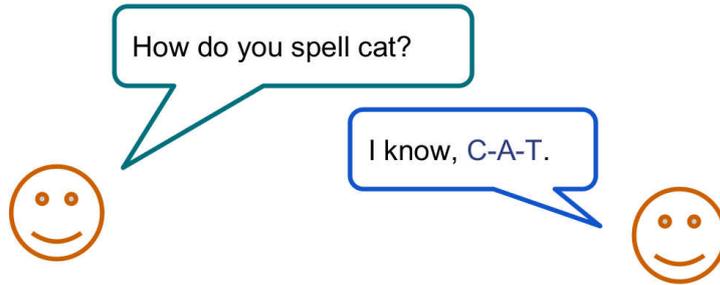


Lesson: Alphabet and spelling
Language focus: Grammar
Level: Beginner | A1
Time: 60 - 90 minutes

Alphabet and spelling

How do you spell? = L1
 I know = L1

A-B-C-D-E-F-G
 H-I-J-K
 L-M-N-O-P
 Q-R-S
 T-U-V
 W-X
 Y-Z



<i>Draw a cake</i>	<i>Draw a robot</i>	<i>Draw a pencil case</i>	<i>Draw a boat</i>	<i>Draw a house</i>	<i>Draw a dinosaur</i>
C-A-K-E	R-O-B-O-T	P-E-N-C-I-L C-A-S-E	B-O-A-T	H-O-U-S-E	D-I-N-O-S-A-U-R

 Elicit response  The students complete  Confirm understanding in L1

Use of the board

Start by adding the alphabet to the board, eliciting as much as possible. Then add the dialogue, using the students' L1 to clarify if you can. After that, draw some simple objects at the bottom of the board, add the spelling below and practise saying these as a group. Finally, the students can act out the dialogue in pairs, using the different words from the board.

Activities

Point and shout

Students have to recognise and say different letters of the alphabet based on your instruction.

If you have used the sample board, point to different letters at random while the students shout them out. Alternatively, you could move around each student in the class and have them reply individually.

Spelling challenge

A simple writing and speaking activity that gives students the opportunity to practise spelling words out loud for their classmates.

The students have to think of three words not already on the board and write them down in their notebooks. Let them know that they are going to have to spell them out loud later. If they don't know how to spell a word, encourage them to ask you using the dialogue from the sample board. Once they have finished writing, let the students spell their words out for the class.

Alphabet catch

This fun classroom activity will test your students on the alphabet and vocabulary.

You'll need something that the students can throw around the class. Anything from a teddy to a paper ball should work. Tell the students that they must throw the object to another student while shouting a letter of the alphabet. The student who catches it must then say a word beginning with that letter. When students get good at this activity, you can turn it into a fun game.

Games

I spy

A fun group game where students have to guess an object from its first letter.

For every round, the 'spy' informs the other players that they are thinking of a word beginning with a particular letter. The other players have to guess that word. The player who guesses the correct answer becomes the new spy:

Teacher: I spy with my little eye, something beginning with D.

Student: Is it a desk?

Teacher: No.

Student: Is it a door?

Teacher: Yes.

Noughts and Crosses

Students must spell words correctly to claim squares on a grid for their team.

Divide the students into two teams, draw a noughts and crosses grid on the board and number the squares from one to nine. Assign words for each number but don't show the students. For example:

1. Pear
2. Book
3. Computer
4. Kite
5. Skateboard
6. Train
7. Umbrella
8. Trousers
9. Ruler

On each turn, a student must spell the word correctly to claim the square on the grid. Make the centre square the most difficult. The first team to claim three squares in any straight line (vertical, horizontal or diagonal) wins the game.