

Fun Fair!





1 Look and number the pictures.

1. fly 2. speak French 3. make toys 4. iron 5. drive 6. play the drums
7. read music 8. fix cars 9. prepare sushi



► Listen and repeat the words and phrases.

COOL Language

2 Listen and follow along.



► Role-play the dialogue.

3 Act out the situations.



It's important to be polite.



4 Listen and write what Herbie can and can't do. ³

speaking French reading music singing speaking Spanish dancing playing the drums

Can
dance



Can't

► Listen and repeat the dialogue. ⁴

5 Ask and answer questions with **can**.



Student A: Can Kiko fix cars?

Student B: Yes, he can.

Student B: Can Nimy and Hia sing?

Student A: No, they can't.

► Write the questions and answer them.

1. Kiko / fix cars

Can Kiko fix cars?

Yes, he can.

3. Hoop and Yot / make toys

2. Merv / speak French

4. Fizzy / play the drums

1 Find a friend who can...

dance well. _____

jump on one _____

foot ten times. _____

draw a dog. _____

name six colors _____

in English. _____

tell jokes. _____

cook. _____

play soccer. _____

name six animals _____

in English. _____

swim. _____

count from 1 to _____

20 in English. _____

Student A: Can you dance well? **Student B:** Yes, I can.

► Ask and answer about your friends.

Student A: Can Linda swim?

Student B: Yes, she can. Can Mike and Sam make toys?

Student A: No, they can't.

► Write what your friends can and can't do.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

2 Answer the questions.

1. Can you read music?

2. Can you fix cars?

3. Can you speak English?

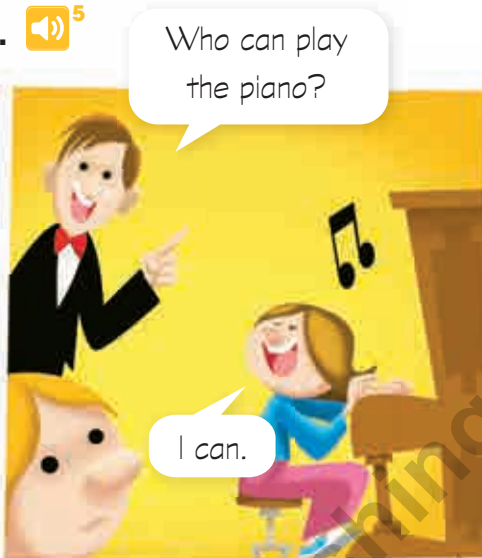
4. Can you swim?

COOL Grammar

Can

- Can you play the piano?
Yes, I can. / No, I can't.
- Can they sing?
Yes, they can. / No, they can't.

3 Listen and follow along.



► Act out the story.

4 Ask your friends the questions.

1. Who can tell jokes in your class?
2. Who can dance in your family?
3. What sports can you play?
4. What can your best friend do?

5 Make a *Can* / *Can't* Die with a friend.

You need

- construction paper

Instructions

1. Draw the template for your die.

2. Write the following words on each side: *Can?* / *can* / *can't* / *What?* / *Who?* / *Can?*

3. Cut and assemble your die.
4. Play with your friend.



COOL Grammar

Can

- Who can sing?
I can. / Monica can.
- What can you do?
I can sing and I can dance.

1 Listen and number the rides in the order you hear them.



☐ bumper cars

☐ Ferris wheel

☐ merry-go-round

☐ roller coaster

2 Listen again and circle **T** (True) or **F** (False).

- | | | |
|---|----------|----------|
| 1. Jaime's mom invited them to the fair. | T | F |
| 2. The boys can ride the roller coaster. | T | F |
| 3. Jaime wants to ride the merry-go-round. | T | F |
| 4. Johnny likes bumper cars the best. | T | F |
| 5. Mom can learn how to make salad. | T | F |
| 6. Jane and her friend are going to the fair. | T | F |
| 7. Jane wants to buy a present for her cousin. | T | F |
| 8. The boys are going to watch the puppet show. | T | F |

3 Unscramble the questions and answer them.

1. ride / ? / can't / a roller coaster / Jamie / Why

2. Jaime / want / Why / ride / doesn't / to / the / merry-go-round / ?

3. Johnny / ? / show / want / What / to / does / see

4 Look at the picture and complete the story.

tickets bumper cars sunny hungry excited hot dogs lemonades puppeteer
tall 12 o'clock merry-go-round roller coaster Ferris wheel



It is a _____ day and Jenny and her brother, Jeff, are at the fun fair. They are very _____. Jeff already has the _____. They cost \$10 each. There are many rides, _____, and a colorful tent. Both Jenny and Jeff are thirsty so they decide to buy two _____ at a stand.

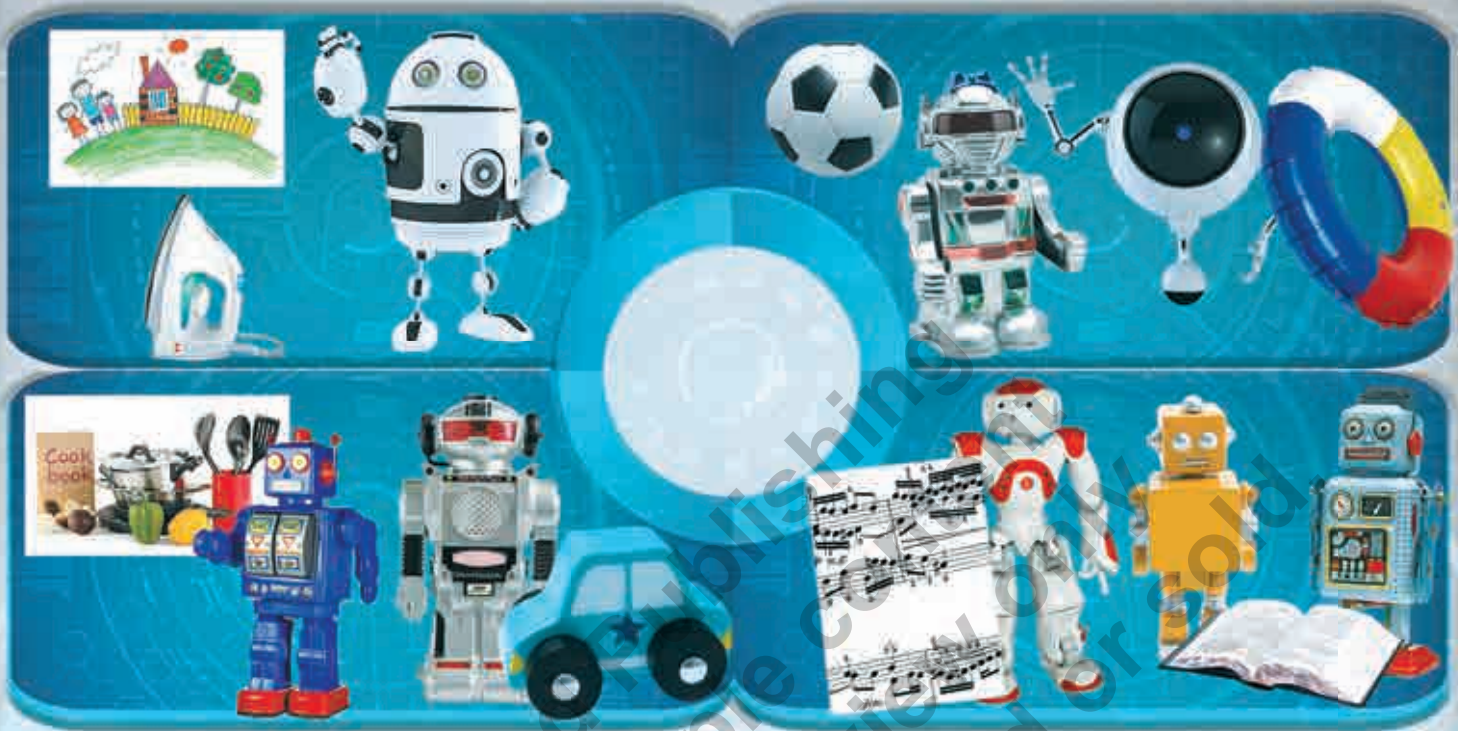
They walk around the fair and see a _____ standing in front of of the tent with his puppet. A sign says there will be a puppet show at _____.

Jenny and Jeff decide to go on the rides before the show starts. Jenny wants to ride the _____, but Jeff thinks he's too old. Jeff is really excited to go on the _____, but Jenny isn't _____ enough. She can't ride the roller coaster. Finally, they get to the next ride. They are very happy because they can both ride the _____.

It's almost time for the show to start. They're _____, but there is no time to eat. They can buy _____ after the show.

► Read the story aloud to a friend.

1 Look at the pictures below. Talk about the robots using *can* or *can't*.



2 Design and draw a pet robot.

Characteristics:

► Show and tell.

Student A: This is my robot.

His name is STM. He can catch a ball, but he can't dance!

► Ask and answer questions about the robots.

Student A: Can your robot fly?

Student B: No, he can't.

Student A: What can he do?

Student B: He can swim and he can run very fast.

3 Listen and complete the rhyme.

make

swim

volleyball

robot

likes

ball

play

tell

nice

The Robot Fair

Come to the robot fair today!

See them dance and see them play.

Watch them fly—it's such a sight!

Stay all day until it's night.

Can your robot ride a bike? Can he skate on ice?

No, he can't, but he can _____. He thinks swimming is very

_____.

Can your robot _____ make balloon rabbits? Can he drive a car?

No, he can't, but he can _____ soccer. He can kick a _____ very far.

Can your robot _____ jokes? Can he play _____?

No, he can't, but he can sing. He _____ singing most of all!

Come to the robot fair today!

See them dance and see them play.

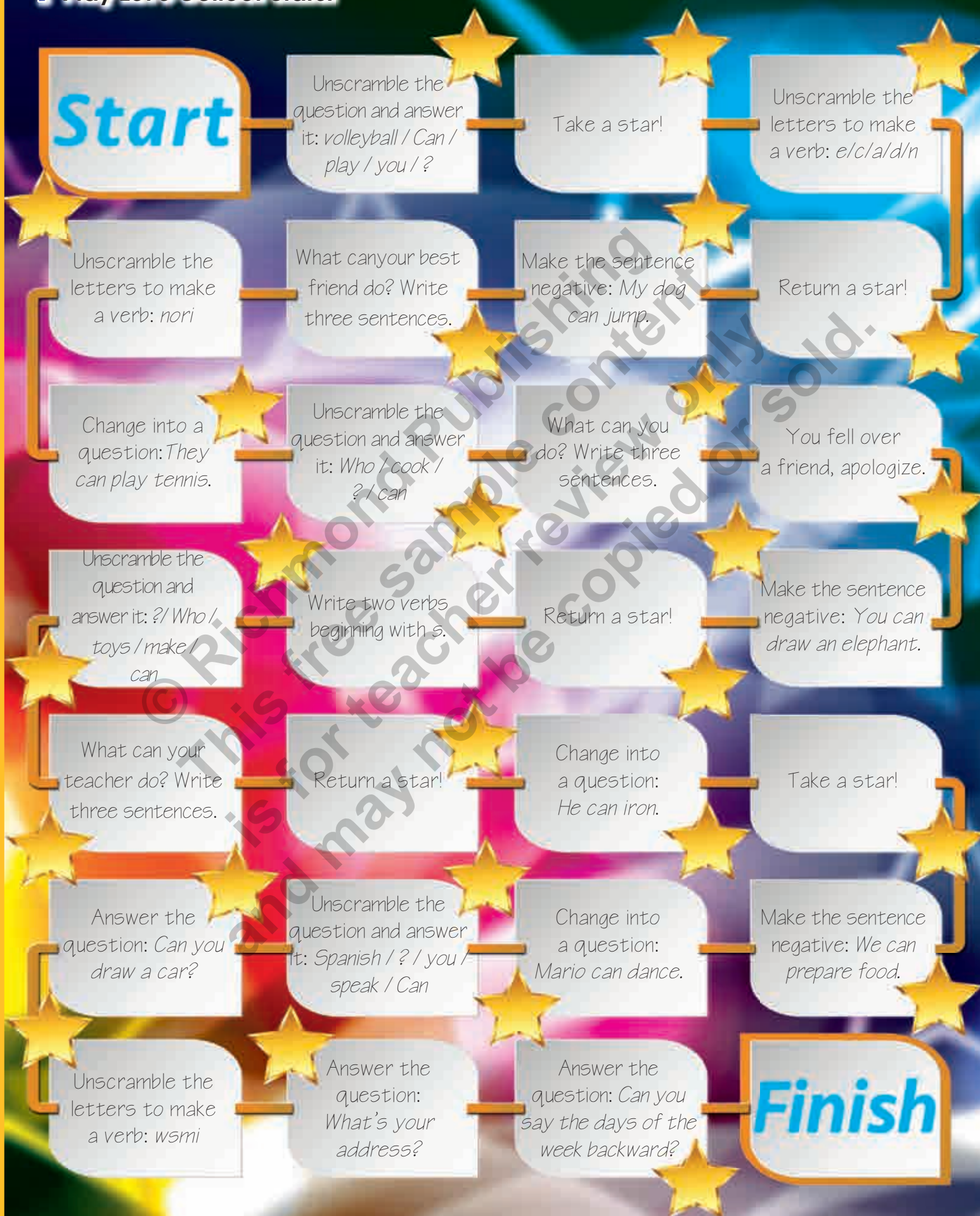
Watch them fly—it's such a sight!



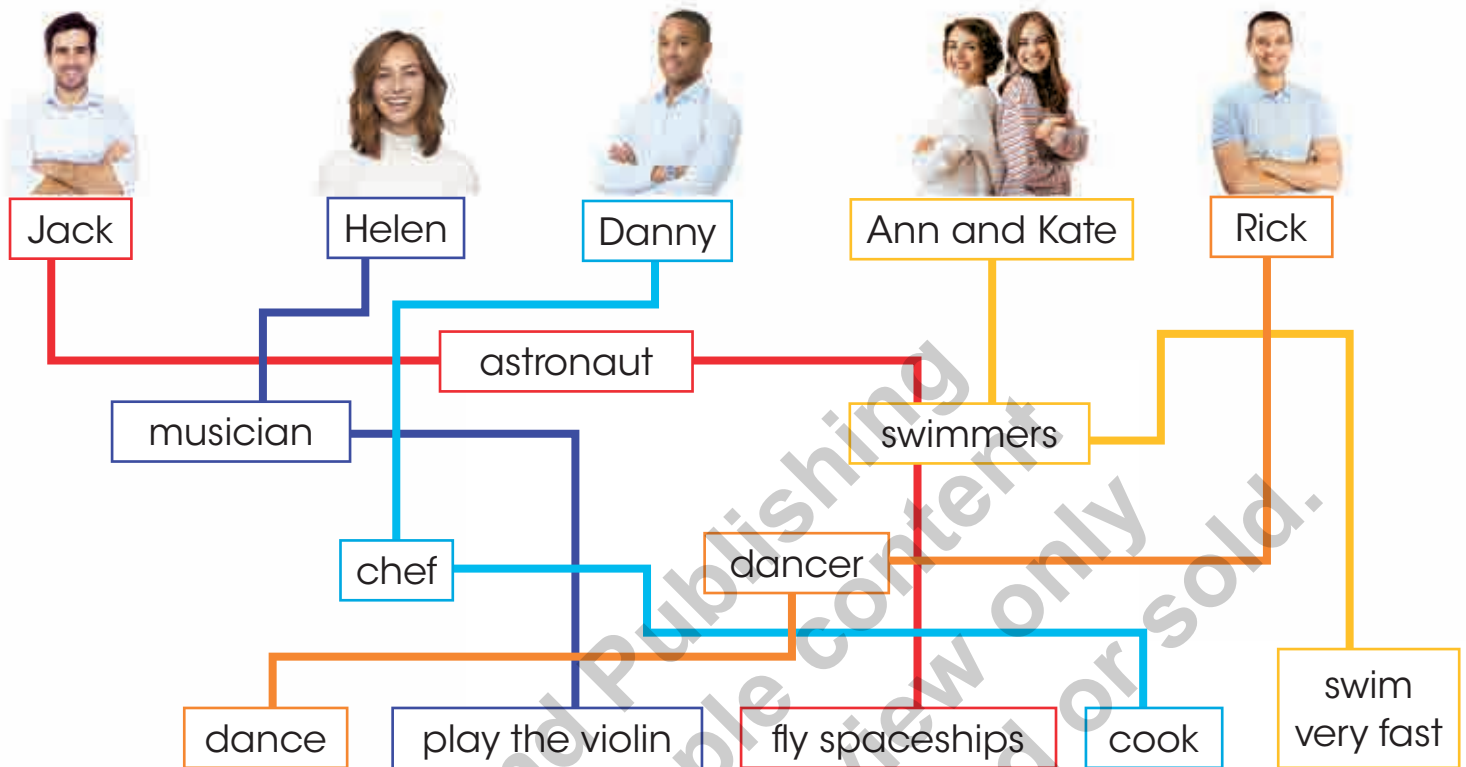
► Read "The Robot Fair" aloud to a friend.

► Underline six verbs in the rhyme. Can you do those actions?

1 Play Let's Collect Stars!



2 Follow the maze and talk about the people.



► Match the questions with the answers.

1. What does Jack do?
2. Can Helen fly spaceships?
3. What can Danny do?
4. Who can swim very fast?
5. Can Rick dance?
6. Who can play the violin?

Helen can.
No, she can't.
Yes, he can.
Ann and Kate can.
He's an astronaut.
He can cook.

3 Read the sentences and color the corresponding circles.

I can name eight new verbs.



I can ask and answer questions using *can*.



I can apologize and accept apologies.



Be a cool speller. Write the new words in Unit 1 on cards. Tape the cards on your bedroom wall. Look at them every day for a week!

COOL
Tip!



Wow! You've finished Unit 1!