

Please consult this document on ways to use these extra materials, created for Happy Valley by Cynthia Akazawa of Interact English School in Okayama.

#### Vehicles Introduction Print – HV2unit1

File name:

##### **HV2u1A - it's a truck**

Use this companion print to unit 1 of Happy Valley, Level 2, to review numerals while introducing the target language "It's a red car." Have **S** throw a dice (preferably a big, foam type). Ask "What number is it?" Have **S** answer "It's a three." Have **S** find and color the numeral, then say "Draw a line. What is it?" **S** answer "It's a blue boat."

#### Vehicles Review Print with Shapes – HV2unit1

File name:

##### **HV2u1B - vehicles with shapes and numbers review**

Use this companion print to unit 1 of Happy Valley, Level 2, to review numerals and shapes while using the target language "It's a red car." Say "Where is the five? Let's color the five green. It's a green five." Point to the shape next to the numeral. Say "What shape is it?" Help **S** to answer "It's a diamond." Say "It's a red diamond. Color the diamond red." Now point to the tractor under the diamond. Say "What is this? What is under the diamond?" **S** answer "It's a tractor." Say, "Yes, it's a green tractor. Color the tractor green." Have **S** find the tractor on the right-hand side of the print and color it. When all the vehicles are colored, point to all the pictures on the right side of the print and say with **S** "It's a blue car. It's a yellow..."

#### Let's Go to the Aquarium Map – HV2unit2

File name:

##### **HV2u2B - map**

Use this map to practice the language in unit 2 of Happy Valley, Level 2. Have **S** throw a dice (preferably a big, foam type). Ask "What number is it?" and then, "What is it?" Have **S** answer "It's a toy store." Then say together, "Let's go to the toy store." Then say, "Color the toy store yellow." Make sure to count the flowers and butterflies and to ask "How's the weather?" to review language from Happy Valley, Level 1. You can also say, "I'm sick/hungry/thirsty" and prompt **S** to suggest "Let's go to the hospital/restaurant."

This kind of activity can be played as a game that requires each **S** to color only the numbers he rolls. If he rolls a number that he has already colored, then he must pass the die to the next student, and he cannot color anything until he rolls a new number on his next turn.

How Are You? Feelings Print – HV2unit2

File name:

**HV2u2A - feelings**

Use this print to practice the language in the song “How Are You?” from Unit 2 of Happy Valley, Level 2. Use dice (preferably large, foam type) to have **S** roll for a number. Count the dots on the dice, ask “*What number is it?*” **S** answer. Now say, “*It’s a blue two.*” Have the students color the numeral. Now point to the character and ask “*Who is it?*” Help **S** say “*It’s Pinka!*” Now say, “*Color Pinka Pink. Draw a line. Pinka, How are you?*” Say with **S** “*I am scared*” and pretend to feel scared.