

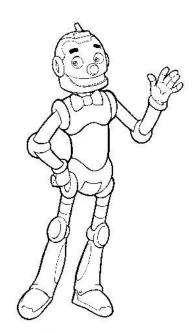
1) What's your name?

1 Look

Look and colour.



Jamie



Bart



Tina



Ron



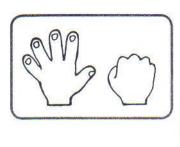
Katie



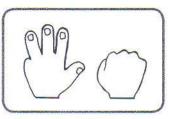




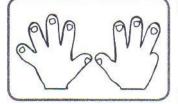
Count and match. Then trace the number word.



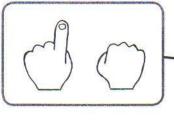




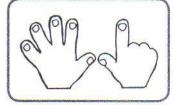
2 two



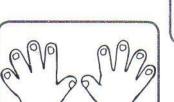




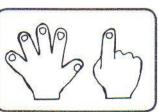
8 eight



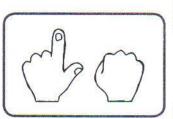
1 one



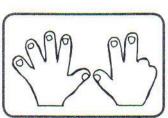




4 four



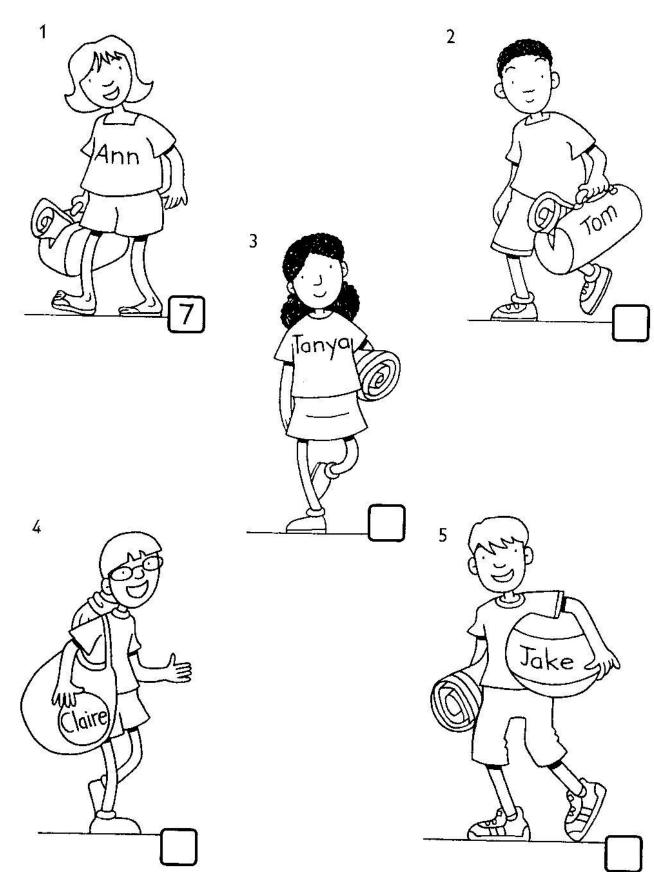




10 ten

7 seven





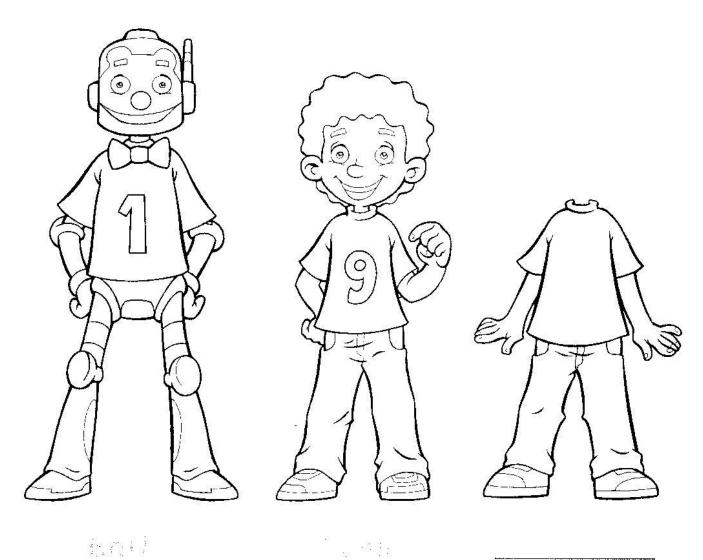


³ Pupils listen and write the ages in the boxes. The teacher says (Ann). Pupils say I'm (seven).



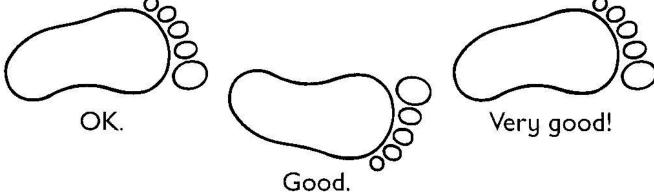


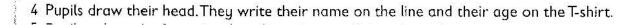
Draw yourself. Write your name and age.





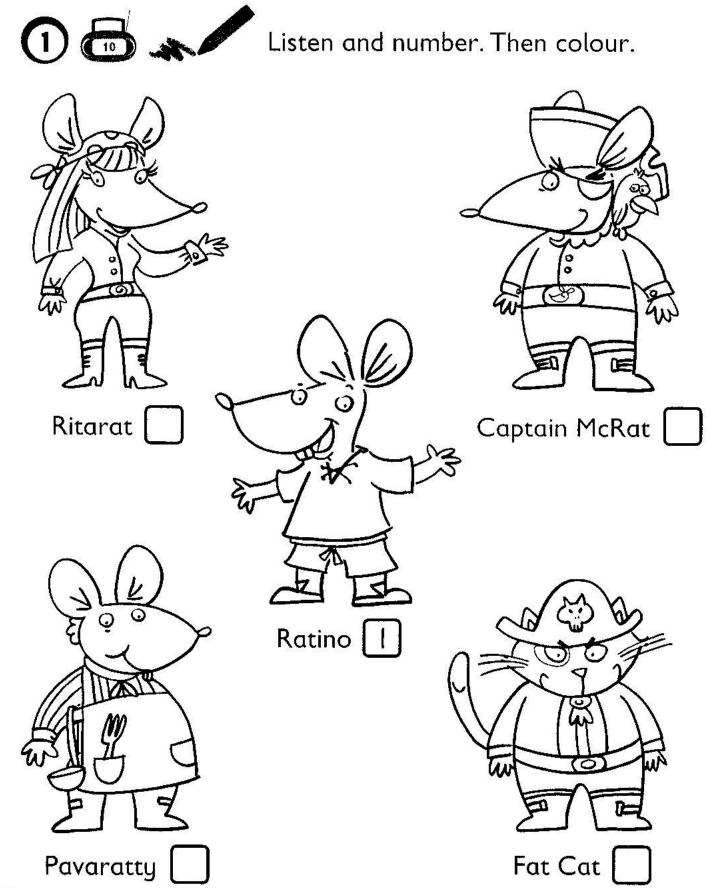
My English. Choose and colour.







Pirates 1





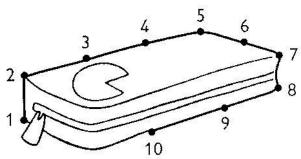
2

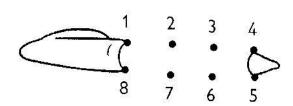
What's this?



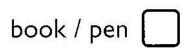


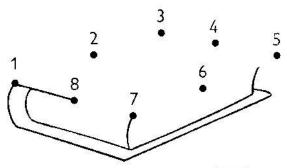
Join the dots. Then read and circle.

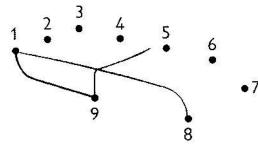






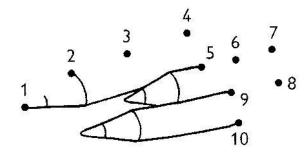


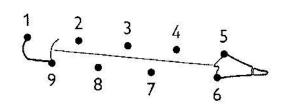




rubber / book

rubber / pen





book / colouring pencils

pencil / pen





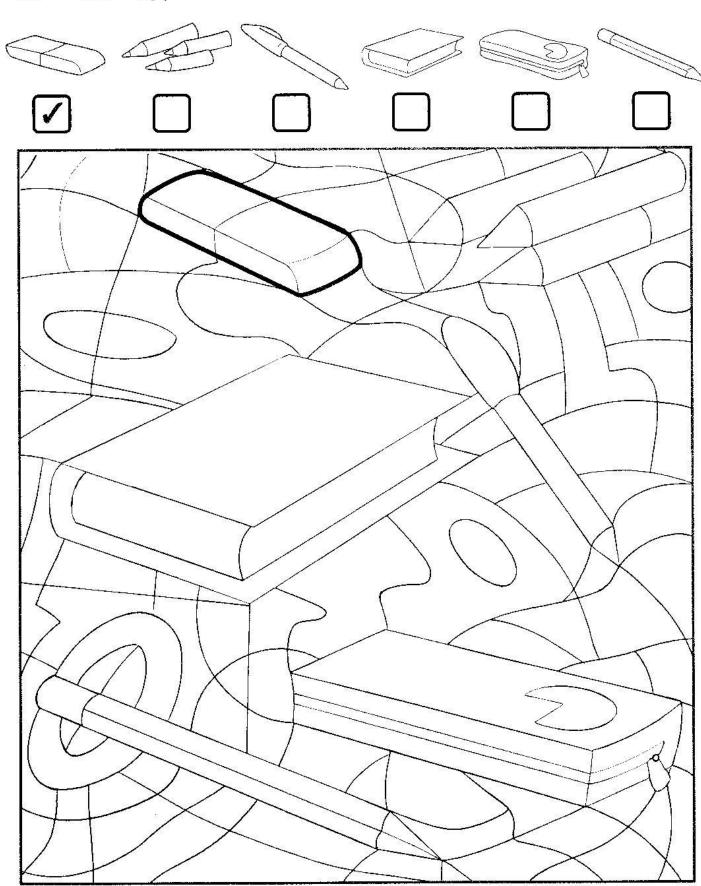


Listen and number.

⁷ Dunile listen and number the chieses The teachers asks M/hat's Innol?



Trace and tick. Then listen and colour.





3 Pupils trace the outline of the classroom objects. They listen and colour them in the colour they hear. The teacher says (Red). Pupils say (A pencil case).



Y



Trace. Then colour and find.

1 pink

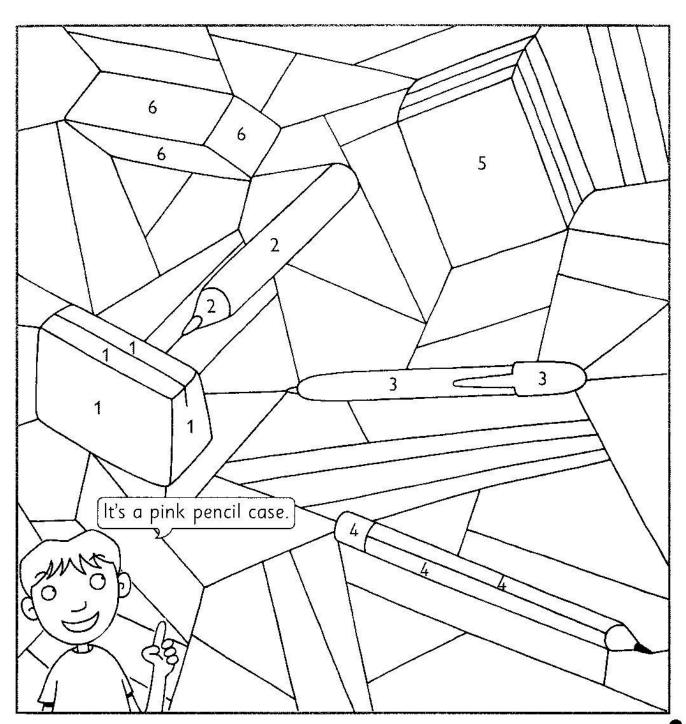
4

2

5

3

6



4 Pupils trace the colour words then follow the key and colour the classroom objects. Pupils say the object and colour It's a (pink pencil case).







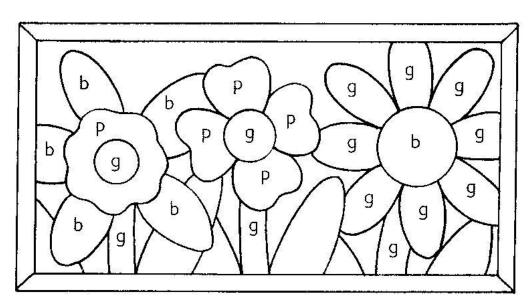
Read and colour.

1

b = blue

g = green

p = purple

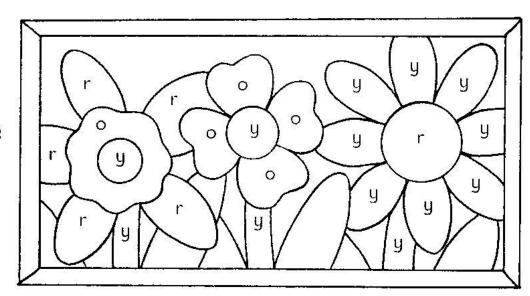


2

r = red

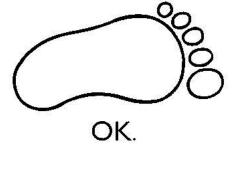
o= orange

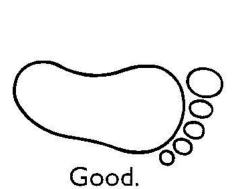
y = yellow



(6) M

My English. Choose and colour.







Ö

- 5 Pupils follow the keys and colour the pictures.
- 6 Pupils colour the footprint that shows how well they have done.



A) -	⊕ ↑ ∮		Play	j Battle	eships.		
Α		,		B	LILITE	0	
red	\sim)					
blue	\sim	?					
green	\sim)					
yellow	\sim)					
orange	\sim	?					
purple	\sim	?					
brown	\sim	?					
pink	\sim	?					
В		3		B	Juliu		
red	\sim	? (0 20	•	*	4
blue	\sim)					
green	$\langle \rangle$)					
yellow		?					
orange	\sim	?					
purple	\sim	?					
brown	\sim	?					
pink	\sim)					

A Pupils colour the blobs then write 1 to 10 on grid A. Pupils say a colour and school object. They find their partner's numbers and write them on grid B.



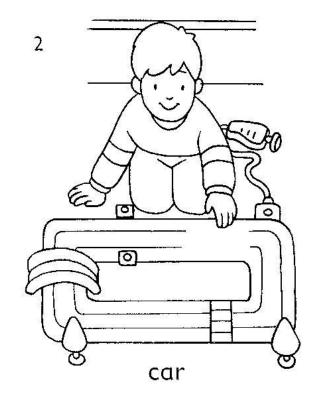
3) I've got a robot



Read and draw.



computer game





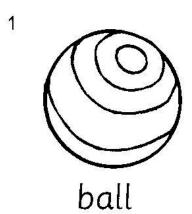


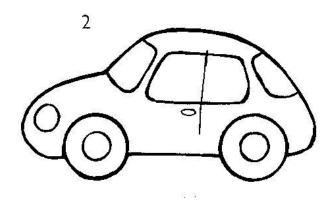
bike

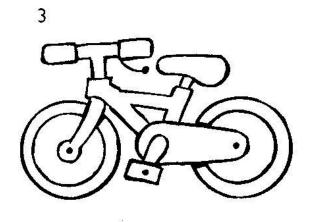


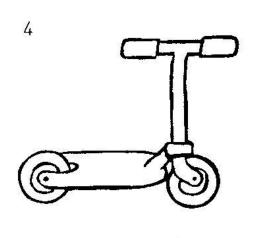


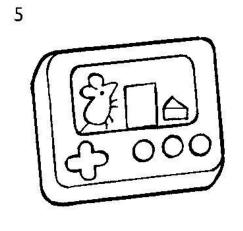
Listen and colour. Then trace.

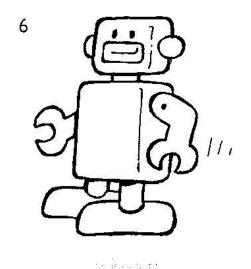












cerquist galle

2 Pupils listen and colour the toys in the colours they hear. They trace the word under each toy. The teacher says (Orange). Pupils say A (robot).





ball bike

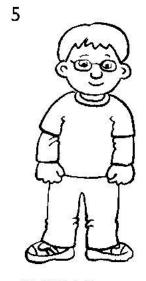
car scooter



car robot



robot scooter



computer bike



ball robot



3 Pupils listen and circle the toys the children have got and cross the toys they haven't got. Pupils say (One). I've got a (ball). I haven't got a (bike).

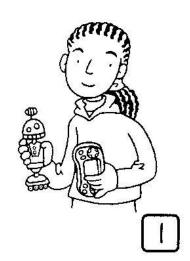






Listen and number.







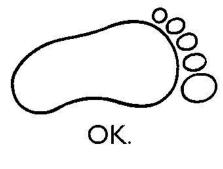


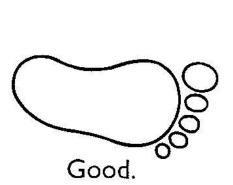






My English. Choose and colour.







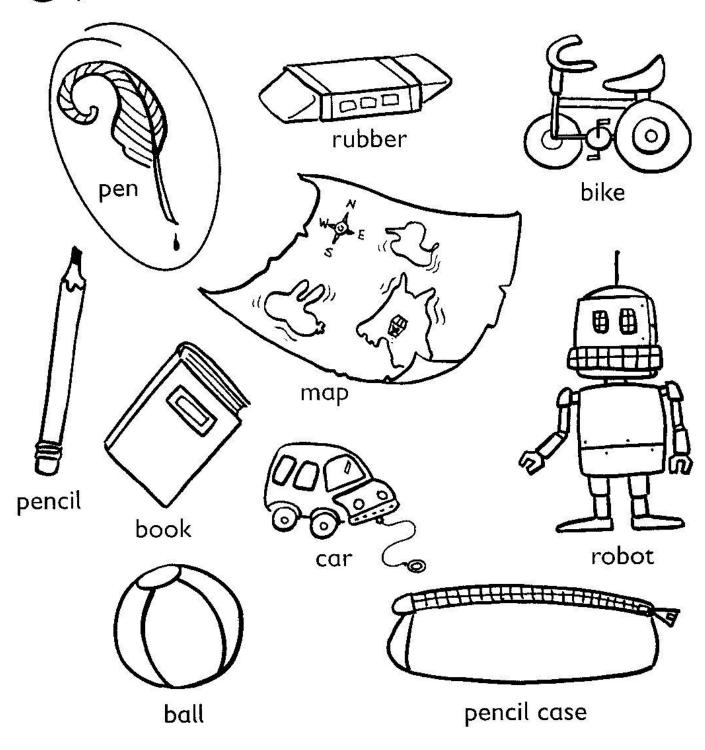
⁴ Pupils listen and number the children in the order they hear them. The teacher says



⁵ Pupils colour the footprint that shows how well they have done.

Pirates 2

Look and circle the story things.



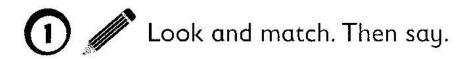


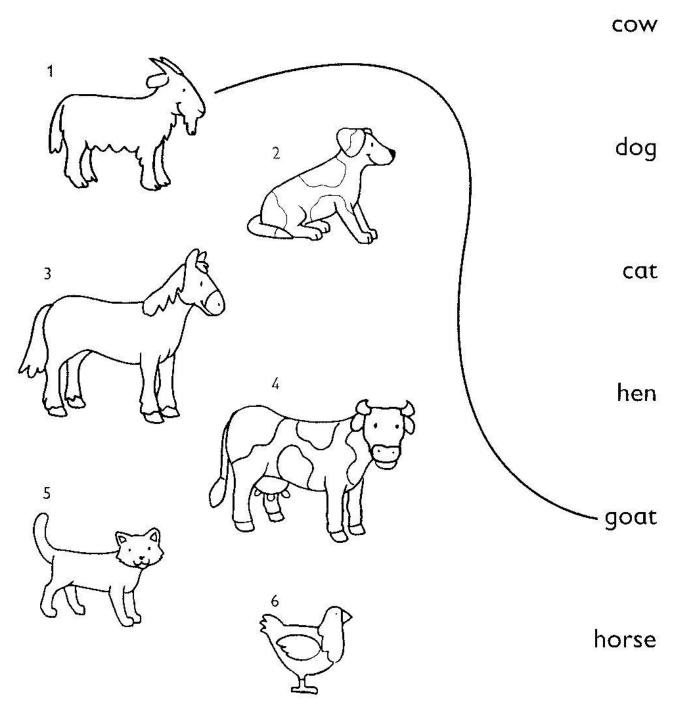
Listen and colour.



- 1 Pupils circle the objects that appeared in the story.
- 2 Pupils listen and colour the objects. The teacher says (Blue). Pupils say A (blue book).

4) Have you got a dog?



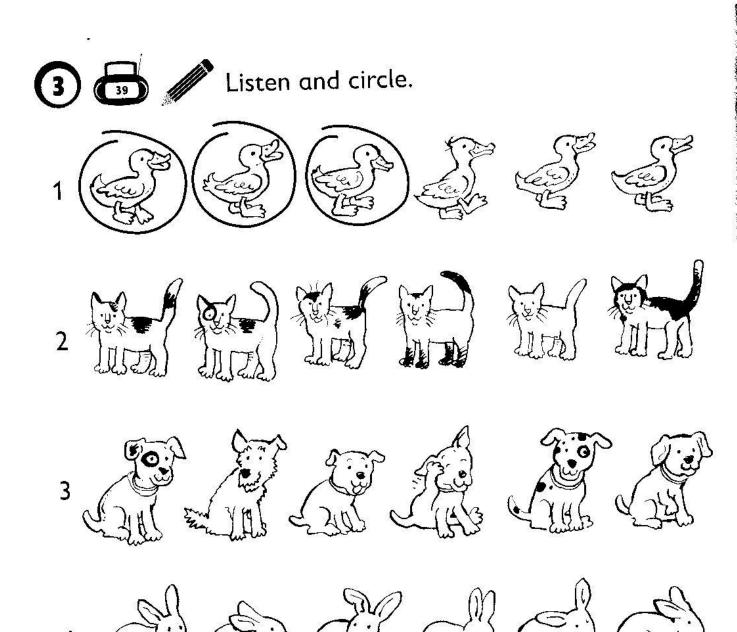




¹ Pupils match the animals and words. They identify the animals (One.) This is a (goat).

² Pupils listen and colour the animals. The teacher says (Black and white). Pupils say (Dog).







Look at Activity 3. Read and circle.

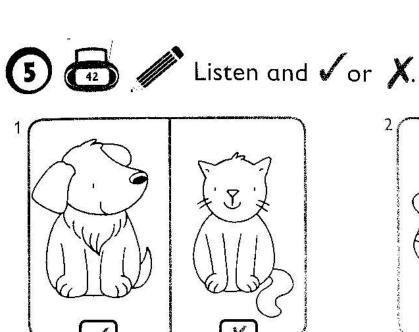
- 1 four /(three)ducks
- 2 three / six cats
- 3 five / four dogs
- 4 five / two rabbits

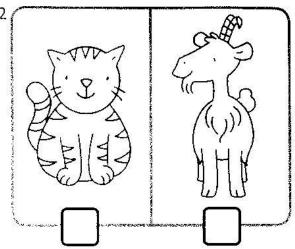


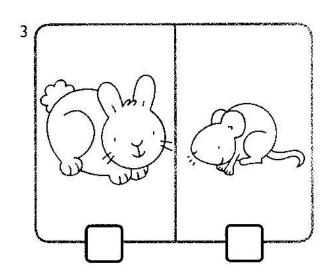


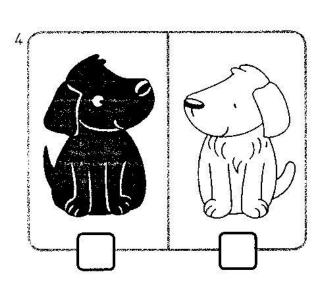
³ Pupils listen and circle the number of animals the farmer's wife says she has got.

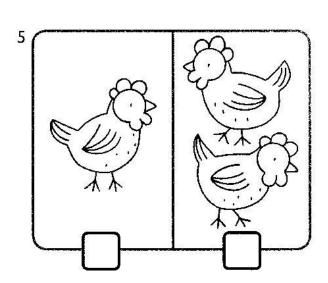
⁴ Pupils count the animals in Activity 3 and circle the correct word. Ask How many (ducks)?

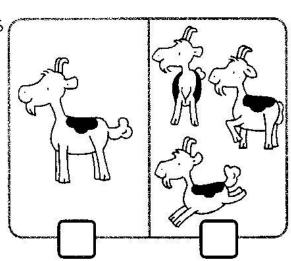


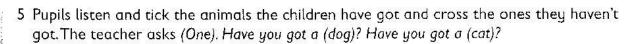




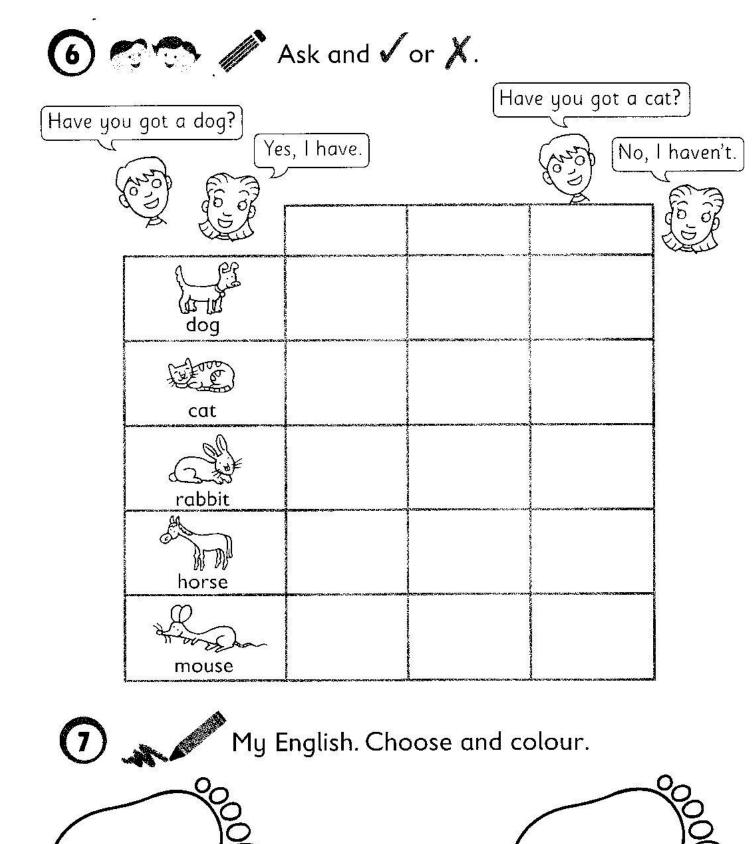






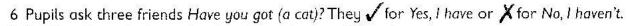








OK.

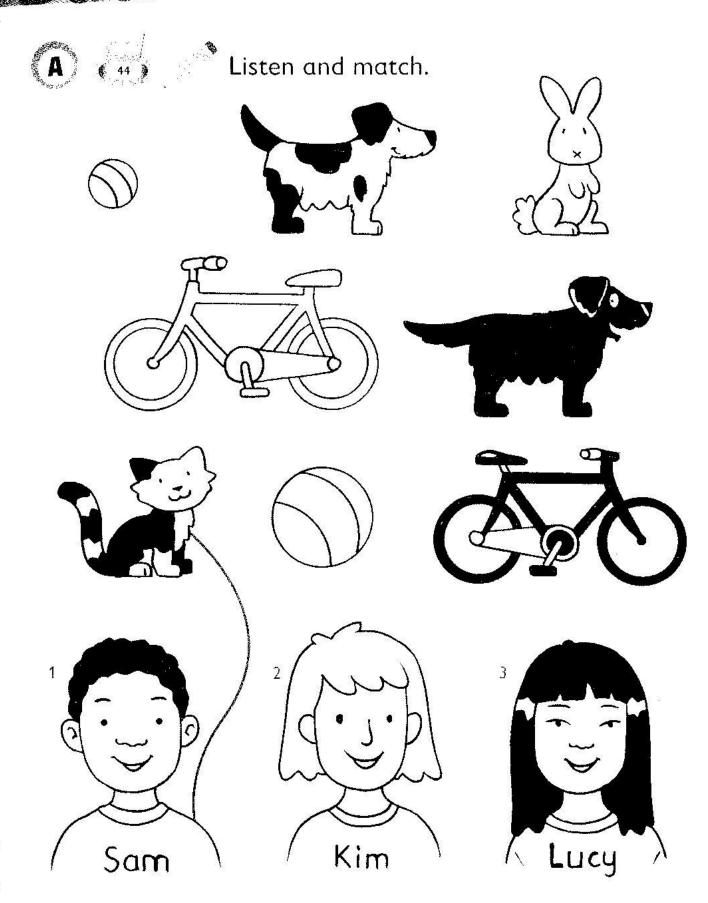


Good.

Very good!

7 Pupils colour the footprint that shows how well they have done.

Bockman

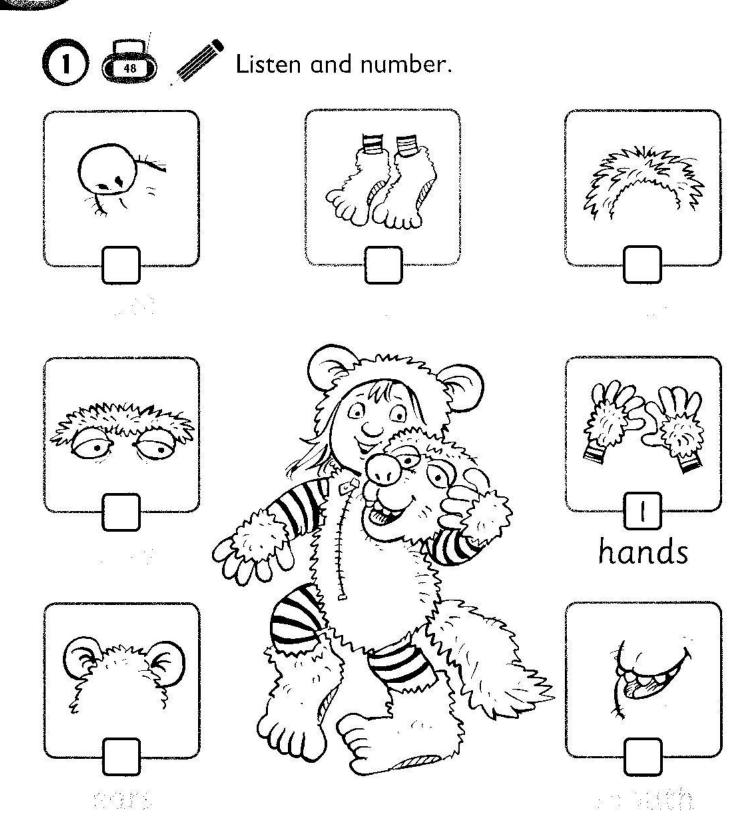


Pupils listen and match the children to their animals. The teacher asks (Sam). Have you got a (ball)?



5

The monster dance!







Trace the words.



- 1 Pupils listen and number the body parts in the order they hear them.
- 2 Pupils trace the body words.





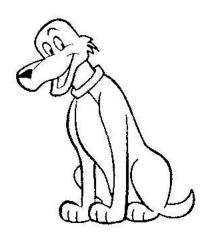
Read and draw.



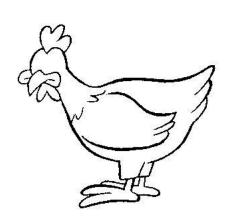
long ears



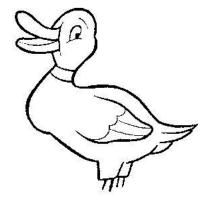
big eyes



short ears



small eyes



big feet



a small nose

³ Pupils read the labels and draw the missing features on the animals. The teacher says (Rabbit). Pupils say I've got (long ears).





4 Look and draw.

close



stamp

touch

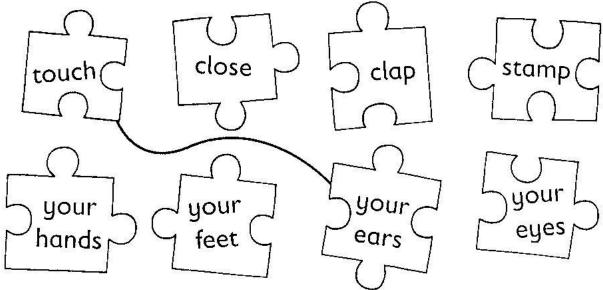


4 Pupils draw the parts of the body that match the words (clap – hands, stamp – feet, close – eyes, etc.). Pupils say the phrases and do the actions.





Read and match.



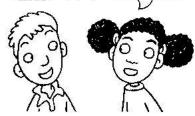






Complete. Then ask and answer.

Τv	۷O	cov	VS.
How	m	any	feet?

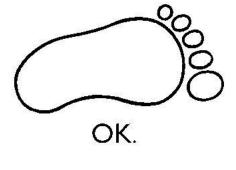


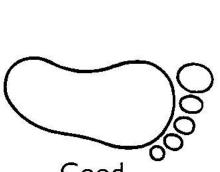
	feet	eyes	mouths
two cows	8	4	2
one rabbit			
three birds			



を開発を見る。 からのでは、 これのでは、 これのでは、 これのでは、 これのでは、 これのでは、 これのできない。 これのできないのできない。 これのできない。 これのできないできない。 これのできないできない。 これのできない。 これのできない。 これのできない。 これのできない。 これのできない。

My English. Choose and colour.



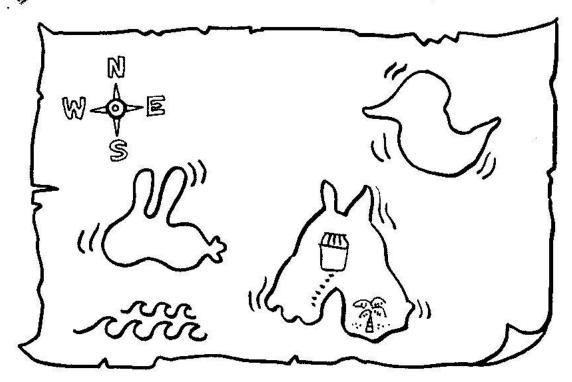




Good.

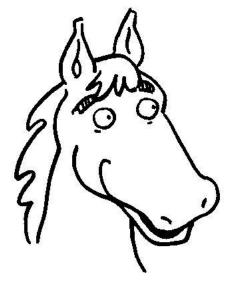
- 5 Pupils match and make phrases. The teacher does the actions. Pupils say the phrases.
- 6 One pupil says Two (cows). How many (feet)? Their partner says and writes the answer.

Where's the treasure? Draw a 🗶 and colour.

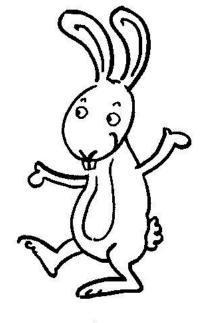




Listen and colour. Then trace.





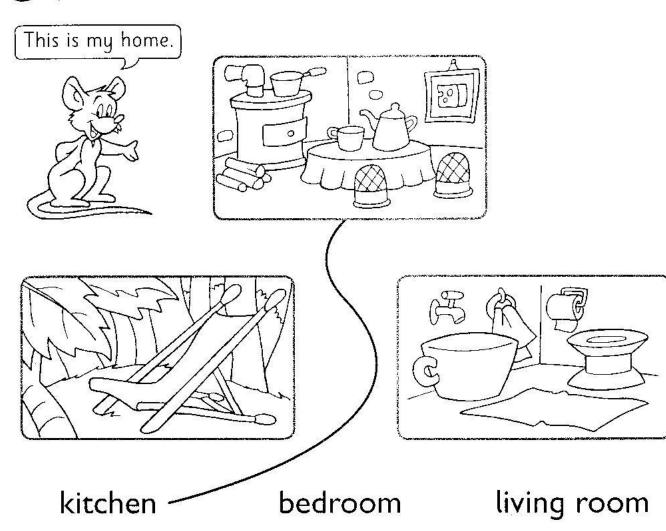




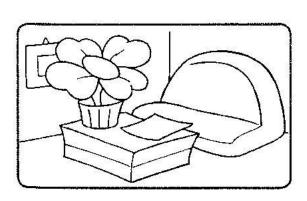
1 Pupils mark the treasure on the map and colour it. The teacher asks Where is the treasure?
2 Pupils listen and colour the animals. They trace the words.

6) This is my home

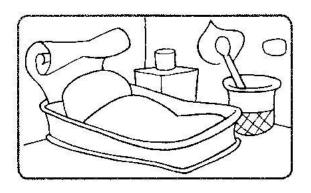
Look and match.

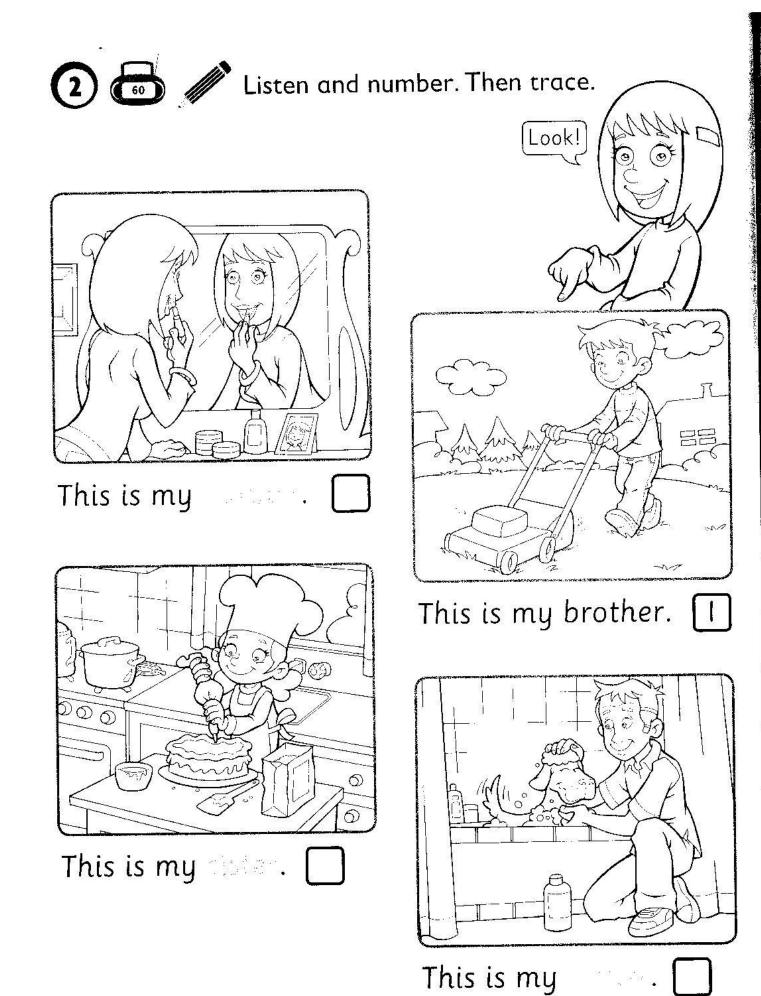


bathroom



garden





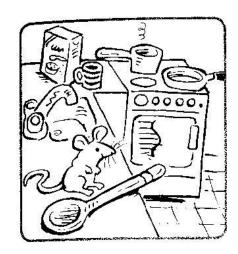


2 Pupils listen and number the people in the order they hear them. They trace the words to complete the sentences. The teacher says (Mother). Pupils say In the bathroom.

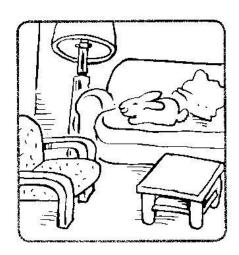


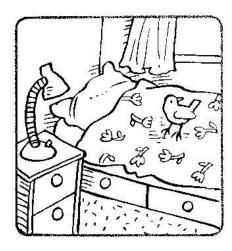


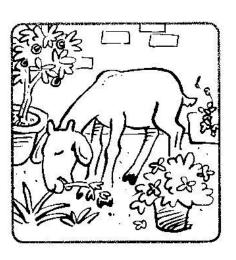
Read, look and match.











1 cat -

2 mouse

3 rabbit

4 bird

5 goat

In the living room.

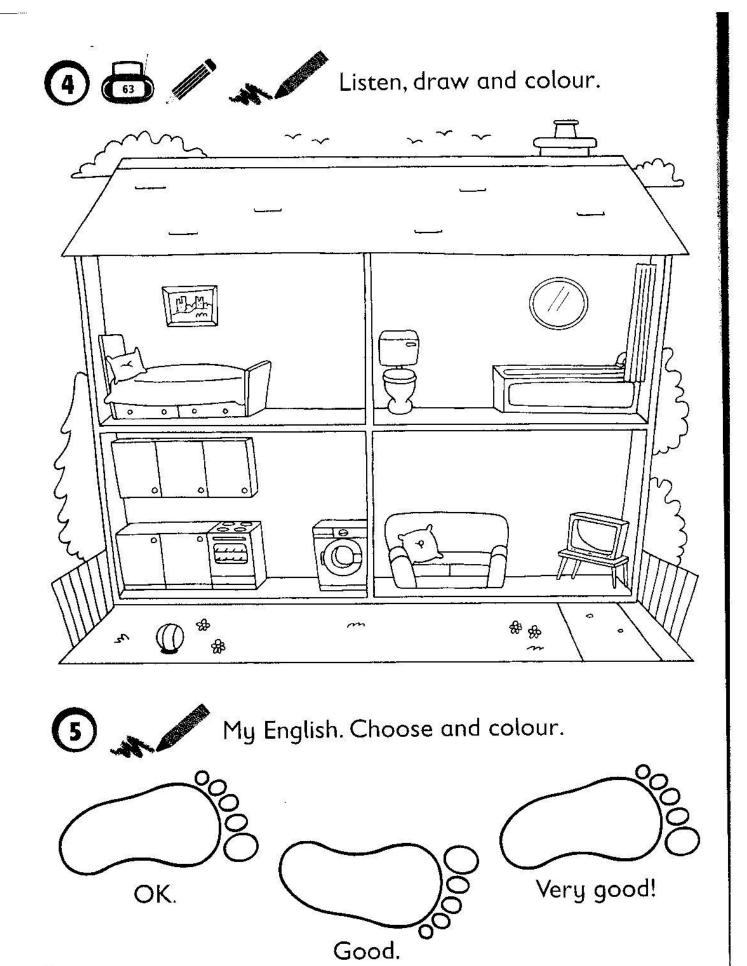
In the bedroom.

In the bathroom.

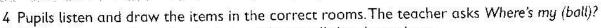
In the kitchen.

In the garden.

3 Pupils look at the pictures and match each animal word to the phrase that describes where the animal is. The teacher asks Where's the (cat)?

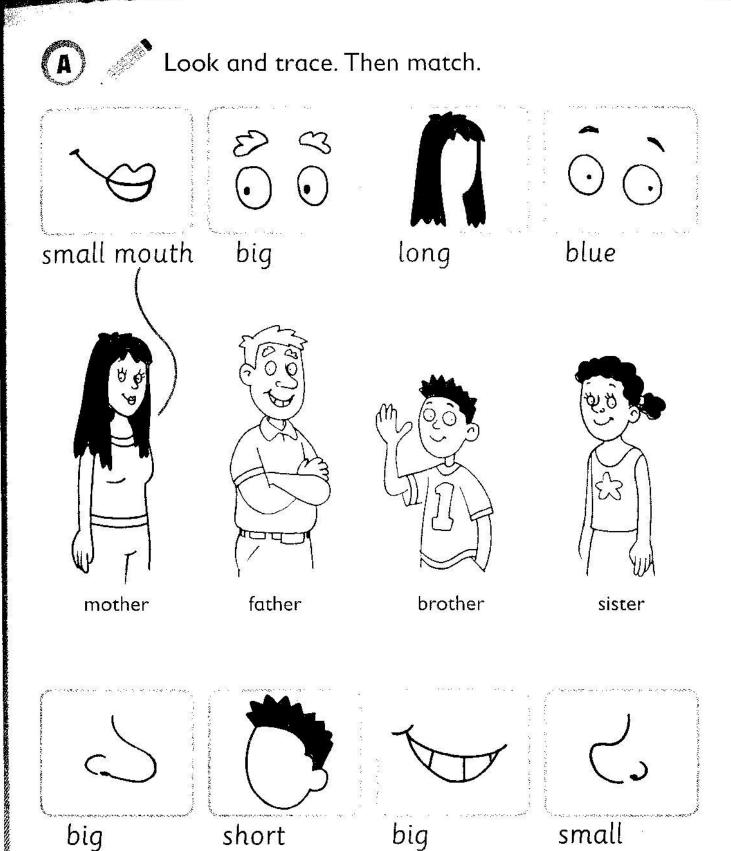






5 Pupils colour the footprint that shows how well they have done.

Backtrack 3 opposite

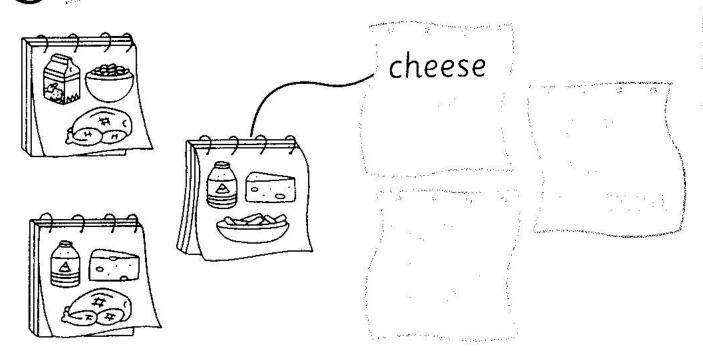


Pupils trace the words to complete the labels then match the body parts to the people. The teacher says (Mother). Pupils say (Small mouth).

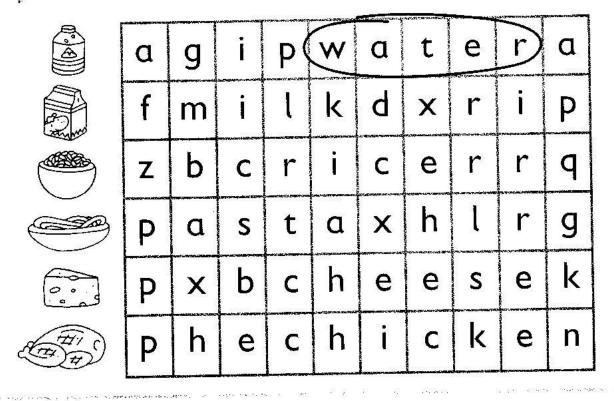


7 I like milk

1) Look and match. Then trace.



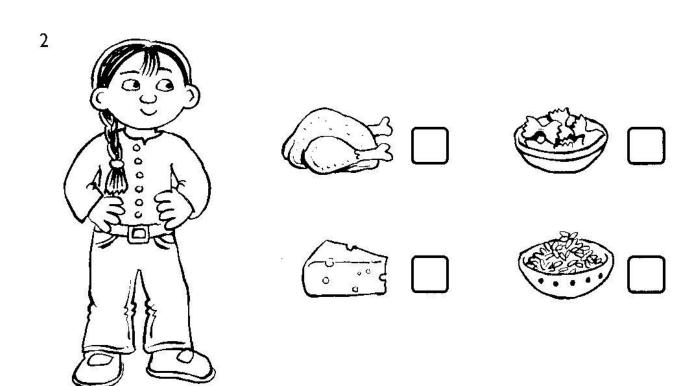
2 Look, find and circle.





- 1 Pupils match the picture lists to the word lists. They trace the words.
- 2 Pupils look at the pictures and find the words in the wordsearch.





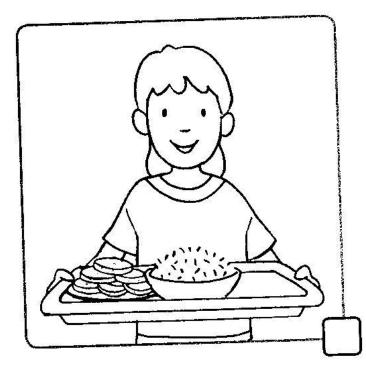
3 Pupils listen. They tick the food the children like and cross the food they don't like. The teacher asks (One). Do you like (chicken)?

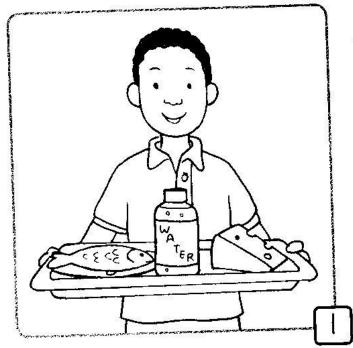




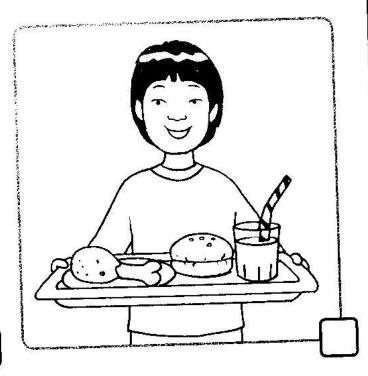


Read and number.









- 1 I like cheese, water and fish.
- 2 I like bread. I don't like cheese.
- 3 I like cheese, milk and apples.
- 4 I like rice and carrots.

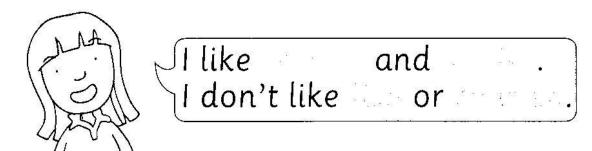


4 Pupils look at the pictures and read the descriptions. They write the sentence numbers next to the matching pictures.

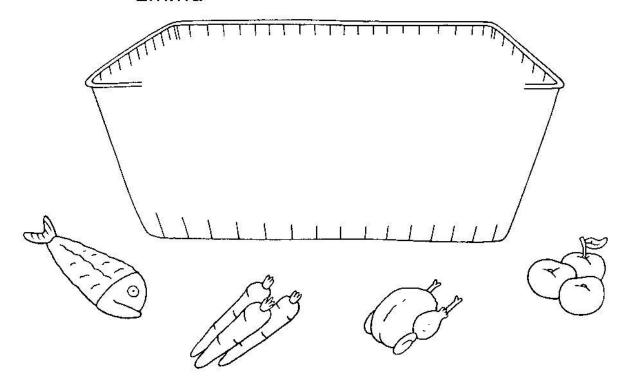




Trace. Then read and draw what Emma likes.

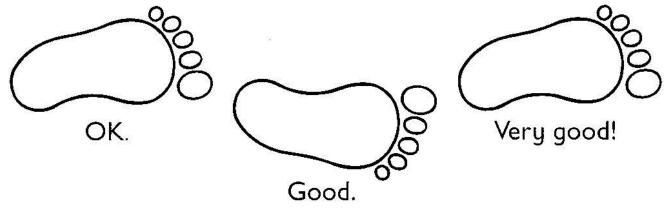


Emma





My English. Choose and colour.

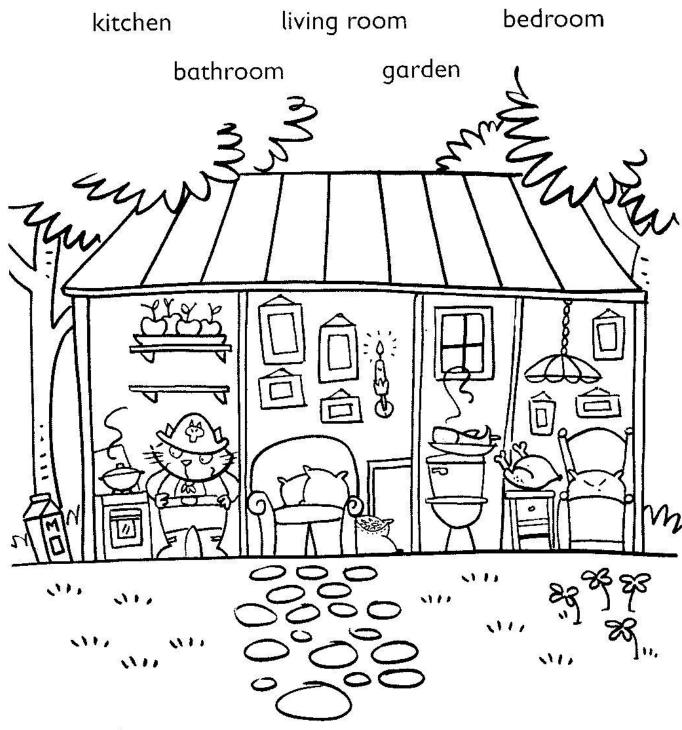


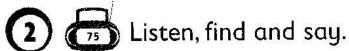
- 5 Pupils trace the words, then draw what Emma likes in the shopping basket.
- 6 Pupils colour the footprint that shows how well they have done.







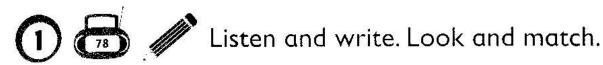


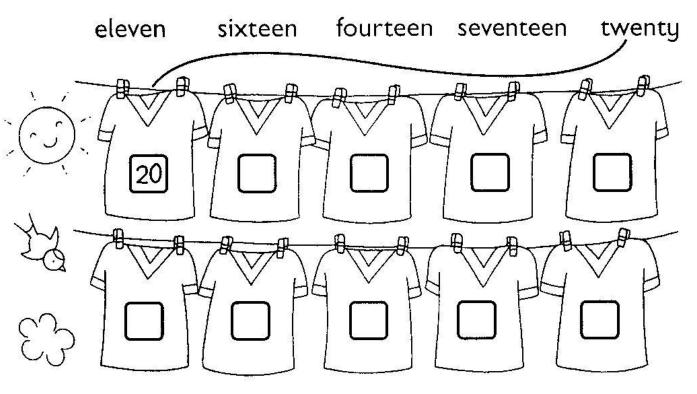




- 1 Pupils match the words to the rooms in the house. They colour the picture.
- 2 Pupils listen and find the objects. The teacher asks Where's the (fish)?

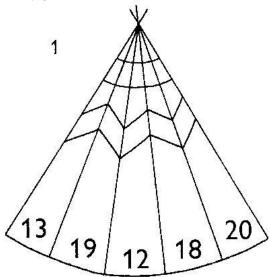
Fun time!

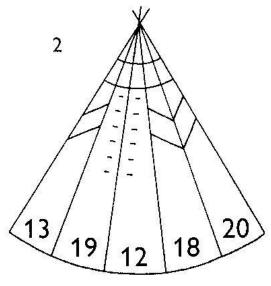




fifteen nineteen twelve eighteen thirteen





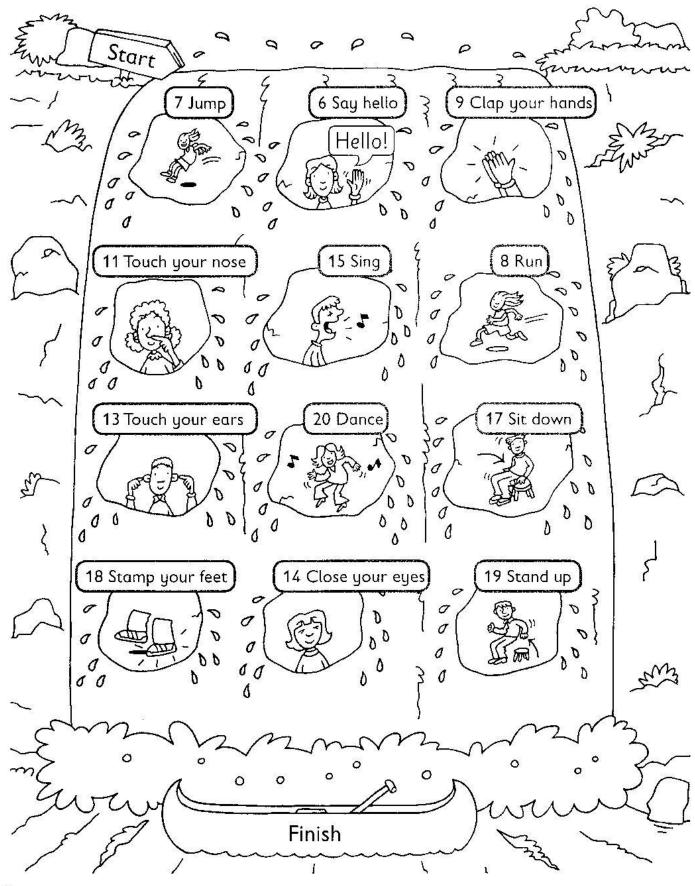


¹ Pupils listen and write the numbers. They match the number words to the shirts.

² Pupils colour tepee 1. They say (13) is (green) and colour tepee 2 to match their partner's.



3 Play Cascade.





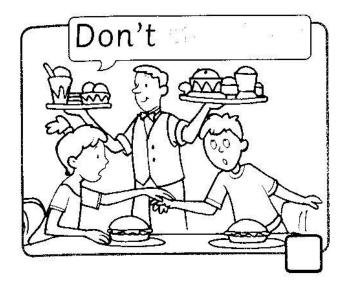
3 Pupil A says the number on a rock in the first line and pupil B does the action. If pupil B is correct, he/she colours the rock and takes another turn.

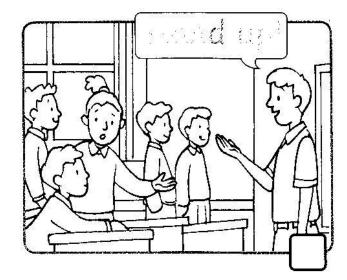


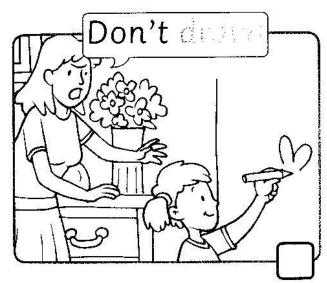


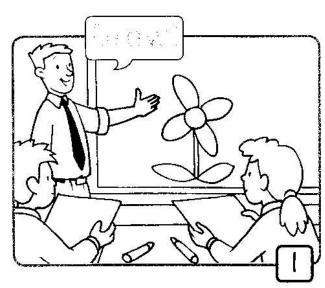


Listen and number. Then trace.

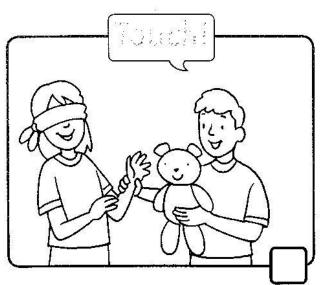






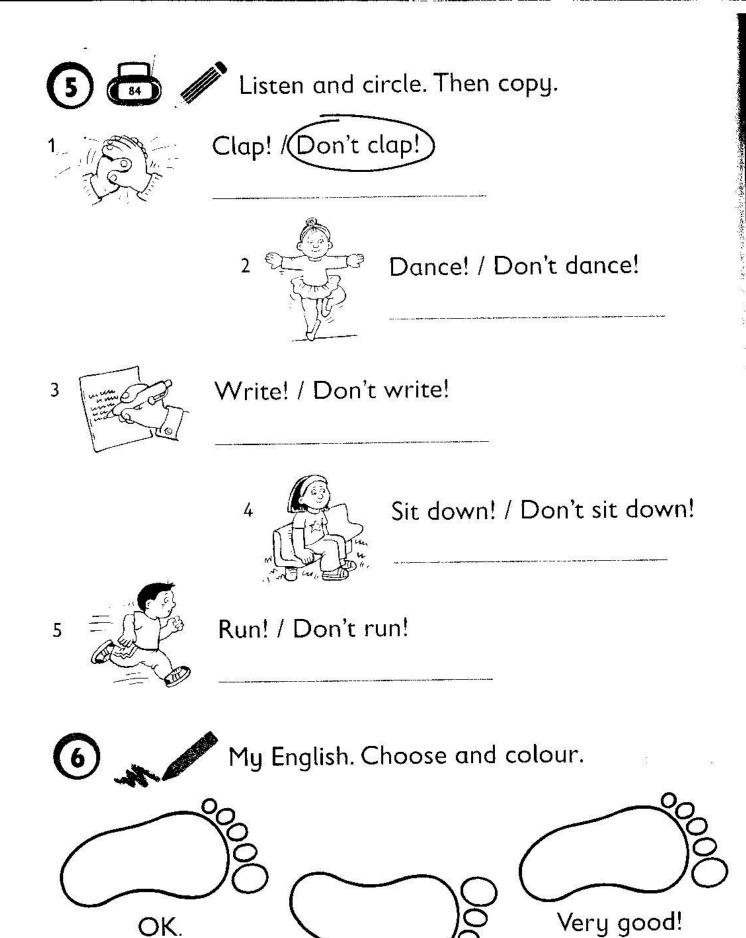




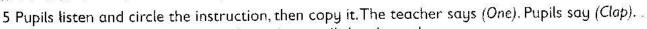


4 Pupils listen and number the pictures in the order they hear them. They trace the words to complete the phrases. The teacher says (One). Pupils say (Don't stand up!).









Good.

6 Pupils colour the footprint that shows how well they have done.

BOCKIKO Sees

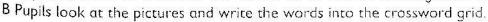
Read and write the missing numbers.

+	10		7
8	eighteen	twenty	fifteen
	fifteen	seventeen	2
6	sixteen	eighteen	thirteen
ilin ind subdivision distribution materials (see	thirteen	fifteen	ten

Look and complete.

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A Pupils do the sums and write the numbers. The teacher asks Eight and ten?





9 / I can swim

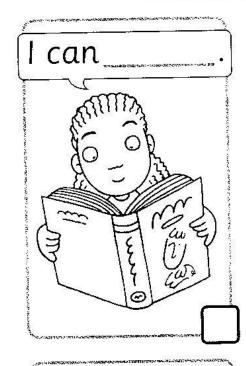
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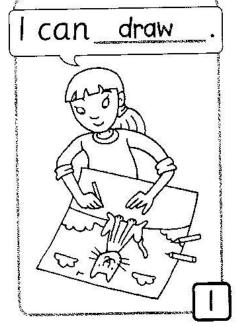




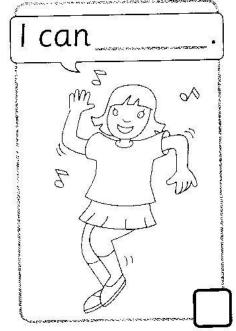
Listen and number. Then find and copy.

draw read dance jump









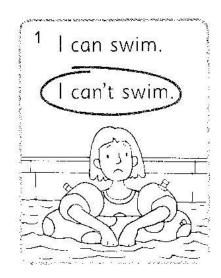


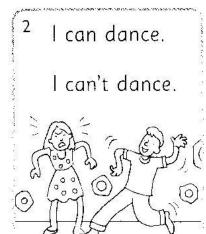
1 Pupils listen and number the pictures. They complete the sentences with the words in the box. The teacher says (One). Pupils say (I can draw).



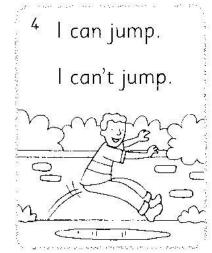


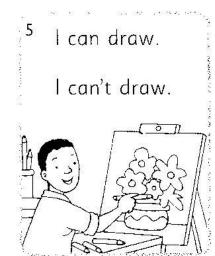
Look, read and circle.





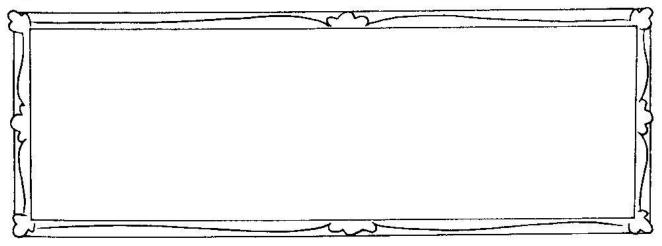








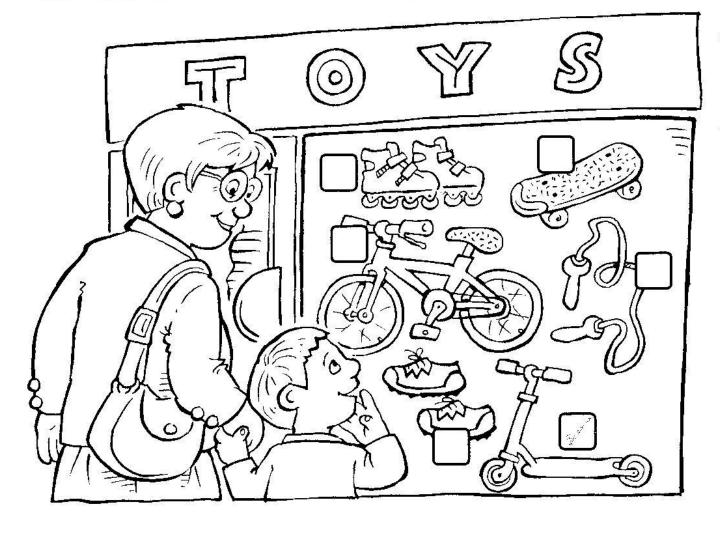
Draw and write.



- 2 Pupils circle the sentences. The teacher says (One). The pupils say I canlcan't (swim).
- 3 Pupils draw something they can do then complete the sentence about themselves.











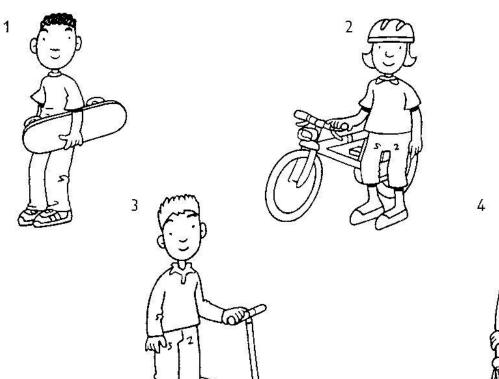
scooter bike skipping rope skateboard

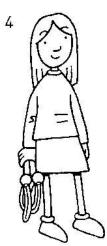


- 4 Pupils listen and tick for I can or cross for I can't. Pupils say I can/can't (ride a scooter).
- 5 Pupils copy the word from the box to complete the sentence.



Read and number. Then look and say.





I can ride a scooter.

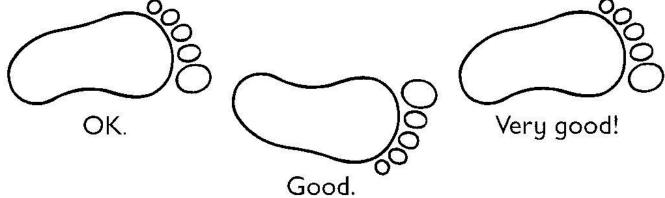
I can skip.

____l can ride a bike.

l can skateboard.



My English. Choose and colour.



6 Pupils match the children to the sentences, Pupils say A: (One). B: I can (skateboard).

7 Pupils colour the footprint that shows how well they have done.

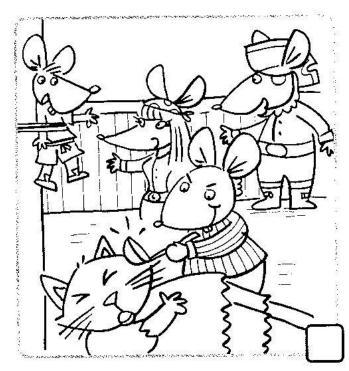


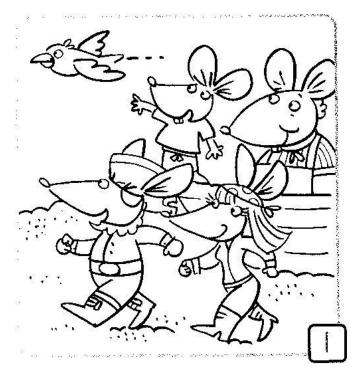


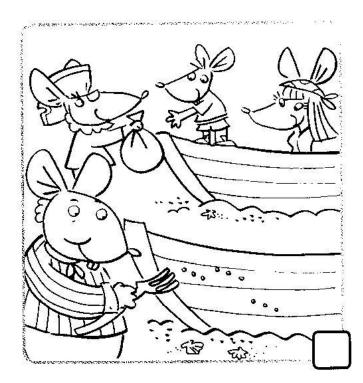




Number the pictures.















Listen and check. Then colour.

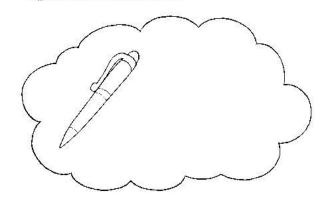


- 1 Pupils number the pictures in the order they appeared in episode 5 of the story.
- 2 Pupils listen to the story to check their answers to Activity 1. They colour the pictures.

Goodbye!

Colour. Draw your family and copy.

computer game mother father sister bike brother pen

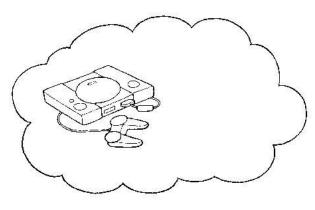


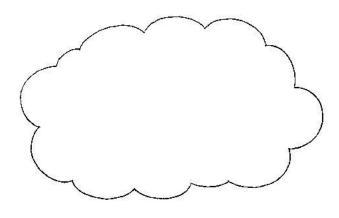


ben

for my . for my







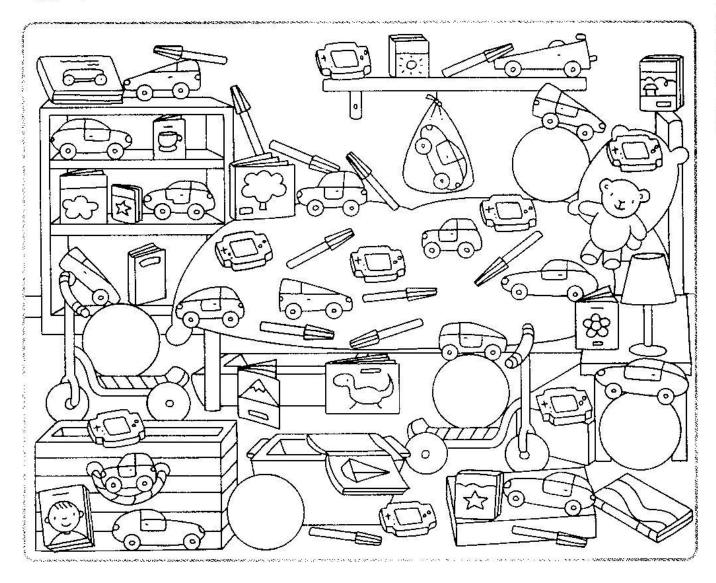
for my for my

1 Pupils colour the pictures then draw the family member they want to give each object to. They complete the sentences using the words in the box.





Find, count and complete.



1	How many	books ?	<u>l</u> 5
2	How many	······································	
3	How many		
4	How many	?	[
5	How many	?	
6	How many	?	



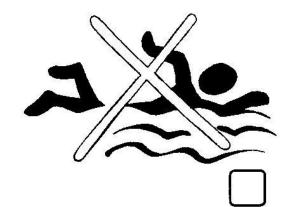
2 Pupils find and count the objects. They complete the sentences with the object word and the number they found. The teacher asks *How many (books)?*





Listen and number.













Draw and write.

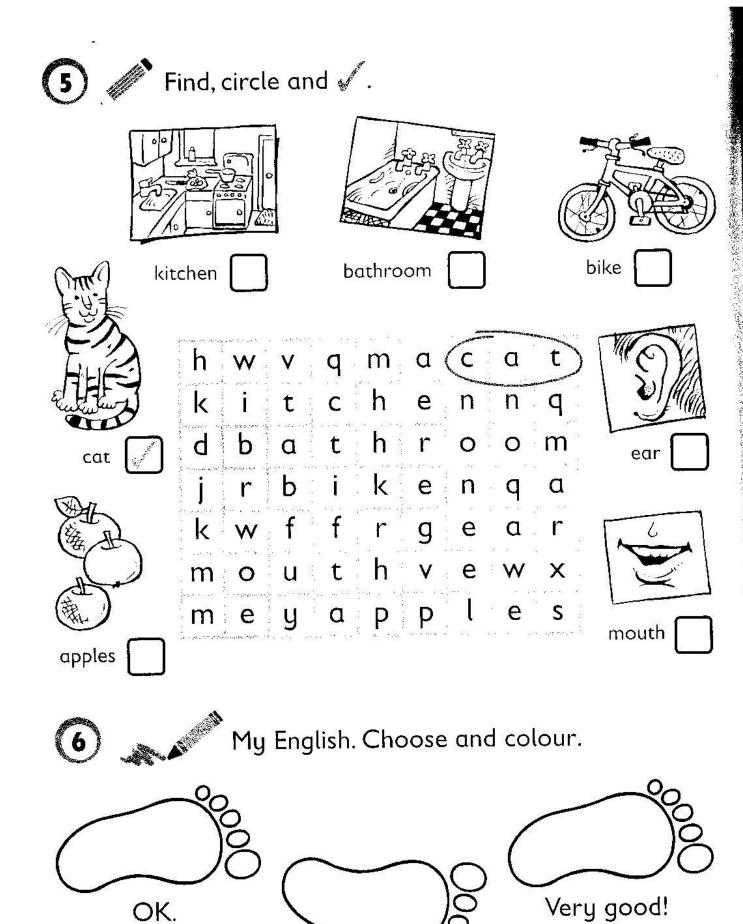
I can

I can't

3 Pupils listen and number the signs in the order they hear them.

4 Pupils draw what they can and can't do. They write sentences with I can and I can't.





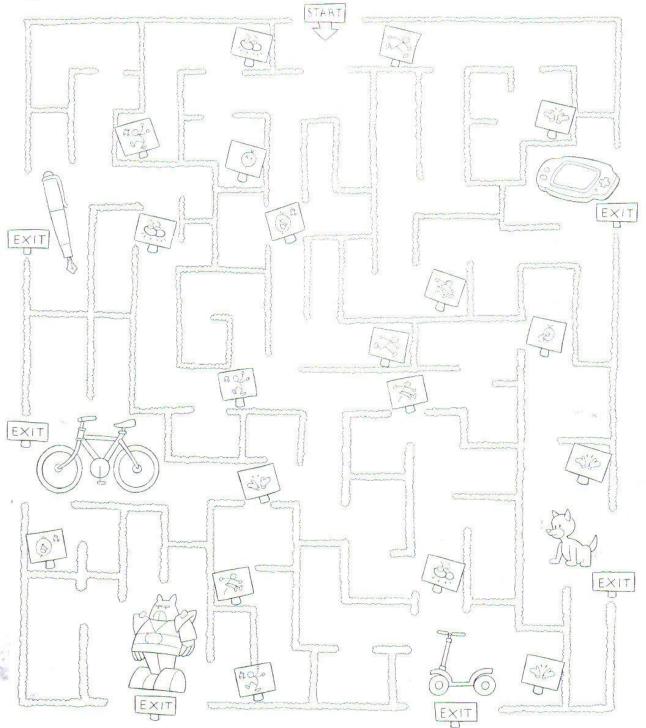


5 Pupils circle each word in the wordsearch and tick the box to show they have found it.

Good.

6 Pupils colour the footprint that shows how well they have done.

A Listen to your partner and find the toy.

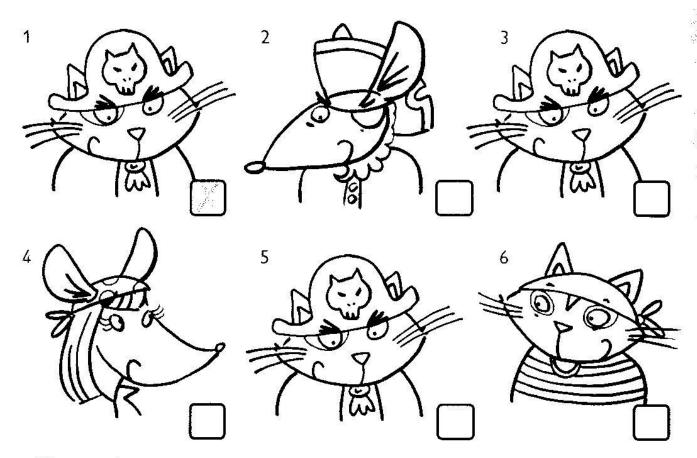


Pupil A chooses a toy at an exit and guides his/her partner to it by saying the instructions on the path that leads there. Pupil B says I've got a (scooter).

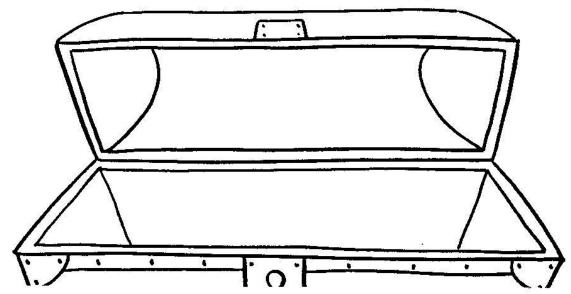


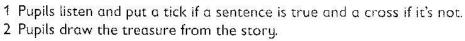


Listen and or ...



Draw the treasure in the chest.

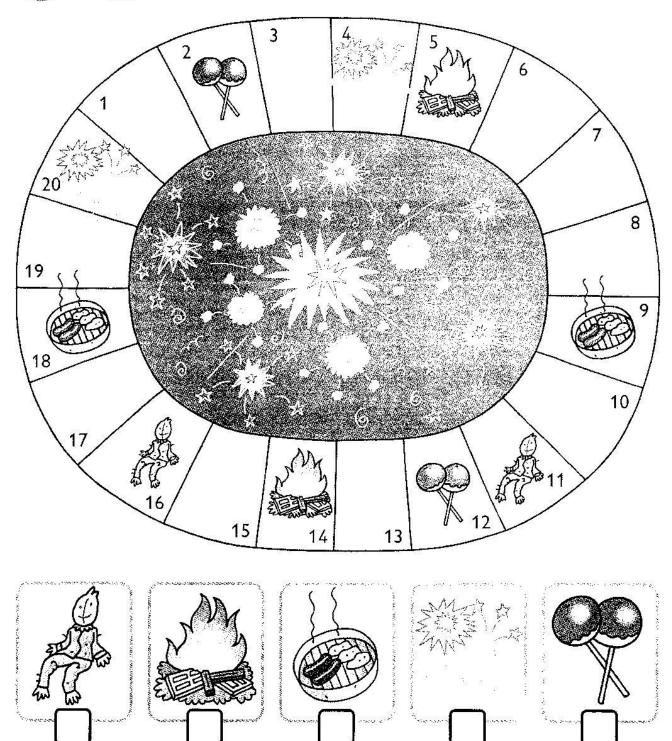






Benjamen

1) Play Bonfire night lotto.



Pupils start at 1. They shake a dice and move a counter to the next space. If they land on a picture, they tick the matching picture under the game.

