

**Objectives:** By the end of the lesson, students will be able to use the new vocabulary and structures when speaking. “Can you \_\_\_\_\_?” “Sure, I can.”/ “No, I can’t.”

**Key Vocabulary:** join, where, yesterday, ride, sure, believe, back, mountain, fly, speak

**Sentence structures:** *Can you join us?, Sure, I can./ Sorry, I can’t.*

Time	Activity/Procedure	Materials
2	<b>Warm Up</b> Greet students and make sure they are prepared for class.	
5	<b>Introduction</b> Students will watch the video <i>Let’s Visit Grandma</i> (2:00-3:00) and answer CCQs after: <i>Where were they going? How did they go? What problems did they have?</i> <a href="http://www.youtube.com/watch?v=8hENdszu9Ag">http://www.youtube.com/watch?v=8hENdszu9Ag</a>	video
5	<b>Speaking (Presentation)</b> Review the new vocabulary and phrases by asking comprehension checking questions. <i>Can you join us after school today? Sure, I can. No, I have to go to an academy.</i> Give out stamps.	
10	<b>Practice</b> Have students open their books to page 148. Have them predict the dialogue. Then, listen and have students consider how accurate their predictions were.  Have students repeat the dialogues to improve accuracy. Then, listen and repeat the chant to reinforce the key structures.  Teach students that one possible answer to a suggestion is a different suggestion, rather than saying, “No.”	CDROM Book P 148-149
5-7	<b>Activity: Speaking Game (Production)</b> Students will practice using the target language and structures with a speaking activity: each team will have a board game. When a student lands on a square, their teammates must ask, “Can you join us?” The student must answer according to the information in the square. If the students makes an alternate suggestion, the teammates must reply.	Board games Dice Markers
(5)	<b>Self Study Book</b> Time allowing, students will be able to work in their self-study books.	
2	<b>Group Points and Goodbye!</b> Award stamps to best groups.	

