Teacher's notes

Reinforcement worksheet I

 For each of the two puzzles, pupils look at the pictures of the three animals and insert the missing letters. At the same time, they write the letters on the dashes under the fourth box. They then unjumble them and draw the missing animal(s).

Key: I spider, 2 dog and cat.

 Optional follow-up activity: Pupils take it in turns to say I love (animals). The other pupil says So do I. or I don't.

Reinforcement worksheet 2

 Pupils complete the dialogue using the information contained in the illustrations and the structures So do I. and I don't.

Key: I I don't, 2 So do I, 3 I don't, 4 So do I, 5 I don't, 6 So do I.

 Optional follow-up activity: Pupils use the worksheet as a model and prepare their own illustrations and exercise to represent their own likes and dislikes. Pupils swap and complete the worksheets.

Extension worksheet I

 Pupils follow the spaghetti lines and write the names of the animals on the dashes. They then classify the animals according to whether they love them, like them or don't like them.

Key: I crocodile, 2 cow, 3 dog, 4 bird, 5 duck, 6 horse, 7 cat, 8 lizard, 9 sheep, 10 elephant, 11 goat.

• Optional follow-up activity: Pupils work in groups. They take it in turns to say which animals are in each of the categories by saying, e.g. I love cats. One member of the group records how many pupils say So do I. and how many say I don't. The answers can then be compared with other groups' and the information transferred to a class bar chart.

Extension worksheet 2

 Pupils look at the jumbled sentences and rewrite them below in the correct order. They can check by listening (Track 13).

Key: See Pupil's Book, page 45.

• Optional follow-up activity: Pupils work in groups and play Bingo! They each draw a four by four grid in their notebooks and write eight of the words that they used in the sentence-ordering activity (without using any word more than once). One pupil acts as bingo caller (decided by throwing a six on a dice). The winner of the first game is the caller in the second game, etc.

Song worksheet

 Ask pupils to identify the animals, rooms and furniture. Pupils listen to the song (Track 14) and complete the lyrics.

Key: See Pupil's Book, page 41.

• Optional follow-up activity: Pupils work in groups and play Slam! They cut out the cards. One pupil (the caller) puts his/her cards in a pile face down, whilst the rest place their cards face up on the table in front of them. The caller turns over the first card from his/her pile and reads the lyrics. The other pupils listen and slam their hand down on the correct card. The first pupil to slam wins two points. In the case of a draw, pupils get one point each. Play continues until the caller has read (or sung!) all of his/her song cards. The winner of the game is the pupil with the most points. He/she becomes the caller in the next round. NB. If you wish for a quieter game, pupils can pick up rather than slam the correct card.

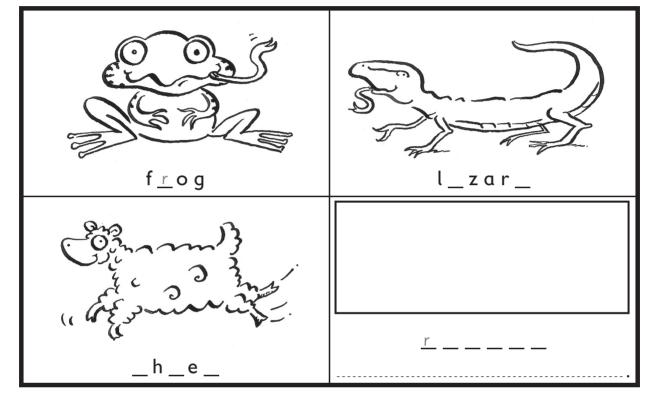
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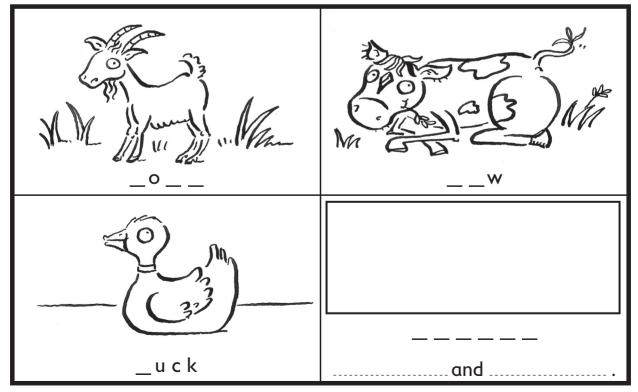
Reinforcement worksheet 1





Think, write and draw.







Look, think and write.







I like ducks.



I like lizards.



1 don't.





I like frogs.



I like spiders.



2 <u>So do I</u>.





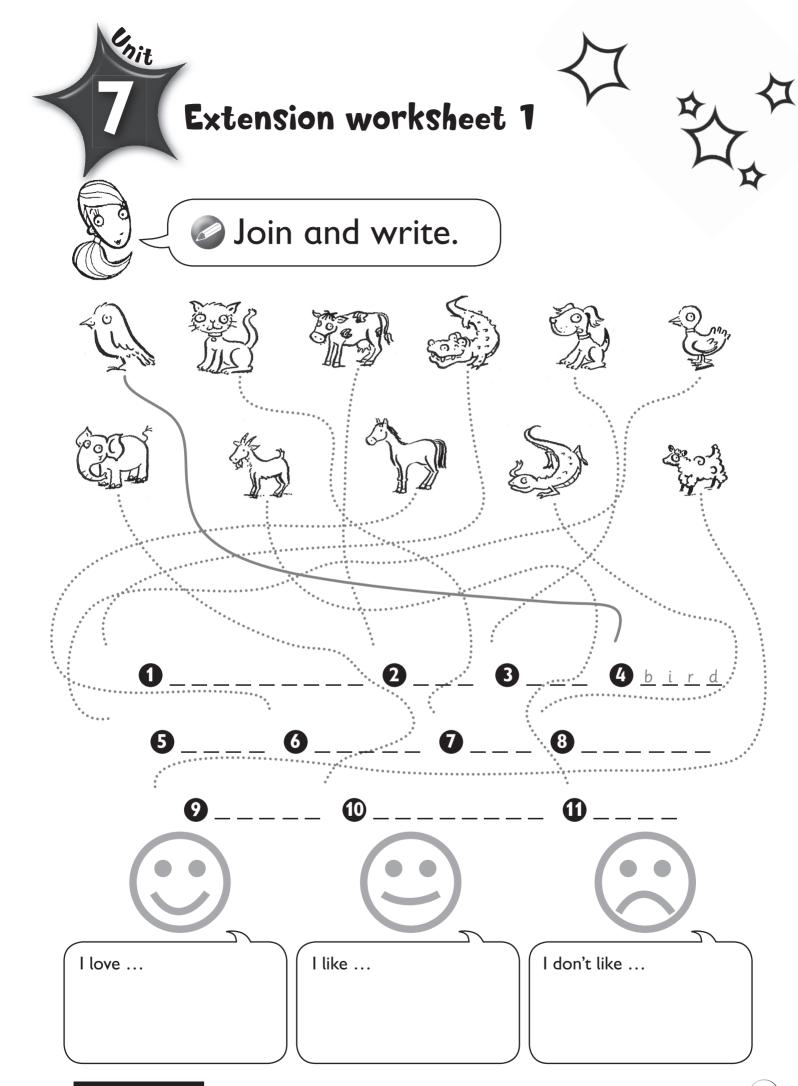
I like cows.



I like goats.



















Sort and write.



sleeping? you Are

Are you sleeping?



be please? quiet, you Can

sleep. can't I



now! can't We sleep

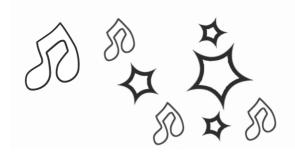


cats mice. catch can Farm



doing, Maskman? are What you

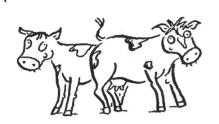




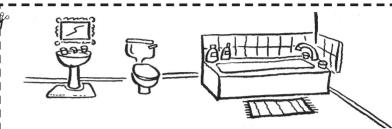




Listen and write. Sing.



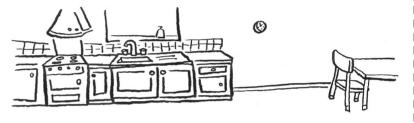
There are cows



in the, croak croak croak ...



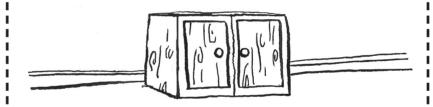
There are



, moo moo moo ...



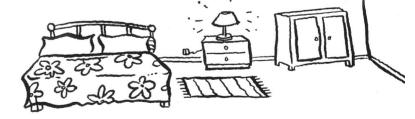
There are



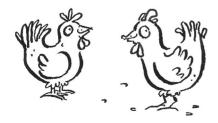
in the, cluck cluck cluck ...



There are



in the, baa baa baa ...



There are



, quack quack quack ...