

## Go Go Banjo 1 Teacher's Guide\_說明與內頁圖示

### ➤ 說明：

規格	尺寸 <b>A4</b> ，內頁:雙面黑白印製
特點	<p>1.以每堂課 2 小時的教學進度設計編寫，</p> <p>2.每一個 Unit 第一頁列出教學目標、每堂課教學範圍與搭配使用的學習單列表。</p> <p>3.詳細教學步驟與課堂教學活動，搭配專屬教學簡報檔，協助老師使用 <b>Banjo</b> 課本、活動本、學習手冊進行教學。</p>
訂購價格	300 元/本

### ➤ 內頁圖示

Unit 1				
Nice to Meet You, Banjo!				
Target Language	<p>1. Read a story: Nice to Meet You, Banjo!</p> <ul style="list-style-type: none"> <li>• Ask and answer questions</li> <li>• Describe the pictures</li> <li>• Summarize the story</li> <li>• Develop story Mapping</li> </ul> <p>2. Name pictures and objects.</p> <p>3. Spell words and write sentences</p> <p>4. Interview and write about a new friend.</p>			
Unit 1	Workbook (1)	Activity Book (1)	Study Sheet	
Lesson 1	1-7	1 (asleep ~ ask)		1-1
Lesson 2	8-14	1-2 (breakfast ~ talk)		1-2
Lesson 3	1-14	3-7		1-3, 1-4, 1-5
Lesson 4	Post-reading	8-12	1-4	1-6, 1-7
Lesson 5	Review		5-7	
Lesson 6	Story Map			1-8, 1-9
Nice to Meet You, Banjo				
Tips	<ul style="list-style-type: none"> <li>• Banjo is an android.</li> <li>• The voice is the one that made Banjo.</li> <li>• Banjo is given special powers and a cool red skateboard.</li> <li>• Banjo steps on the skateboard and says, "Go! Go! Banjo!"</li> </ul>			

**Lesson 1**

**1<sup>st</sup> Hour**  
(10 min)  
**Pre-reading**

- Show the students a picture of the Earth.
- Say, "We're going to read a story. A special boy named Banjo is sent to the Earth on a secret mission. He is going around the world. His adventure is about to begin."

**page 1**

- Guide the students to read the name of the story.
- Say, "Nice to meet you, everyone. Are you ready for this interesting story?"

**pages 2-3**

- Show pages 2-3 PPT ("you may use a world map).
- Ask the students, "Do you like adventures? Where do you want to go?" Encourage them to answer, "Yes, I do. I want to go to (Asia)."

(20 min)  
**Vocabulary**  
asleep, person (people), adventure, about, confused, only, special, many, ask

- Show the PPT and explain the words. The following definitions are for your reference:
  - asleep - sleeping or not awake
  - person - a man, a woman, or child
  - people (pl.) - men, women, or children
  - adventure - an unusual and exciting activity

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**2<sup>nd</sup> Hour**  
(20 min)  
**Reading**  
pages 4-7

- Show the PPT. Go over the questions. For your reference,
 

pages 4-5

  - Who is Banjo? (=He is an android.)
  - Is Banjo a real person? (=No, he isn't.)
  - Where is Banjo? (=He is in the middle of a big field.)
  - What is about to happen? (=Banjo's adventure is about to begin.)

pages 6-7

  - Does Banjo know who or where he is? (=No, he doesn't.)
  - Does Banjo know who is talking to him? (=No, he doesn't.)
  - Why can't Banjo see the voice? (=He can't see the voice because the voice is far, far away.)
  - Why does the voice make Banjo? (=He makes Banjo because he can help the voice learn about the people on Earth.)
  - What kind of boy does the voice make Banjo? (=He makes Banjo a funny and curious boy.)
- Have the students read the story silently and highlight the answers (e.g., key words, phrases or sentences).
- Have the students answer the questions.
- The students take turns reading the sentences. Check their pronunciation and intonation.
- Summarize the story.
  - Banjo is an android. He is lying in the middle of a big field. His adventure is about to begin.
  - Banjo doesn't know who he is or where he is. He can't see the voice. The voice made Banjo a funny and curious boy. He could help the voice learn about the people on Earth.

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(5 min)  
**Game**  
**Complete the Sentence**

- Divide the students into 2 (or more) numbered teams.
- Say a word on pages 4-7, (e.g., awake). Call a number.
- Have the called students find the word and read the sentence with the word (e.g., He is not awake, and he is not asleep.)
- The first student to do so correctly and quickly wins.

(10 min)  
**Practice**  
**True or False**

Show the PPT on the right. Have the students read each sentence and judge if it is "True" or "False".

- Banjo is lying in the middle of a field. (✓)
- Banjo is a real person. (X)  
(= Banjo is not a real person.)
- Banjo is an android. (✓)
- Banjo is awake, and he is asleep. (X)  
(= Banjo is not awake, and he is not asleep.)
- Banjo's adventure is about to begin. (✓)
- Banjo knows where he is. (X)  
(= Banjo doesn't know where he is.)
- Banjo knows who the voice is. (X)  
(= Banjo doesn't know who the voice is.)
- The voice made Banjo to learn about the people on Earth. (✓)
- The voice made Banjo very funny and curious. (✓)
- Banjo won't learn to ask questions. (X)  
(= Banjo will learn to ask a lot of questions.)

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(10 min)  
**Workbook 1 & Homework**  
**page 1 (asleep ~ ask)**

- Give each student a study sheet **Unit 1-1**.
- Give the students 5 minutes to fill in the blank on their own.
- Go over the answers with the students. Explain anything that is unclear.
 

1. adventure	2. person	3. special	4. asleep
5. only	6. confused	7. people	8. ask
9. many	10. about		
- Have the students open their **Workbook 1** to page 1. Let them read the words and definitions (asleep ~ ask).
 

\*Have the students read all the words and definitions on pages 1-2 if time permits.
- Homework:
  - read the story on pages 4-7; preview pages 8-10.
  - choose 3 words (e.g., be about to, many, ask) and make sentences in the writing book.
  - make corrections to the study sheet **Unit 1-1**.

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# Go Go Banjo 1 Study Sheet 學習單\_說明與內頁圖示

## ➤ 說明：

規格	尺寸 A4，內頁:雙面彩色印製
特點	1. 依據 Banjo 1 教材學習重點設計單字、句型、故事重組等各種類型的學習單，可參考 Teacher's Guide 說明在教學中使用，也可以做為學生回家作業。 2. 解答附於每個 Unit 最後。
訂購價格	200 元/本

## ➤ 內頁圖示

### Study Sheet

Table of Contents

Unit One Nice to Meet You, Banjo	01
Unit Two How Are You, Loo Loo?	13
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Unit Four The Big Apple	43
Unit Five Where it Began	59
General Review	73

Unit One\_Nice to Meet You, Banjo

### Fill in the blank with a word in the box.

asleep	person	people	about	confused
only	special	many	ask	adventure

1. Banjo's \_\_\_\_\_ is about to begin.

2. Banjo is not a real \_\_\_\_\_.

3. The voice made Banjo a very \_\_\_\_\_ boy.

4. Danny is not awake. He is \_\_\_\_\_ in his room.

5. The voice says, "You cannot see me. You can \_\_\_\_\_ hear me."

6. Banjo looks up and he looks down. Now he looks \_\_\_\_\_.


7. The voice says, "I made you funny so \_\_\_\_\_ will like you."

8. The voice says, "You will \_\_\_\_\_ a lot of questions."

9. "You can do \_\_\_\_\_ special things," the voice answers.

10. The voice made Banjo to help him learn \_\_\_\_\_ the people on Earth.

Unit 1-1\_Go! Go! Banjo! 1



## Form a yes/no question.

- EX.** Banjo is an android.  
☐ Is Banjo an android?
- 1.** They are on the way home.  
☐
- 2.** Peter is not at home.  
☐
- 3.** It is a red skateboard.  
☐
- 4.** She is in the room.  
☐
- 5.** I am at the bus stop.  
☐
- 6.** May is an English teacher.  
☐
- 7.** You are confused.  
☐



## What's the Order?



- 1** Banjo is lying in a big field. He sees no one.
- ☐ The voice lets Banjo call him "Potato".
- ☐ The skateboard can take Banjo anywhere. "What should I call you?" Banjo asked.
- ☐ The voice tells Banjo, "You can only hear me."
- ☐ "Just say my name, and I'll answer you. Please remember to talk to me after every adventure."
- ☐ Banjo will get a cool thing to help the voice learn about the people on Earth.
- ☐ Banjo steps on his skateboard and yells, "Go! Go! Banjo!" His adventure is about to begin.



## Story Elements

Please read the story Nice to Meet You, Banjo again, and fill in the five elements based on what you read. You may draw or write to finish the task.

### Story Element 1: character

Characters can be a person, an animal or a thing.

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### Story Element 2: plot (Beginning → Middle → End)

Plots are all the events in the story.

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### Story Element 3: setting

"When" and "where" the story takes place.

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### Story Element 4: problem

Problem or conflict in the story is important to the main character(s). When dealing with the problem, the main character(s) need to take action to solve the problems.

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### Story Element 5: solution

It means how the problem is solved.

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## An Interview: Nice to Meet You

### ★Interview a new friend.

Question List	Main Idea
1. What is your name?	<input type="text"/>
2. How old are you?	<input type="text"/>
3. Where are you from?	<input type="text"/>
4. What is your favorite color?	<input type="text"/>
5. Do you have a brother or a sister?	<input type="text"/>
6. What do you do on weekends?	<input type="text"/>
7.	<input type="text"/>

### ★Write about your new friend.

This is my friend, \_\_\_\_\_.

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I want to say, "Nice to meet you, \_\_\_\_\_!"

