

AGENT ACADEMY

SESSION 6: The A / An Rule



WARM-UP: Name 3 objects in your classroom in 5 seconds!



GRAMMAR ALERT: A or AN?



A + Consonant sound



a book



a pen



a ruler

AN + Vowel sound (A, E, I, O, U)



an apple



an orange



an egg



REMEMBER: Vowels = A, E, I, O, U → use AN!



CLAP FOR AN!

apple
(CLAP!)

egg
(CLAP!)

pen
(quiet)

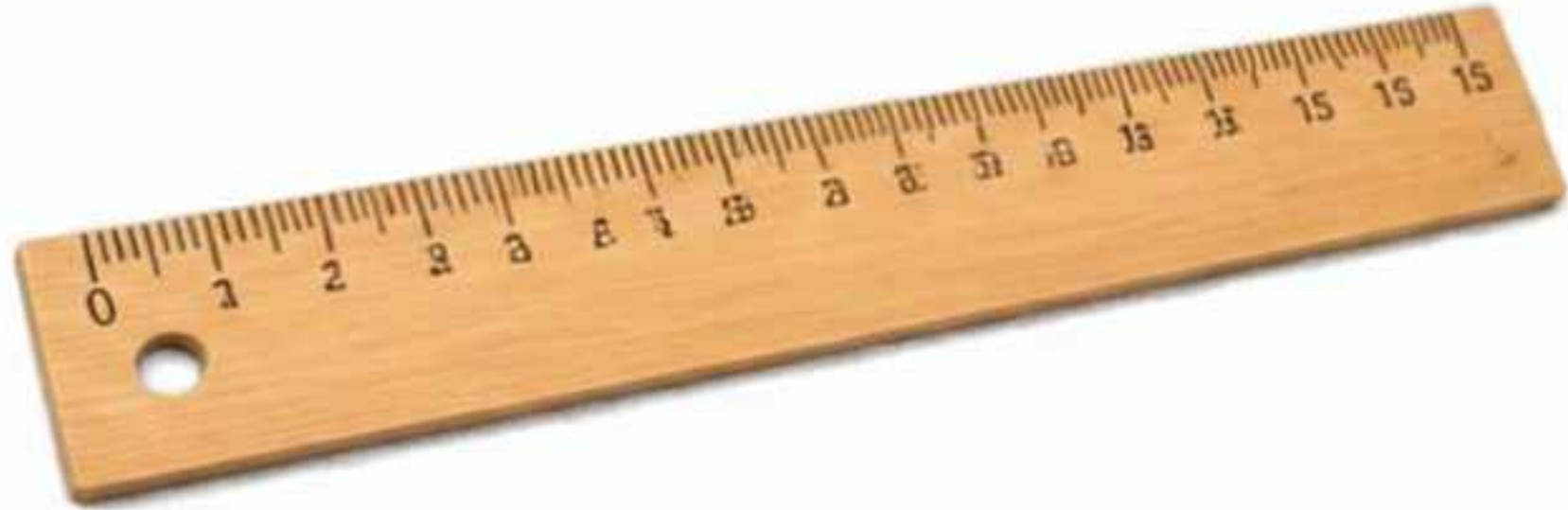
book
(quiet)



Teacher says a word: CLAP ONCE if it needs AN.
STAY QUIET if it needs A!



QUICK CHECK!



_____ ruler



_____ egg



_____ bag



_____ umbrella

Choose: a / an



POINT & SAY!



It's a pen.

It's an eraser.



In pairs, point to 5 things on your desk and say the sentence!





AGENT ACADEMY



SESSION 7: Point It Out



WARM-UP: Touch your desk! Now point to the door!



THIS / THAT / THESE / THOSE

THIS



NEAR + 1

THAT



FAR + 1

THESE



NEAR + MANY

THOSE



FAR + MANY



NEAR vs FAR 1 vs MANY





EXAMPLES!



THIS pen is red.



THESE pens are orange.



THAT book is green.



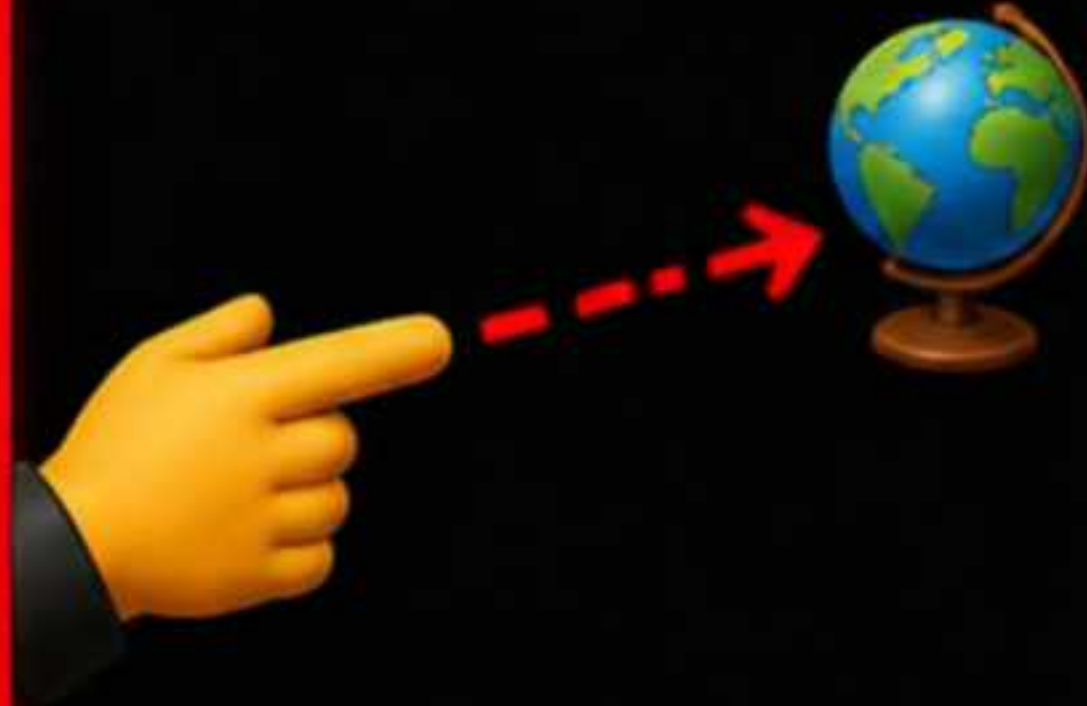
THOSE books are blue.



SHOW ME!



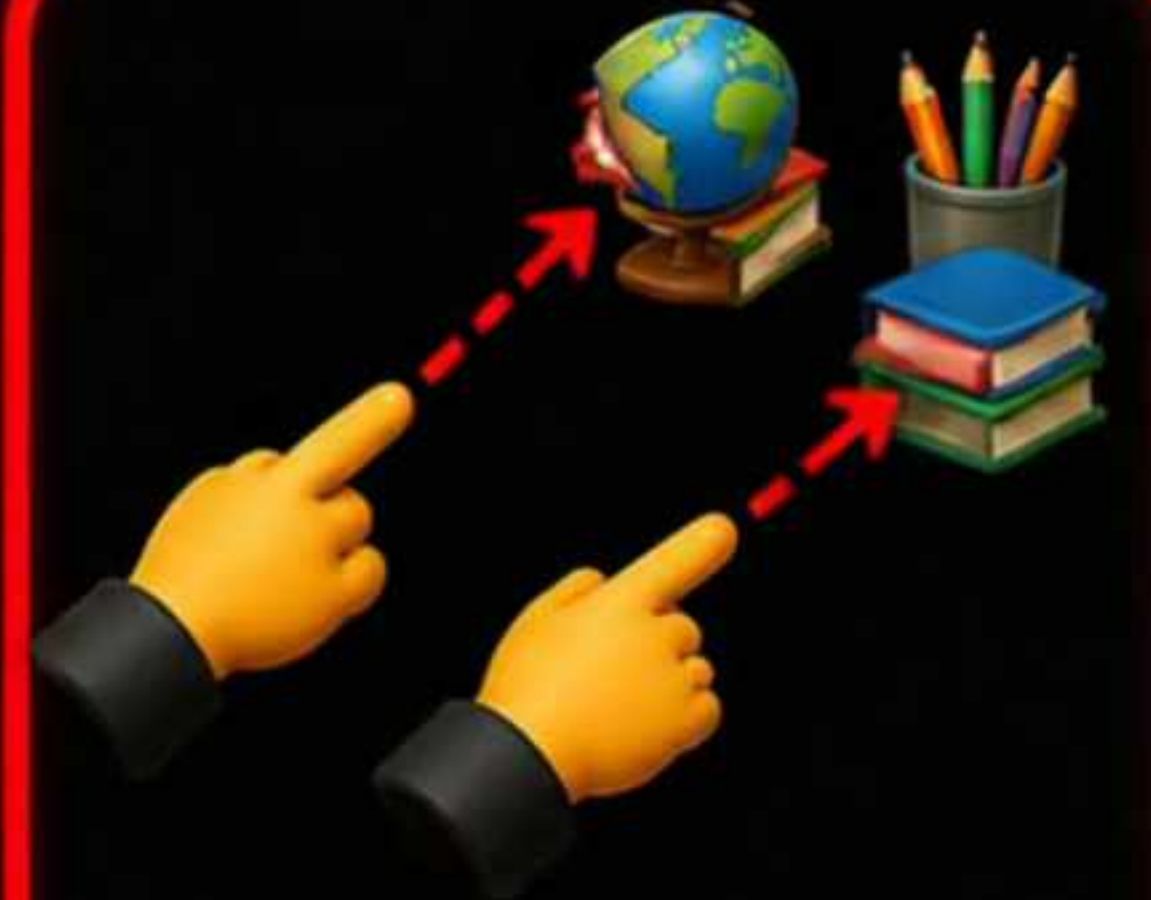
THIS



THAT



THESE



THOSE



Teacher says the word → YOU do the gesture!





POINT & SPY: TEAM BATTLE!

TEAM A



Teacher gives a code:

FAR + **PLURAL** +
GREEN



First team to shout
the **FULL** sentence wins!

Example: **THOSE** books are **green**!

TEAM B

