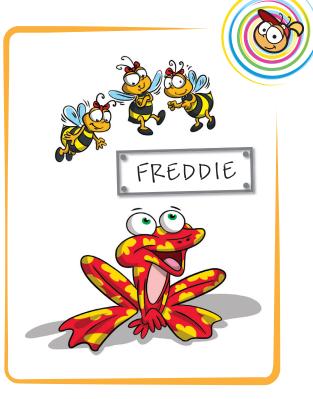
- 1) (1) 3.17) Listen to the story, mime and say.
- 2 Play Sentence chain.



3 (1) 3.19 Look, order and say. Listen, point and sing *The family pet* song.









<sup>•</sup> Language: mummy, daddy, sister, brother, grandma, grandpa, friend; eyes, nose, ears, feet; He's got big (eyes); Freddie the frog is a friend of the family.

1) 3.23 Listen and point. Repeat.



2 3.24 Look and say. Listen to the *Family character* chant and point. Say.

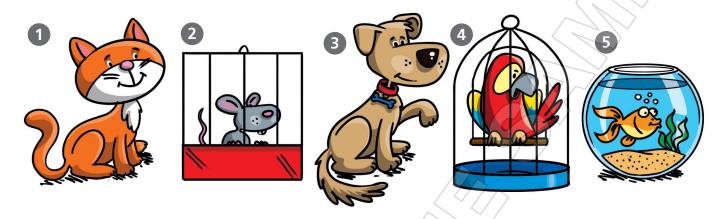


- 3 Play Association.
- 4 Look, think and say.



<sup>•</sup> Language: friendly, clever, funny, noisy, shy; My grandpa's (noisy); I'm (noisy) too; He's (clever); She's (funny).

1) 3.25 Listen, point and repeat. Decide and say why.



Thinking skills

MAKING

2 Make the pet mini-book. Say.



Read, decide and say.



- Choose, decide and say.
- Choose a pet for each member of your family. Say.



<sup>•</sup> Language: friendly, clever, funny, noisy, shy, small; cat, mouse, dog, parrot, fish, butterfly, frog, monkey; I want (a mouse). (A cat) is (clever). (A fish) can (swim).

1) 3.26 Listen to the *Family finger* song. Act out and say.



- 2 (1) 3.27 Listen to the dialogue. Repeat. Act out.
- 3 (1) 3.28 Listen, find and point.







Culture Club

4 Draw in your notebook and say.



<sup>•</sup> Language: mummy, daddy, brother, sister, grandma, grandpa, baby, family, dog; Where are you? Here I am. How do you do?; This is my (sister); She's got (brown hair).





1 (1) 3.29 Listen, find and point. Say the number. Repeat.



2 (1) 3.30 Listen, point and repeat. Look and say.



3 (1) 3.31 Listen, find and say. Repeat.









- 1 (1) 3.32 Listen, find and point.
- 2 Play I spy with Bugs eye.



3 (1) 3.33 Listen and repeat. Think and choose.



