

## CONTENTS

Image: Section 1       Purple, réd, yellow)       What's if what''s if what's if what's if what's if what's if what's if what's	Structures
(pp. 8-19)       pencil, rubber, schoolbag)       What's:         (pp. 8-19)       Classroom commands (close your book, pick up your pencil, put up your hand, sit down, stand up)       What's:         Every Kind of Family!       Family (brother, daddy, grandma, grandpa, addetives (angry, funny, happy, hungry, sister)       Who's fit mis is m if eit has a strike in hack, to bot, feddy bear)         Inder Tales 1 (pp. 32-33) The Glant Turnip (Value: Together we can do anything!)       Toys (ball, balloon, doll, kile, puppet, puzzle, fobt, feddy bear)       is it a back to bot, feddy bear)         Index Tales 1 (pp. 32-33) The Glant Turnip (Value: Together we can do anything!)       Toys (ball, balloon, doll, kile, puppet, puzzle, fobt, feddy bear)       is it a back to bot, feddy bear)         Inhigs in a room (bed, chair, cupboard, sofa, table, TV)       This is m The TV i Where's How mathers is a strike of the face (ears, eyes, face, hair, mouth, nose)       This is m The TV i Where's go size (big, long, short, small)         Vortd of Wonder 1 (Modules 1-4) (pp. 58-59)       Food (apples, bananas, cake, carrots, cala, like/da Ggs, grapes, ice cream, juice, melons, for your, back, goat, horse, sheep) Actions (climb, fly, jump, run, swim, walk)       I/ke/da Car a a like/da Car a a like/da car a strike of the soft, for th	l'm ! This is s your name? s your favourite colour?
Current (pp. 20-31)       mummy, sister)       This is m         Adjectives (angry, funny, happy, hungry, sad, thirsty)       This is m         Image: provide the second of	olue clock. s this? ed schoolbag.
Lovely Toys! (pp. 34-45)Toys (ball, balloon, doll, kite, puppet, puzzle, robot, teddy bear) Things in a room (bed, chair, cupboard, sofa, table, TV)Is it a ba Happy I Thank y Thins in The TV i Where's How may This is m The TV i Where's 	my mummy, Ann.
Councily 10(3): (pp. 34-45)Trobot, teddy bear) Things in a room (bed, chair, cupboard, sofa, table, TV)Happy I Thank y Thins is in The TV i Where's How mathematical Mounth, nose)This is me! (pp. 46-57)Parts of the face (ears, eyes, face, hair, mouth, nose) Parts of the body (arms, body, feet, hands, legs) Size (big, long, short, small)This is in Touch y Have ya He's goVorid of Wonder 1 (Modules 1-4) (pp. 58-59)Food (apples, bananas, cake, carrots, cola, ugs, grapes, ice cream, juice, melons, milk, oranges, pears, peppers, pizza, plums, toast, tomatoes)I like/da Co you I'm hun SandwidAll About the Farm (pp. 72-83)Farm animals (bird, chicken, cow, dog, duck, goat, horse, sheep) Actions (climb, fly, jump, run, swim, walk)I've got A chick Can a o I've got I'm en SandwidMeans of transport (bike, boat, bus, car, plane, scooter, tractor, train) Jobs (bus driver, farmer, pilot, police officer, postman, sailor)Let's go I'm wea Can I p the slide She's with the playground (climbing frame, roundabout, seesaw, slide, swing, trampoline)I'm wea Can I p the slide She's with the slide She's with	
Initial Partice:mouth, nose)Touch y Have yo Have yo Have yo He's go(pp. 46-57)Parts of the body (arms, body, feet, hands, legs)Touch y Have yo Have yo He's goWorld of Wonder 1 (Modules 1-4) (pp. 58-59)Food (apples, bananas, cake, carrots, cola, eggs, grapes, ice cream, juice, melons, milk, oranges, pears, peppers, pizza, plums, toast, tomatoes)I like/dc Do you I'm hum SandwidAll About the Farm (pp. 72-83)Farm animals (bird, chicken, cow, dog, duck, goat, horse, sheep) Actions (climb, fly, jump, run, swim, walk)I've got A chick Can a c I've gotOn the Move! (pp. 86-97)Means of transport (bike, boat, bus, car, plane, scooter, tractor, train) Jobs (bus driver, farmer, pilot, police officer, postman, sailor)Let's go I'm weak Can I p the slide Shorts, trousers, T-shirt) At the playground (climbing frame, roundabout, seesaw, slide, swing, trampoline)I'm weak Can I p the slide Shorts, trousers, T-shirt)	oall? Yes, it is. / Birthday, Sam! This ball is for you! you, Bill. It's lovely! my table. It's green. ' is on the cupboard. 's the kite? On the bed. nany big teddy bears?
Eat the rainbow! (pp. 60-71)Food (apples, bananas, cake, carrots, cola, eggs, grapes, ice cream, juice, melons, milk, oranges, pears, peppers, pizza, plums, toast, tomatoes)I like/dc Do you I'm hun SandwidAll About the Farm (pp. 72-83)Farm animals (bird, chicken, cow, dog, duck, goat, horse, sheep) Actions (climb, fly, jump, run, swim, walk)I've got A chick Can a c I've gotInder Tales 2 (pp. 84-85) The Dog and the Bone (Value: Don't be greedy!)Means of transport (bike, boat, bus, car, plane, scooter, tractor, train) Jobs (bus driver, farmer, pilot, police officer, postman, sailor)Let's go I'm api I'm api 	me. Look! I've got yellow hair. your arms! vou got long arms? Yes, I have. ot short hair.
(pp. 60-71)eggs, grapes, ice cream, juice, melons, milk, oranges, pears, peppers, pizza, plums, toast, tomatoes)Do you I'm hun SandwidAll About the Farm (pp. 72-83)Farm animals (bird, chicken, cow, dog, duck, goat, horse, sheep) Actions (climb, fly, jump, run, swim, walk)I've got A chick Can a clive gotMeans of transport 	
(pp. 72-83)duck, goat, horse, sheep) Actions (climb, fly, jump, run, swim, walk)A chick Can a clive gotInder Tales 2 (pp. 84-85) The Dog and the Bone (Value: Don't be greedy!)Means of transport (bike, boat, bus, car, plane, scooter, tractor, train) Jobs (bus driver, farmer, pilot, police officer, postman, sailor)Let's go l'm a piFun Time (pp. 98-109)Clothes (coat, dress, hat, sandals, shoes, shorts, trousers, T-shirt) At the playground (climbing frame, roundabout, seesaw, slide, swing, trampoline)I'm weak can 1 pi the slide She's with	don't like apples. 1 like juice? Yes, I do. ngry! Can I have some pizza, please? viches and apples are healthy.
On the Move! (pp. 86-97)Means of transport (bike, boat, bus, car, plane, scooter, tractor, train) Jobs (bus driver, farmer, pilot, police officer, postman, sailor)Let's go l'm a pilot m a pilotFun Time (pp. 98-109)Clothes (coat, dress, hat, sandals, shoes, shorts, trousers, T-shirt) At the playground (climbing frame, 	ot a horse on my farm. ken can run. A chicken can't climb. duck swim? ot four legs. I can run.
(pp. 86-97)plane, scooter, tractor, train) Jobs (bus driver, farmer, pilot, police officer, postman, sailor)I'm a piFun Time (pp. 98-109)Clothes (coat, dress, hat, sandals, shoes, shorts, trousers, T-shirt) At the playground (climbing frame, roundabout, seesaw, slide, swing, trampoline)I'm weak Can I pi the slide She's with 	
Shorts, trousers, T-shirt)Can I p.At the playground (climbing frame, roundabout, seesaw, slide, swing, trampoline)Can I p.Can I p.At the playground (climbing frame, roundabout, seesaw, slide, swing, trampoline)Can I p.	o by bus! pilot. I can fly a plane.
Vorld of Wonder 2 (Modules 5-8) (pp. 110-111)	earing my dress. olay with you? Yes! Let's slide on de! wearing a hat with a ball on it.
DLO Comes to Earth! (p. 112)	

VALUES

: Promoting Respect/Responsibility





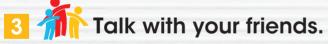
	Thinking Skills	Project	CLIL	Sounds and Words (Phonics)		
	Interpreting visual information	_	_	-		
	Identifying visual information Sequencing Creative thinking	A Schoolbag Full of Colours! <b>(Art)</b>	Let's Move! <b>(PE)</b>	<ul> <li>bin, bat</li> <li>pen, pin</li> <li>egg, elephant</li> </ul>		
	Interpreting visual information Paying attention to visual details Self-reflection Creative thinking Categorisation	My Family Tree <b>(Social Science)</b>	Baby Animals and their Parents <b>(Science)</b>	<ul> <li>happy, hippo</li> <li>sad, seal</li> <li>angry, ant</li> </ul>		
	Interpreting visual information Recalling information Self-reflection Paying attention to visual details Applying world knowledge Creative thinking Categorisation Sequencing	My Favourite Toys, Old and New! <b>(History)</b>	Big and Small! <b>(Maths)</b>	<ul> <li>kite, kitten</li> <li>doll, drum</li> <li>in, igloo</li> </ul>		
	Remembering details Creating symmetrical pictures Comparing visual details Creative thinking Applying world knowledge	My Funny Face <b>(Art and Design)</b>	Let's Wash Our Hands <b>(Social Science)</b>	<ul> <li>feet, fish</li> <li>mouth, mouse</li> <li>orange, octopus</li> </ul>		
	Self-reflection Remembering details from the story Creative thinking Making connections Applying world knowledge	My Breakfast <b>(Design and Technology)</b>	Healthy - Not Healthy Food! <b>(Design and Technology)</b>	<ul> <li>carrot, cola</li> <li>juice, jam</li> <li>yellow, yogurt</li> </ul>		
	Applying world knowledge Remembering details from the story Creative thinking	My Favourite Farm Animal! <b>(Science)</b>	The Life Cycle of a Chicken <b>(Science)</b>	<ul> <li>walk, whale</li> <li>run, rabbit</li> <li>goat, give</li> </ul>		
	Applying world knowledge Paying attention to visual details Interpreting visual information Creative thinking	Wheels! <b>(Geography)</b>	School Bus Safety Rules <b>(Social Science)</b>	<ul> <li>under, umbrella</li> <li>van, vase</li> <li>train, tree</li> <li>lemon, lorry</li> </ul>		
	Applying world knowledge Recalling information Creative thinking Paying attention to visual details	My Favourite T-shirt <b>(Art and Design)</b>	Clothes Patterns <b>(Maths)</b>	<ul> <li>queen, quilt</li> <li>nine, nest</li> <li>ox, box</li> <li>zebra, zip</li> </ul>		















<sup>37</sup> The What's your favourite colour? game!











**Nonder** Starter



**Wonder** brings the colour and excitement of the **real world** into the classroom. Pupils explore different **school subjects** through English, learn to be **critical thinkers** and develop the **21st century skills** that are necessary in the modern world!

## For Pupils

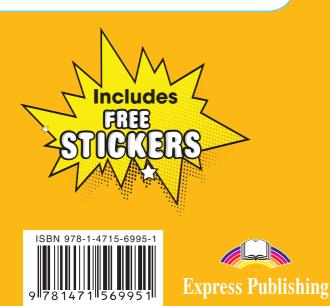
- Pupil's Book
- Activity Book
- Pupil's Multi-ROM (Pupil's CD/DVD)

• Certain ended and ended

## For Teachers

- Teacher's Book (Interleaved)
- Picture Flashcards
- Posters/Cross-curricular posters
- Teacher's Multimedia Resource Pack (Class CDs, DVD, Teacher's Resource Pack CD-ROM)

Interactive
 Whiteboard
 Software



## Wonder! Think! Discover!

- Cross-curricular Language Learning
- Captivating dialogues with engaging characters
- 21st Century Skills focus (critical thinking, communication, collaboration and creativity)
- Development of Social and Emotional Skills (role play, craftwork, games, stories and values)
- Combination of print and digital resources
- Authentic documentary-style videos and animated stories