

Smart Start

ENGLISH COURSE FOR VERY YOUNG CHILDREN

Available in both American and British English editions

Be Smart,
have a
great Start!





Welcome to **Smart Start**

Smart Start is a fun, dynamic 3-level pre-primary course for children aged between 3 and 5. The course is designed to inspire young children as they take their first steps in English language learning, while nurturing their emotional, creative, mathematical and physical growth.

Learning is fun!

Catchy songs and chants with actions in every unit, comic-style stories and interactive sticker scenes, games, projects, experiments, real-world lessons... all ensure **natural and engaging exposure to the English language**.

Children's first educational experience

Smart Start caters for children's **different interests and learning styles**. The course's key features guarantee that children enjoy their **first educational experience** and inspire their natural enthusiasm for learning.

A whole range of tools for a Smart classroom management

The Teacher's Book is interleaved with the Student's Book pages and helps teachers to **organise their lessons in the most effective way**. It contains ideas for Extra Activities, Consolidation Activities, and a rich Games Bank. Valuable resources including photocopiable templates, letter cards, flashcards and 3 posters are also provided at every level.

Hello,
I'm Tom.



Hello,
I'm Izzy.



Hello,
I'm Coco!



“Children will love **Tom** and **Izzy**, the twin brother and sister, who become their guides in the new world of English. The twins’ engaging adventures with **Coco the Cat** and their friends and family contextualise the language in a fun and humorous way, and create a very positive learning environment.”

“With the right games and activities it’s easy to make the learning process really enjoyable for children. Consolidation of language skills is fun, with a range of cut-out activities, fine skills work, “say” activities to establish a home-school connection, and much, much more.”



Mary Roulston, author of **Smart Start** Student Book 1, 2, 3 and Activity Book 1 & 3.

The optional **Literacy Book** and **Numeracy Book** (Level 2 & 3) give children the chance to extend their skills. These books are perfect, complements to the main course components.



Michelle Worgan, author of **Smart Start** Activity Book 2, Literacy Book 2 & 3, Numeracy Book 2 & 3.





A great Start... for Smart children and teachers!

Unit 1
1 Hello!

girl
boy
teacher
children

6 Unit 1
Lesson 1

Key Language: hello, goodbye, children, girl, boy, teacher.
Activities: 1. *Tr 1.09 Listen, point and say. 2. Place stickers. 3. Point and match. 4. *Tr 1.10 Sing the song and do the actions.

Picture scenes with **sticker activities** help visual discrimination and enhance fine motor skills.

Let's learn!

What's your name?

7 Unit 1
Lesson 2

Key Language: What's (your) name? I'm (your) teacher. I'm (tazy). She's (Casy).
Activities: 1. Point and say. 2. *Tr 1.11 Listen and say. 3. Act it out. 4. Say your name.

Fun **comic-style stories** introduce the new language.

Science project

Mixing colours

green
purple
orange

17 Unit 2
Lesson 4

Key Language: green, purple, orange. (Blue) and (yellow) make (green).
Activities: 1. Point and say. 2. *Tr 1.27 Listen and point. 3. Point to green, purple and orange. 4. Experiment with mixing colours. 5. *Tr 1.28 Sing the song.

CLIL Projects (science, arts and crafts, social studies) and experiments connected to the unit theme and language promote collaboration and creativity.

Let's read!

d	e	j	i
c	i	b	f
d	k	b	a
g	h	l	i

24 Unit 3
Lesson 3

Key Sounds: i - j - k - l
Activities: 1. *Tr 1.38 Listen and point. 2. *Tr 1.39 Listen and say. 3. *Tr 1.40 Listen and chant. 4. Colour the correct letter.

Specially designed **Games and Activities** are great for the children's emotional, physical and creative growth and support the Key Competences for lifelong learning.





Lessons in each unit are enhanced by catchy **Songs** or **Chants**.

STORY TIME
Three Little Birds

It's show and tell.

Oh, no! Where's the blue bird?

It's on the board.

10 Unit 1 Lesson 5

Key Language: blue, green, yellow, bird, Where's the (blue bird)? It's on the board.
Activities: 1 Talk about the pictures. Make predictions. 2 43Tr 1.16 Listen to the story. 3 Act it out. 4 43Tr 1.17 Sing the song and do the actions.

Story Time: two-page spreads present fun, engaging stories, involving children in storytelling and role-playing.

STORY TIME

Value

3

4

Unit 5 Lesson 5 **45**

Each story led lesson revolves around a **Value**, which becomes the focus of activities and teaching notes.

REAL WORLD

THE UK

1

2

30 Real World

Key Language: I'm from (the UK). These are my friends.
Review: girl, apple, crayons, table, school, window, teacher, boy, book, children, biscuits, milk, bananas, eyes, ears, mouths, I'm (Sophe). This is my (school). I've got (crayons). She's got a (book). It's lunchtime. They've got biscuits, milk and bananas.

Photographic **Real World lessons** feature children from around the world, providing a real-life setting for English as a global language.





A Smart Digital Environment



The downloadable **Digital Student's Book*** contains the full version of the Student's Book with fun, interactive vocabulary and phonics games plus the **animated versions** of all the Story Time lessons.

*Download available from www.elionline.com/digitalbooks, with the unique code provided in the Student's Book.



With the **App ELI LINK** parents can access the multimedia content of the Digital Book on tablets and smartphones.





Smart Supports for Teachers



Page 4 Welcome Back!

Objectives:

- Review vocabulary and structures from Smart Start level 1.
- Review language family members, key colours, numbers 1-10.
- Revisit the CD, the Cassie puppet and try to catch Cassie (page 45).
- Engage in conversations. The children can name toys and objects up to ten.

Warm up

- Listen to Cassie puppet and welcome back class.
- Listen to the CD. The Cassie puppet returns back to the children to introduce the class.
- Repeat with 'Welcome back to me and my class'.
- Have an object on the table. The child starts counting each one. The teacher asks the children to say the number and then the object name.

1 Sing the song 'I'm Back'

- This is a song from the Smart Start 1 CD. It can be used at the start of the lesson. It is a song to sing to the children when they return to school. It is a song to sing to the children when they return to school.

Audio script

I'm back!
I'm back!
I'm back!

2 Listen and point

- Listen to the audio on page 4 and point to the objects.
- Listen to the audio on page 4 and point to the objects.

3 Hear my book!

- Listen to the audio on page 4 and point to the objects.
- Listen to the audio on page 4 and point to the objects.

4 Listen and count

- Listen to the audio on page 4 and count the objects.
- Listen to the audio on page 4 and count the objects.

5 Hear my book!

- Listen to the audio on page 4 and point to the objects.
- Listen to the audio on page 4 and point to the objects.

6 Listen and count

- Listen to the audio on page 4 and count the objects.
- Listen to the audio on page 4 and count the objects.

7 Listen and count

- Listen to the audio on page 4 and count the objects.
- Listen to the audio on page 4 and count the objects.

8 Listen and count

- Listen to the audio on page 4 and count the objects.
- Listen to the audio on page 4 and count the objects.

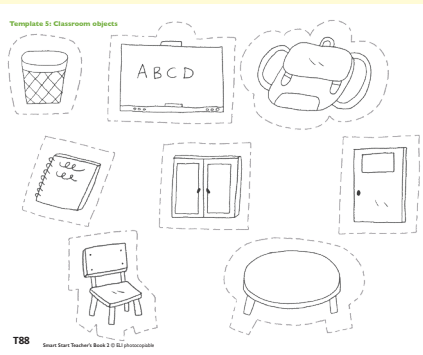
9 Listen and count

- Listen to the audio on page 4 and count the objects.
- Listen to the audio on page 4 and count the objects.

10 Listen and count

- Listen to the audio on page 4 and count the objects.
- Listen to the audio on page 4 and count the objects.

The **Teacher's Book** offers easy-to-follow, page-by-page teaching notes with **Objectives** (key language and competences to achieve), **Warm up**, **Consolidation** and **Extra Activities**.



Photocopiable Templates



Poster Pack with 3 posters per level, ideal for recycling key language.



Teacher's Digital Book

Level 2 Teacher's Book - Games Bank

Flashcard activities

Find the flashcard

Place a flashcard in front of the children. They have to find the flashcard. They have to find the flashcard. They have to find the flashcard.

Hide the flashcard

Hide the flashcard under the table. The children have to find the flashcard. They have to find the flashcard. They have to find the flashcard.

Match the flashcard

Put a set of flashcards in front of the children. They have to match the flashcards. They have to match the flashcards. They have to match the flashcards.

Guessing games

A guessing game

Prepare some objects with unrecognizable labels. The children have to guess the objects. They have to guess the objects. They have to guess the objects.

Counting game

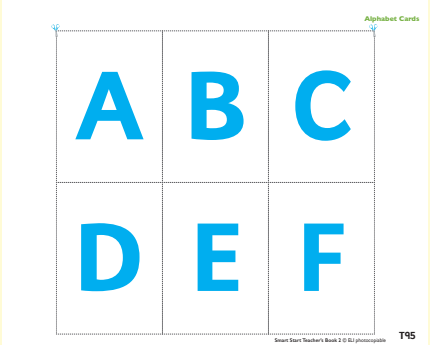
Put a set of flashcards in front of the children. They have to count the flashcards. They have to count the flashcards. They have to count the flashcards.

Coloring

Put a set of flashcards in front of the children. They have to color the flashcards. They have to color the flashcards. They have to color the flashcards.

Games Bank

The **Games Bank** offers a wide selection of activities and games.



Alphabet Letter Cards



Flashcards covering the core vocabulary



Coco the Cat hand puppet

Smart Start

An English adventure for children!

Students



Also available: Numeracy Book (Level 2, 3) Literacy Book (Level 2, 3)

Teachers



ISBNs

	Level 1	Level 2	Level 3
Student Book + free downloadable audios and digital book	9788853626790	9788853626851	9788853626929
Activity Book	9788853626806	9788853626868	9788853626936
Teacher's Guide	9788853626813	9788853626875	9788853626943
Teacher's Digital Book on a DVD-ROM	9788853627001	9788853627018	9788853627025
Flashcards	9788853626837	9788853627858	9788853626981
Literacy Book		9788853626899	9788853626967
Numeracy Book		9788853626905	9788853626974
Poster Pack	9788853626844	9788853626912	9788853627087



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