

Grade 6 English Notes – Term 3

Listening and Speaking – Sports: Indoor Games (Pronunciation and Vocabulary)

Indoor games such as chess, table tennis, scrabble, ludo, and badminton are not only entertaining but also useful in building vocabulary, teamwork, and mental sharpness. In this lesson, learners practice **pronunciation** and enrich their vocabulary through sports-related words, phrases, and expressions. Effective listening helps learners capture correct pronunciation and apply words in the right context.

Key Content

- **Pronunciation Practice**
Learners listen to sports-related texts and repeat key words. Examples:
 - chess (pronounced /tʃɛs/)
 - scrabble (/ˈskræbəl/)
 - tournament (/ˈtɔrnəmənt/)
 - strategy (/ˈstrætədʒi/)
 - opponent (/əˈpəʊnənt/)
- **Words and Phrases from Sports:**
 - “It’s your turn.”
 - “Play fair and square.”
 - “Think ahead of your opponent.”
- **Proverbs and Phrasal Verbs Related to Sports and Play:**
 - “All work and no play makes Jack a dull boy.”
 - “Practice makes perfect.”
 - Phrasal verbs: “knock out” (eliminate an opponent), “give in” (surrender).
- **Listening Fluency:**
By listening to a short story about children playing table tennis, learners can select new sounds and words. For example:
“Jane served the ball quickly, but Peter returned it with a smash.”

Example Activity

Teacher reads a passage:

“During the scrabble tournament, Ali formed the word ‘knowledge’ on the board and earned the highest points.”

Learners identify and pronounce **scrabble**, **tournament**, **knowledge**, and **points** correctly.

Importance of Listening

- Enhances correct pronunciation.
- Helps learners understand meaning from context.

- Promotes effective communication.
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Reading – *Intensive Reading: Digital Stories*

(a) Identifying Words, Phrases, and Proverbs

Digital stories use pictures, animations, or audio combined with text. Learners should focus on identifying expressions and proverbs.

- **Examples of Words and Phrases:**
 - *Digital library*
 - *Online adventure*
 - *Save progress*
 - *Once upon a time, there lived a wise king...*
- **Proverbs in Stories:**
 - “Slow and steady wins the race.”
 - “A friend in need is a friend indeed.”

Learners are guided to create **mental images**. For instance, if the story describes “*a lion with a golden mane roaring at the forest edge,*” learners visualize the animal, its mane, and setting.

(b) Making Predictions and Retelling

Learners observe story pictures and connect them with real-life situations.

- **Prediction Example:**

A picture shows a boy with a ball standing at a field. Learners predict: “*He is about to start a football match.*”
- **Retelling:**

After reading or watching a digital story, learners summarize events in order.
Example: “*First, the players arrived. Then they prepared their uniforms. Finally, they played and celebrated the winners.*”

Benefits of Digital Stories

- Encourages creativity and imagination.
 - Builds vocabulary through repeated exposure.
 - Makes learning interactive and enjoyable.
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Grammar in Use – *Interrogatives*