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| **School: ………………………………………..** | **Date:……………………………………..** |
| **Class: …………………………….....................** | **Period: 64** |

**UNIT 4: ALL THINGS HIGH-TECH**

**Skill 4f (Page 72)**

**1. Objectives**

By the end of this lesson, students will be able to…

**1.1. Language knowledge/ skills**

- learn and use vocabulary: *elf, rescue, hedgehog, trap, brave, clever.*

- practise listening and reading for gist.

- practise reading for key information.

- make comparisons about characters.

- improve listening skills and pronunciation.

**1.2. Competences**

- improve Ss’ communication, collaboration, analytical and critical thinking skills.

**1.3. Attributes**

- become knowledgeable people.

- develop Ss’ patiotism, accountability.

**2. Teaching aids and materials**

**- Teacher’s aids:** Student’s book and Teacher’s book, class CDs, IWB – Phần mềm tương tác trực quan, projector/interactive whiteboard /TV (if any), PowerPoint slides.

**- Students’ aids:** Student’s book, Workbook, Notebook.

**3. Assessment evidence**

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| **Performance Tasks** | **Performance Products** | **Assessment Tools** |
| - Answer the questions.  - Listen and read to answer the questions.  - Read and answer the questions.  - Compare two characters. | **-** Ss’ answers.  - Ss’ answers.  - Ss’ answers.  - Ss’ answers/ presentation. | - Observation.  - Observation.    - Observation.  - Observation. |

**4. Procedures**

**A. Warm up: 5 minutes**

a. Objectives: to help Ss brainstorm the topic.

b. Content: Task 1.

c. Expected outcomes: Ss can have some ideas and think about the topic.

d. Organization

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| **Teacher’s activities** | **Students’ activities** |
| **Task 1:** Do you play video/PC/mobile games? Where do you play them:on a games console? on a computer/laptop? on a smartphone/tablet?Tell your partner.  - Elicit whether Ss like to play games on their devices and what kinds of games they play and why.  - Call some Ss to answer the questions in front of class. | - Work in pairs to answer the questions.  - Tell your answers to the class.  ***Suggested answers:***  *I sometimes play video games and mobile games. I have a games console, so I play video games on that. I also sometimes play mobile games on my smartphone, especially when I’m waiting for a bus.* |

**B. Pre-reading: 10 minutes**

a. Objectives: to present some key words in the reading text.

b. Content: Vocabulary.

c. Expected outcomes: Ss can remember the key words.

d. Organization

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| **Teacher’s activities** | **Students’ activities** |
| **Vocabulary:**  + elf (n)  + rescue (v)  + hedgehog (n)  + trap (n)  + brave (adj)  + clever (adj)  - Ask Ss to read the text and underline the words above.  - Get Ss to try to guess their meanings in the context first.  - Explain the meanings of the words.  - Ask Ss to listen and repeat chorally and individually.  - Check if Ss remembering the words. | - Read the text and underline the words.  - Try to guess their meanings in the context.  - Listen to the teachers and take notes the meanings of those words.  - Listen and repeat chorally and individually  - Answer the teacher. |

**C. While-reading: 15 minutes**

a. Objectives: to help Ss have some ideas some popular games; practise listening and reading for gist; scan for key information.

b. Content: task 2 and task 3.

c. Expected outcomes: Ss can read for gistand have some information about some popular games.

d. Organization:

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| **Teacher’s activities** | **Students’ activities** |
| **Task 2:** **Look at the pictures. Do you know who these characters are? What special characteristics does each one have? Listen and read to find out.**  - Play the recording. Ss listen to and read the text and then elicit who the characters are and what special characteristics they have.  - Check Ss’ answers (using the IWB). | - Listen and read the text.  - Answer the questions.  ***Answer Keys:***  *These characters are Link and Sonic. Link is clever and brave. Sonic never gives up.* |
| **Task 3:** **Read the text again and decide whether each sentence (1-6) is about Link or Sonic. Write L (Link) or S (Sonic).**  1 He jumps over things a lot.  2 He isn’t afraid.  3 He moves very fast.  4 He is a hedgehog.  5 He is clever.  6 He collects rings.  - Ask Ss to read the statements 1-6 and underline the key words.  - Then give Ss time to read the text again and choose the character for each of the statements according to what they read. - Check Ss’ answers. - Play the video for Ss and elicit their comments (using the IWB). | - Read the questions and underline the key words in the questions.  - Scan the text to find the key words.  - Read the text again and answer the questions.  ***Answer Keys***  *1. S 2.L 3.S 4.S 5.L 6.S* |

**D. Post-reading: 10 minutes**

a. Objectives: to help Ss to use the language and information in the real situation.

b. Content: task 4.

c. Expected outcomes: Ss can make notes on a text, make comparisons about the characters.

d. Organization

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| **Teacher’s activities** | **Students’ activities** |
| **Task 4:** Compare the two characters in the text in Exercise 2.Which character seems more fun to you? Why? Tell your partner.  - Explain the task using IWB and give Ss time to think about their answers.  - Ask various Ss around the class to share their opinions with the rest of the class.  **Are video games good or bad? -** Elicit answers to the question from various Ss around the class. | - Make notes on the text and compare two characters with partners.  - Share ideas to the class.  ***Suggested Answer***  *I think that Sonic seems more fun. Link seems very serious and he doesn’t say much. On the other hand, Sonic probably has fun jumping over things and spinning around!*  -Answer the question  ***Suggested Answer***  *I think that video games are good overall. They give teens the chance to completely concentrate on something else. This helps them relax and feel less stressed about exams and other problems they might have. It is important though not to play for too long as you need time for your homework or friends and family* |

**E. Consolidation and homework assignments: 5 minutes**

**-** Vocabulary: *elf, rescue, hedgehog, trap, brave, clever.*

- Do the exercises in workbook on page 37.

- Prepare the next lesson: Skills 4f (cont, page 73).

**5. Reflection**

a. What I liked most about this lesson today:

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b. What I learned from this lesson today:

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c. What I should improve for this lesson next time:

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