Go Go Banjo 1 Teacher's Guide_說明與內頁圖示

▶ 說明:

規格	尺寸 A4,內頁:雙面黑白印製
特點	1.以每堂課 2 小時的教學進度設計編寫,
	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。
	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 Banjo 課本、活動本、學習手冊進行教學。
訂購價格	300 元/本

▶ 內頁圖示

Target

Language

Unit 1 Nice to Meet You, Banjo!

1.	Read	a :	story:	Nice:	to N	1eet Y	ου, I	Banjo!	

- Ask and answer questions
- Describe the pictures
- Summarize the story
- Develop story Mapping
- 2. Name pictures and objects.
- 3. Spell words and write sentences
- 4. Interview and write about a new friend.

	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
Scope and	Lesson 3	1-14	3-7		1-3, 1-4, 1-5
Content	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 Me	et You, Banjo
	Banjo is an android.
Tips	The voice is the one that made Banjo.
	Banjo is given special powers and a cool red skateboard.
	Bania steps on the skateboard and says "Gol Gol Banial"

2

Lesson 1

1" Hour

(10 min)

Pre-reading

- 1. Show the students a picture of the Earth.
- 2. 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

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

- 1. Show pages 2-3 PPT (*you may use a world map).
- 2. 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

- 1. 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



2nd Hour (20 min)

Readina

pages 4-7

- Show the PPT. Go over the questions. For your reference, pages 4-5
 - Who is Banjo? (⇒He is an android.)
- Is Banio 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 Banio 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
- What kind of boy does the voice make Banjo? (⇒He makes Banjo a funny and curious boy.)
- 2. Have the students read the story silently and highlight the answers (e.g., key words, phrases or sentences).
- 3. Have the students answer the questions.
- 4. The students take turns reading the sentences. Check their pronunciation and intonation.
- 5. 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.



(5 min) Game

Complete the Sentence

- 1. Divide the students into 2 (or more) numbered teams.
- Say a word on pages 4-7, (e.g., awake). Call a number.
- 3. Have the called students find the word and read the sentence with the word (e.g., He is not <u>awake</u>, and he is not asleep.)
- 4. 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".

- 1. Banjo is lying in the middle of a field. (🗸)
- 2. Banjo is a real person. (X)
- (⇒ Banjo is not a real person.)
- 3. Banjo is an android. (v)
- 4. Banjo is awake, and he is asleep. (X)
- (⇒ Banjo is <u>not</u> awake, and he is <u>not</u> asleep.)
- 5. Banjo's adventure is about to begin. (🗸)
- 6. Banjo knows where he is. (X)
- (⇒ Banjo <u>doesn't</u> know where he is.)
- 7. Banjo knows who the voice is. (X)
- (

 Banjo doesn't know who the voice is.)
- 8. The voice made Banjo to learn about the people on Earth. () 9. The voice made Banjo very funny and curious. (🗸)
- 10. Banjo won't learn to ask questions. (X)
- (⇒ Banjo <u>will</u> learn to ask a lot of questions.)













(10 min)

Workbook 1 & Homework

page 1 (asleep ~ ask)

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

4. asleep 1. adventure 2. person 3. special 5. only 6. confused 7. people 8. ask 10. about

- 4. Have the students open their Workbook 1 to page 1. Let them read the words and definitions (asleep \sim ask).
- *Have the students read all the words and definitions on pages 1-2 if time permits.
- 5. 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 <u>Unit 1-1</u>.

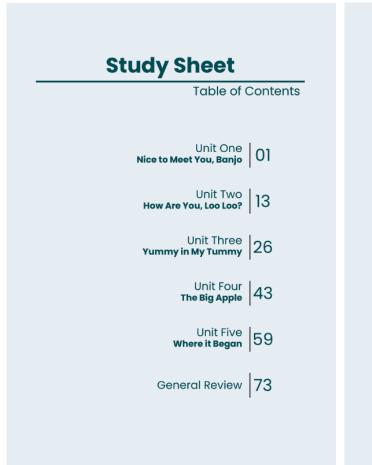


Go Go Banjo 1 Study Sheet 學習單_說明與內頁圖示

▶ 說明:

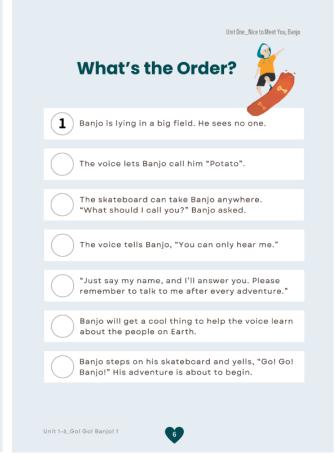
規格	尺寸 A4,內頁:雙面彩色印製
特點	1. 依據 Banjo 1 教材學習重點設計單字、句型、故事重組等各
	種類型的學習單,可參考 Teacher's Guide 說明在教學中使
	用,也可以做為學生回家作業。
	2.解答附於每個 Unit 最後。
訂購價格	200 元/本

▶ 內頁圖示



Fill in the blank with a word in the box. asleep person about confused people special many adventure is about to begin. 2. Banjo is not a real ____ 3. The voice made Banjo a very ____ 4. Danny is not awake. He is ____ 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 ___ 8. The voice says, "You will _____ a lot of questions." 9. "You can do ______ special things," the voice 10. The voice made Banjo to help him learn the people on Earth. Unit 1-1_Go! Go! Banjo! 1





	Unit One_Nice to Meet You
	Story Elements
	the story Nice to Meet You, Banjo again, and fill in is based on what you read. You may draw or write finish the task.
Story Elei	ment 1: character
Characters c	an be a person, an animal or a thing.
Story Ele	ment 2: plot (Beginning → Middle → End
Plots are all t	the events in the story.
Story Elei	ment 3: setting
"When" and "	"where" the story takes place.
Story Eler	ment 4: problem
	lict in the story is important to the main character(s). When deali n, the main character(s) need to take action to solve the problem
Story Eler	ment 5: solution
-	ment 5: solution

Questio			
		Main Idea	
l. What is y	our name?		
. How old	are you?		
. Where a	re you from?		
What is y color?	your favorite		
Do you h sister?	ave a brother or a		
What do weekend	you do on is?		
·.			
LIMPita aba	it your new mena.		
Write abou	end,		
	iend,		_ _ _
	iend,		