1AU2 前缀活动设计

一、目标词汇

| 一、目标词汇 | | | |
|---------------|------------|------------------------|--|
| 初中已学词汇 | 词缀 | 高中新学词汇 | |
| dishonest | dis-(初中已学) | / | |
| dislike | | | |
| disappear | | | |
| impossible | im-(初中已学) | 1 | |
| unhappy | un-(初中已学) | unaware | |
| unhealthy | | uncover | |
| unclear | | unfold(1AU2) | |
| untrue | | unexpected | |
| unusual | | | |
| unkind | | | |
| uncomfortable | | | |
| unbelievable | | | |
| review | re-(初中已学) | renew(1BU1) | |
| repeat | | remove(1BU2) | |
| rewrite | | replace(1BU1) | |
| retell | | restore(1BU1) | |
| return | | reappear | |
| recycle | | redecorate | |
| / | il- | illegal(1BU2) | |
| / | ir- | irrelevant(1AU3) | |
| | | irregular | |
| transport | trans- | transplant | |
| translate | | transition(1AU4) | |
| bicycle | bi- | biannual | |
| | | bilingual | |
| / | multi- | multiculturalism(1AU4) | |
| | | multilingual | |
| | | multiple(1BU3) | |
| enable | en- | endearing(1BU4) | |
| encourage | | enrich(1AU2) | |
| enjoy | | endangered(1BU2) | |

二、词汇衔接活动

1. Warm-up(Board Race)

Step 1: Brainstorm - Ask students to brainstorm some prefixes.

Question: We've already learned about prefix. Can you give us some examples? Possible Answers: "re-", "un-"

Step 2: Board Race - Divide students into three two groups. Ask students to think of examples with prefix "un-" and "re-" and write them down on your worksheet. Have students come front one by one to write down words with the prefixes "un-" and "re-" on the blackboard. The group comes up with most words wins the game.

Possible Answers: unhappy, unhealthy, unclear, untrue, unusual, uncomfortable, unbelievable, unkind, retell, rewrite, review, repeat, recycle, return

Step 3: Encourage students to think about the meanings of "un-" and "re-".

Possible Answers: "un-" means "not", "re-" means "again"

- **Teacher's Brief Summary:** A prefix is a group of letters added before a root word to change its meaning and create a new word so it is essential for us to know about the meaning of prefixes.
- **Step 4:** Show students some new words with prefixes "un-" and "re-" and let them guess their meanings.
- Possible Answers: "unexpected" means "not expecting it"; "unaware" means "not aware of something"; "unfold" means "flat something that has previously been folded", "uncover" means "remove something that is covering it"; "renew" means "start something again"; "remove" means "take something away from one place"; "replace" means "remove somebody or something and put another person or thing in their place"; "restore" means "bring something back again to a former situation"

2. Identifying prefixes (Ten Strikes and You're Out)

Step 1: Present two pictures, ask students to figure out the meanings of the prefixes "il-" and "ir-".

Possible Answers: "il-" and "ir-" means "not"

Step 2: Present two sentences and ask students to figure out the meaning of the prefix "trans-".

Possible Answers: "trans-" means "change"

Step 3: Encourage students to form new words by adding proper prefixes.

Possible Answers: transplant, transition, irrelevant

Step 4: Show four sentences, ask students to translate them and figure out the meanings of the prefixes "bi-" and "multi-".

Possible Answers: "bi-" means pictures" two" and "multi-" means "many"

Step 5: Ten Strikes and You're Out– Ask students to guess the word according to the definition. Every time if they guess a letter incorrectly, they lose one point. Ask them to guess all of the missing letters before they strike out.

Step 6: Present three words students are familiar with, ask them to figure out the meaning of "en-" and make them add words to complete sentences.

3. Using prefixes (Ludo Board Game)

Step 1: Divide students into groups, each of which consists of 4 players. Each player chooses one of the 4 colours (green, yellow, red or blue) and places the one piece of that colour in the corresponding starting space.

Step 2: Players roll the dice and give a word which starts with the prefix on the dice. If a player fails to give an example or repeat the words other players come up with, he couldn't move his piece. Players take turns in a clockwise order.Object: The first person moves his piece to the home space wins. Appendix:

