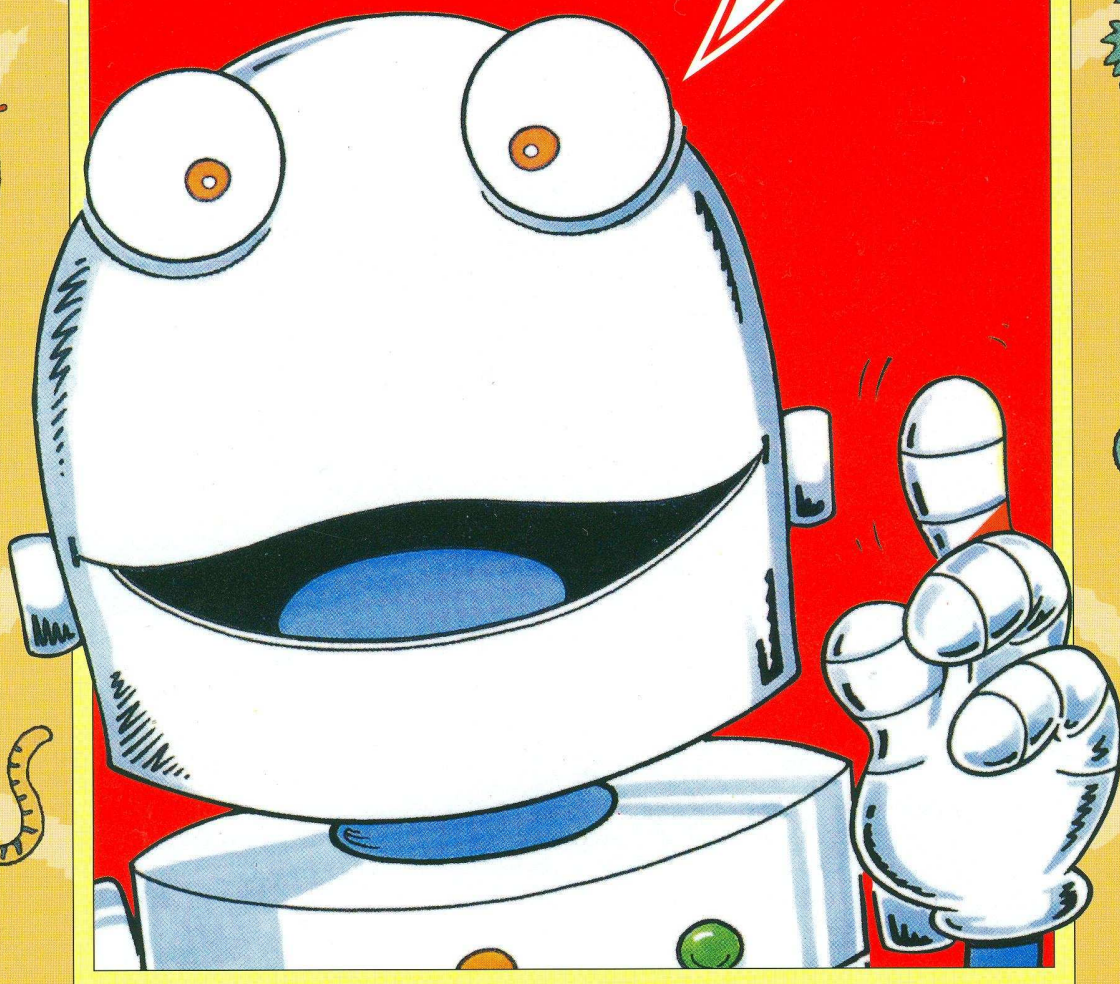
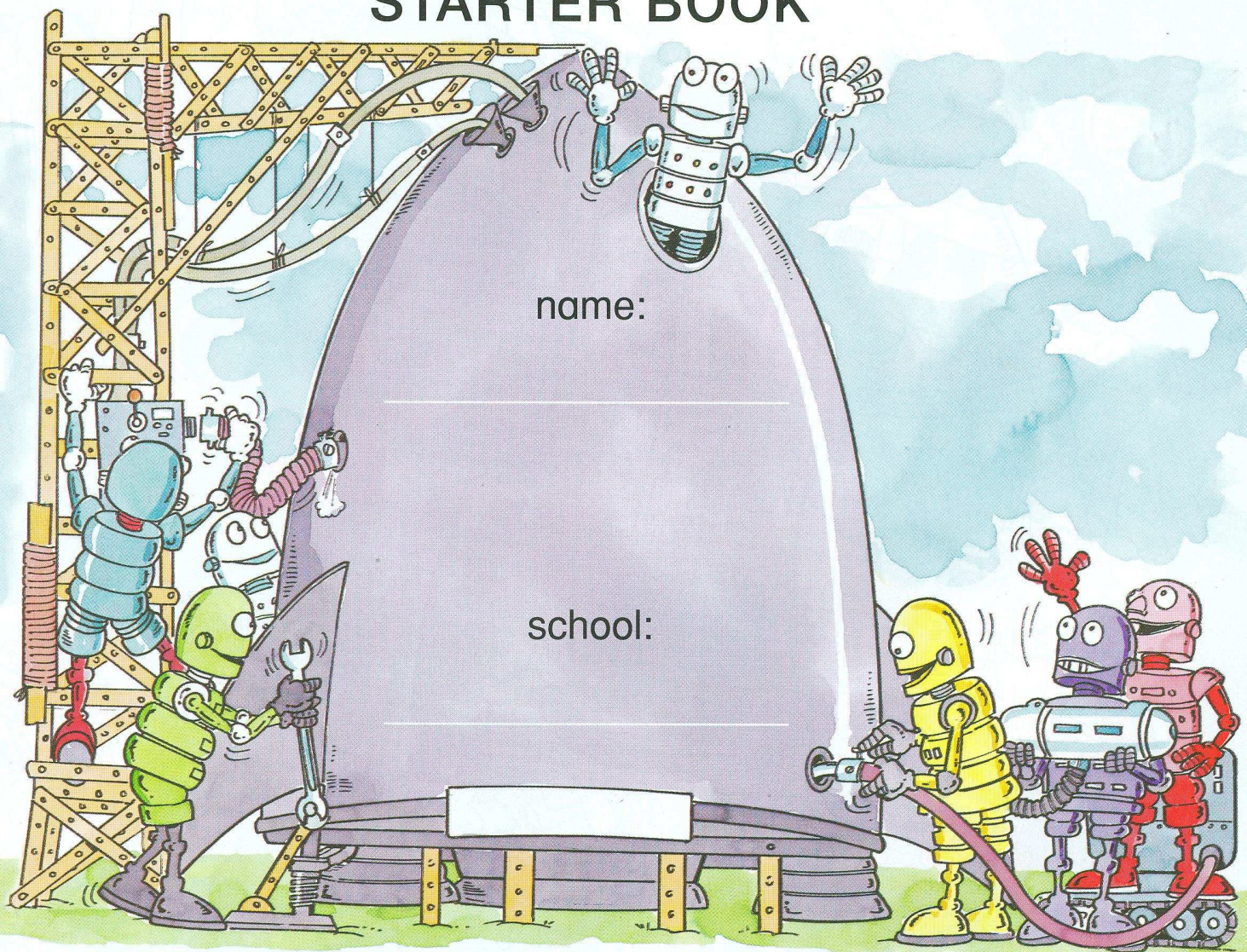


Get Set
Go!



Get Set GO!

STARTER BOOK



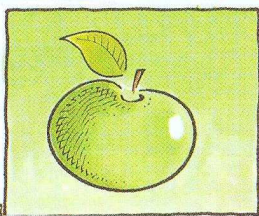
Oxford University Press



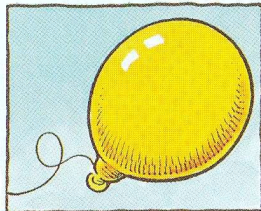


● Look at the alphabet

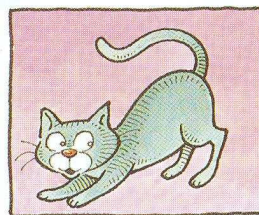
A a



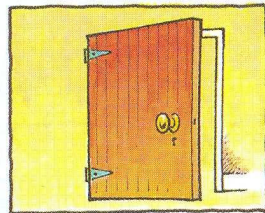
B b



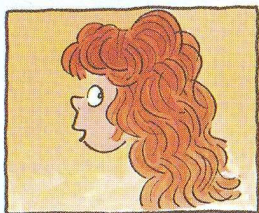
C c



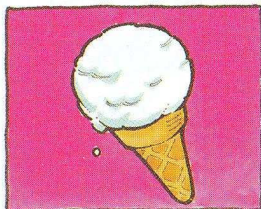
D d



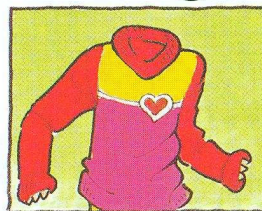
H h



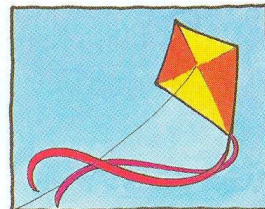
I i



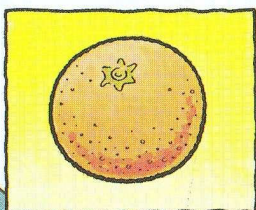
J j



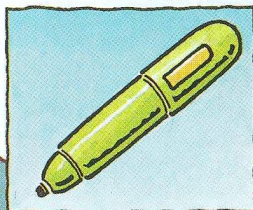
K k



O o



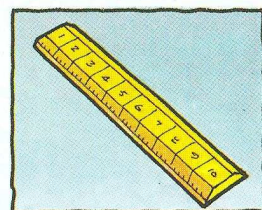
P p



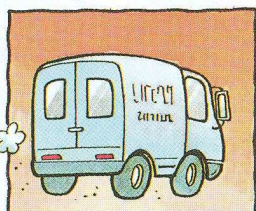
Q q



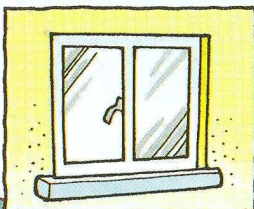
R r



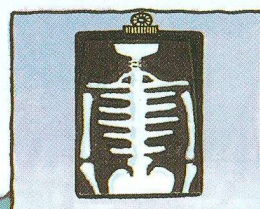
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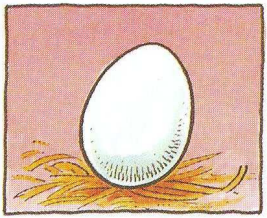
W w



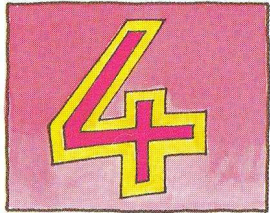
X x



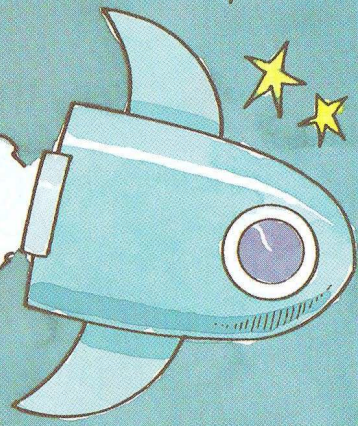
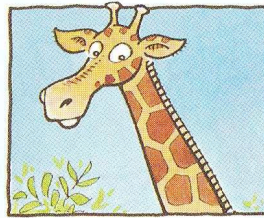
E e



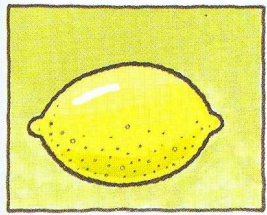
F f



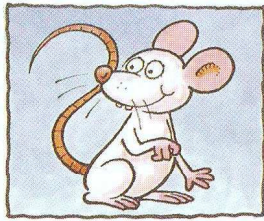
G g



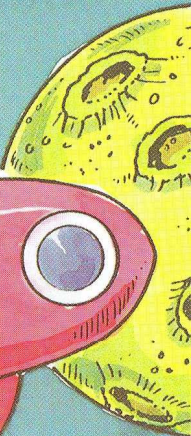
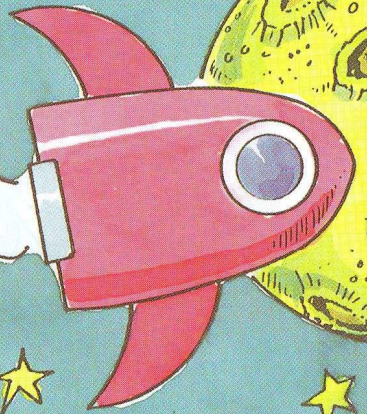
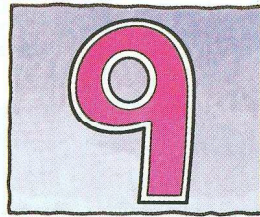
L l



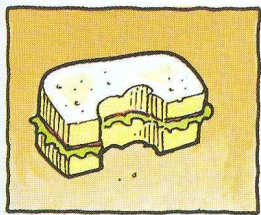
M m



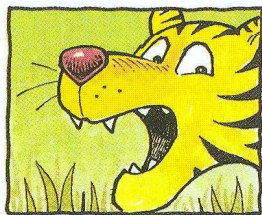
N n



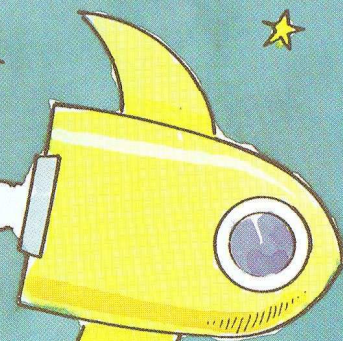
S s



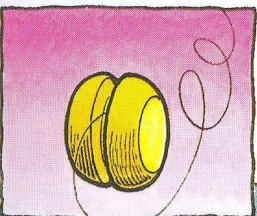
T t



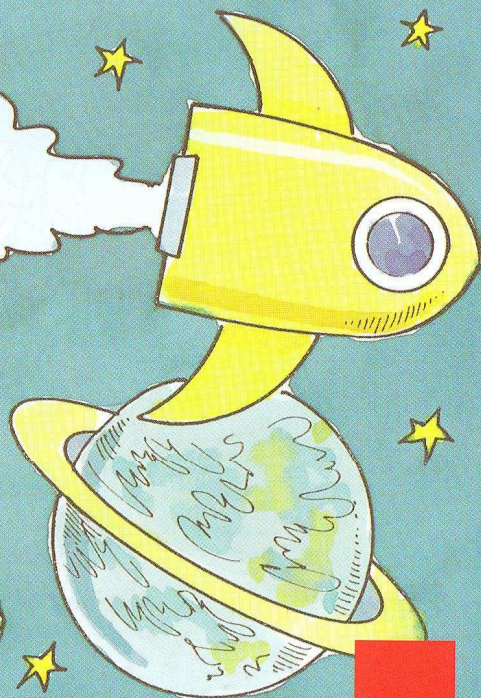
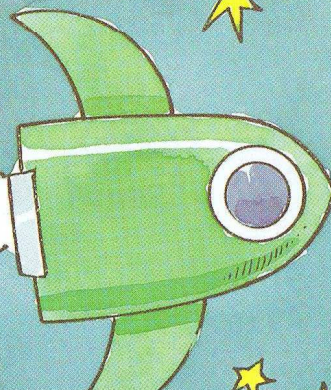
U u



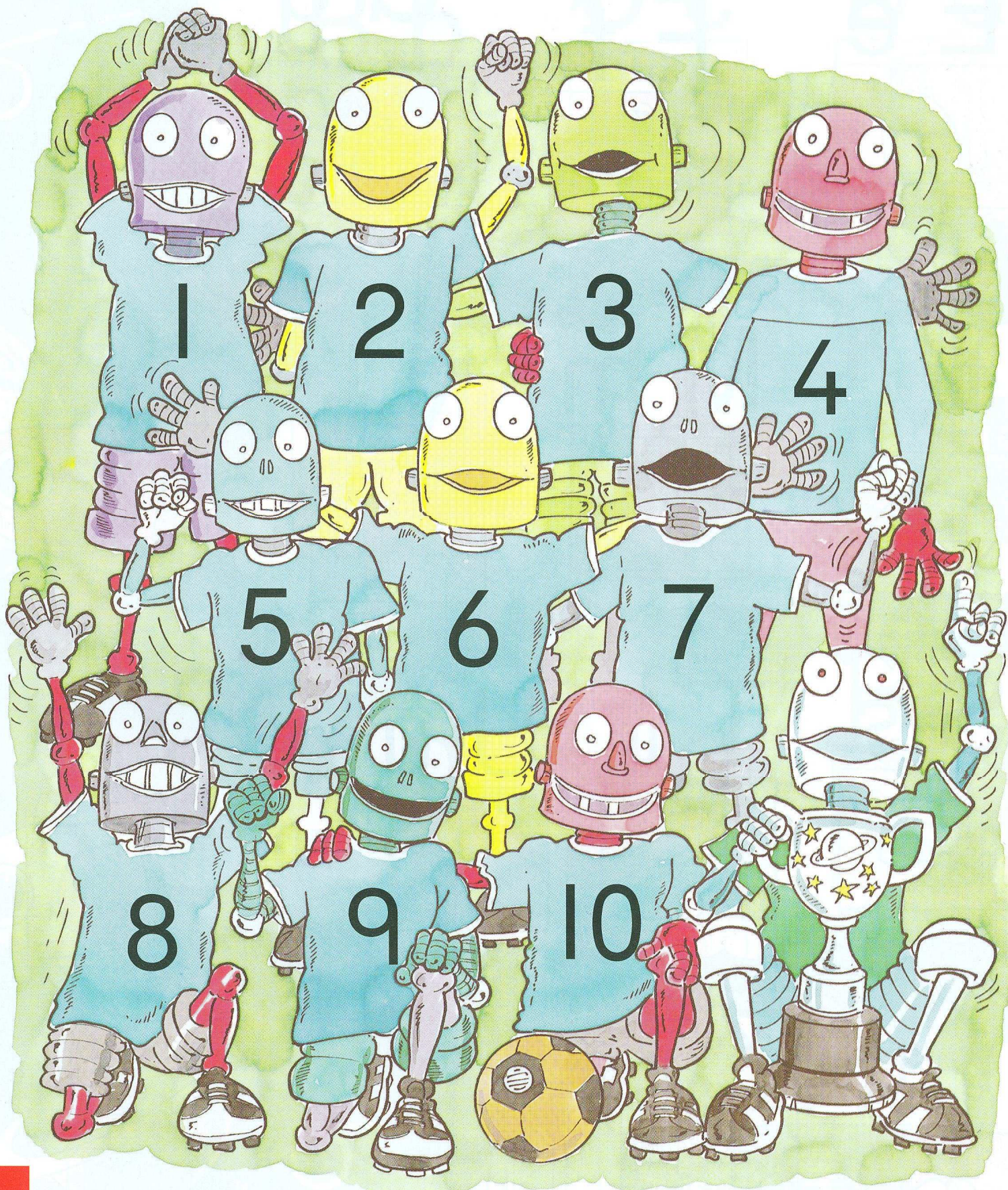
Y y



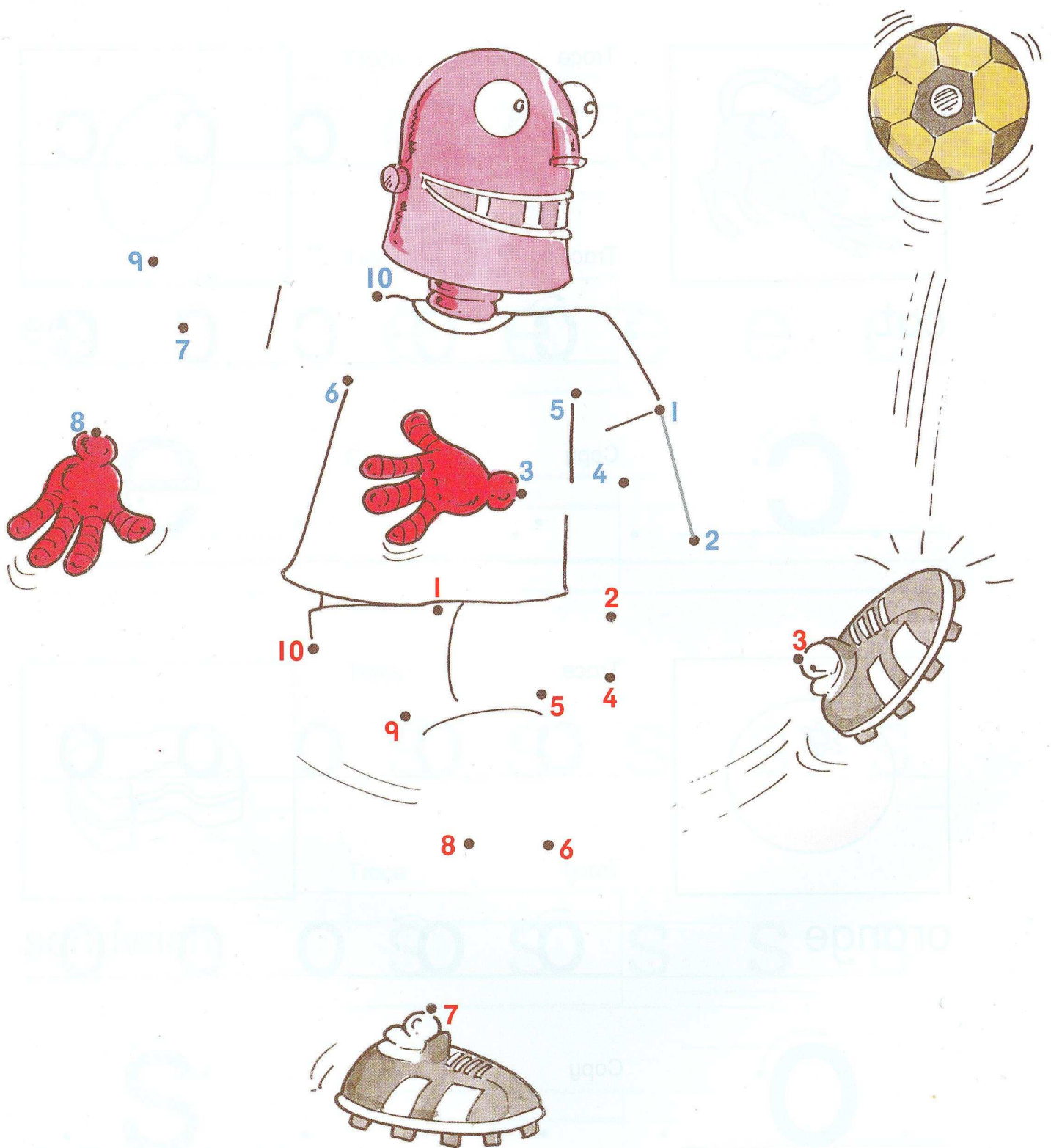
Z z



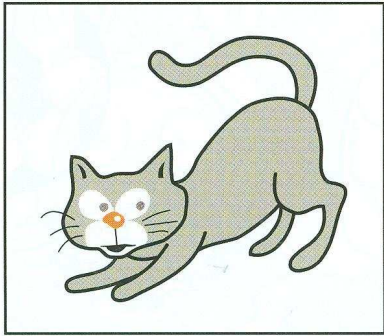
● Say the numbers



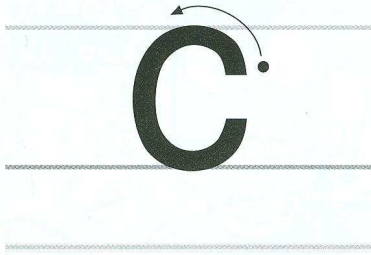
● Draw



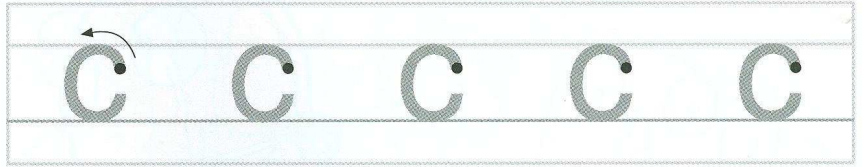
● Write



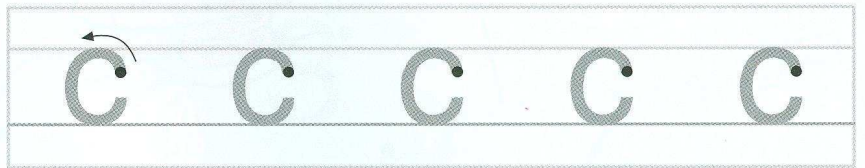
cat



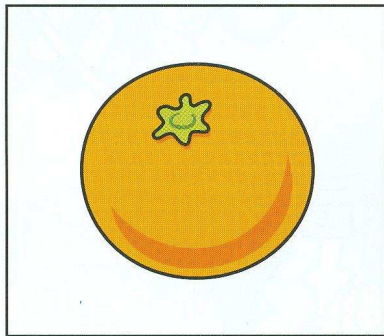
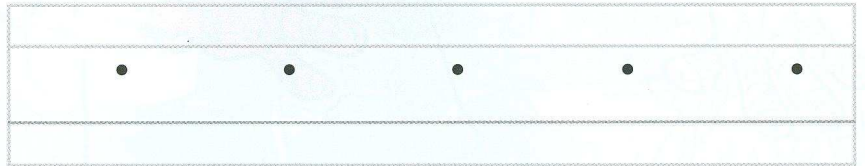
Trace



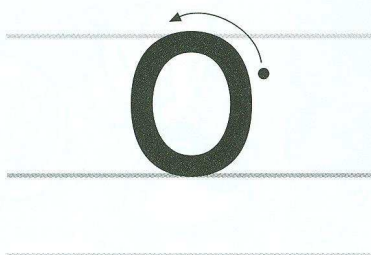
Trace



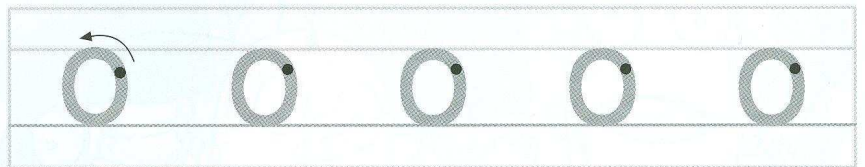
Copy



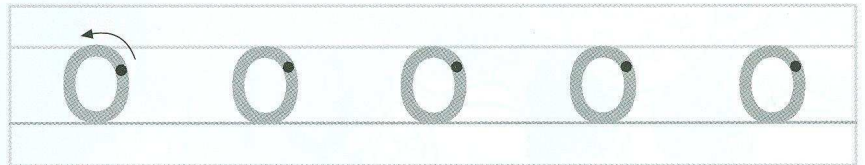
orange



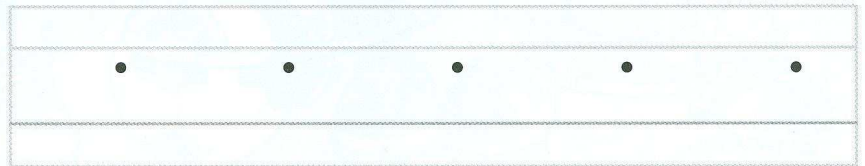
Trace

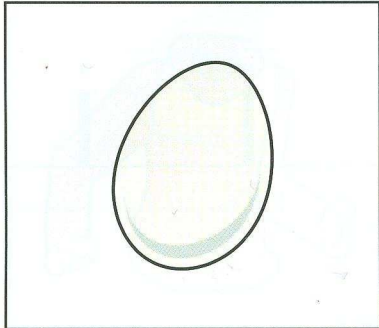


Trace

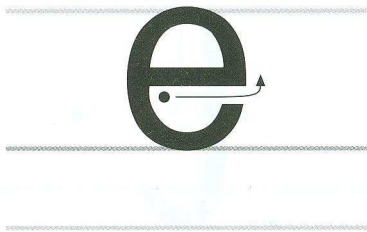


Copy

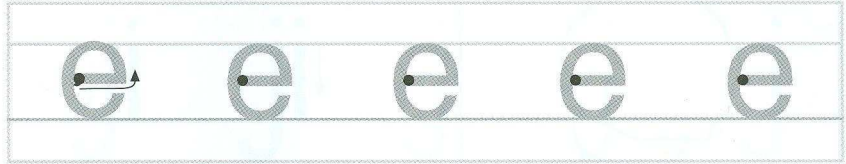




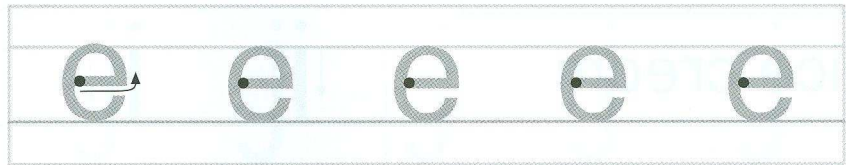
egg



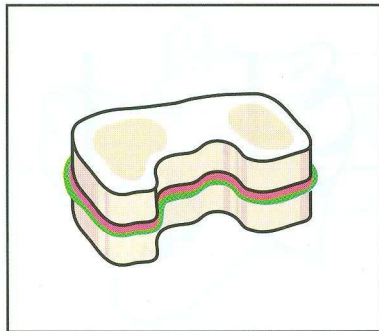
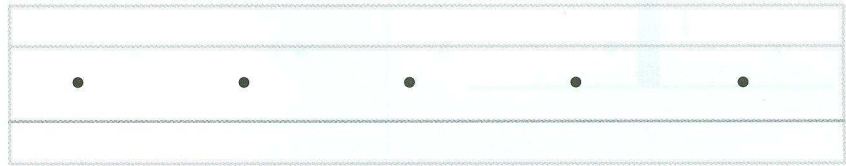
Trace



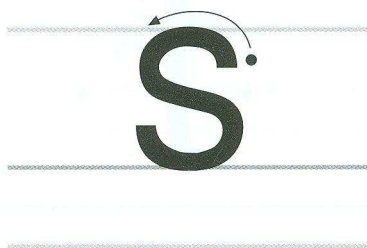
Trace



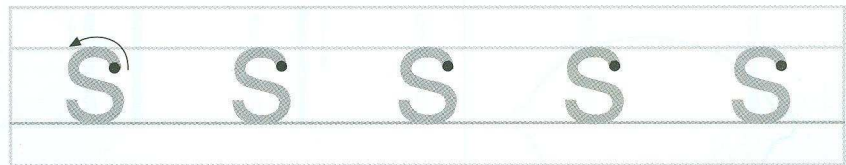
Copy



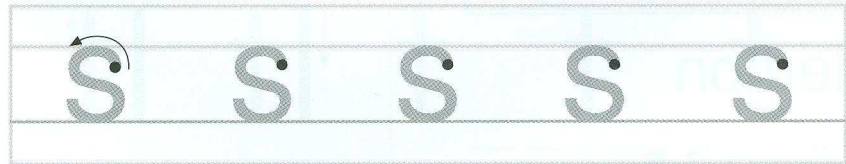
sandwich



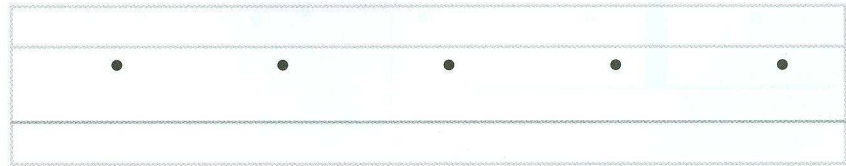
Trace



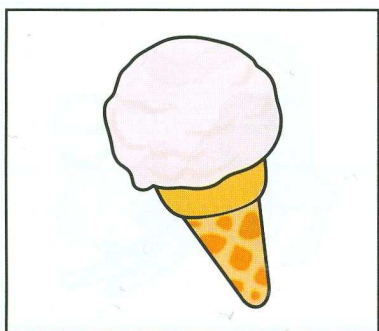
Trace



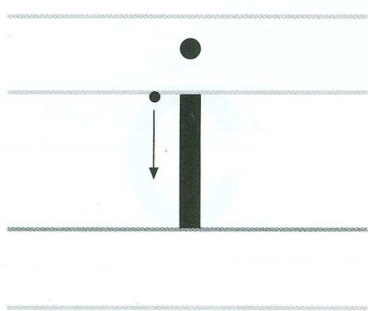
Copy



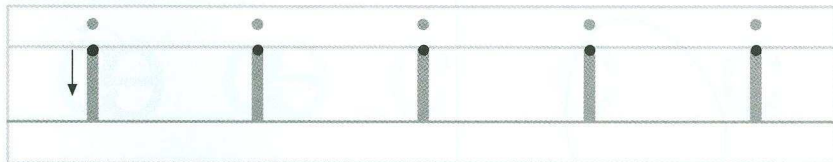
● Write



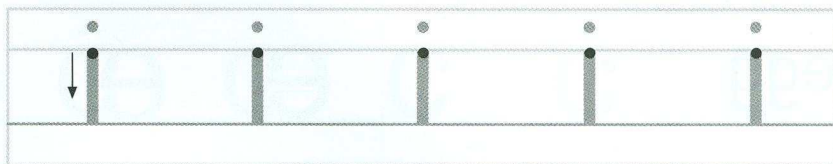
ice cream



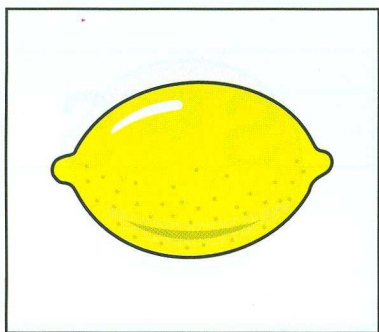
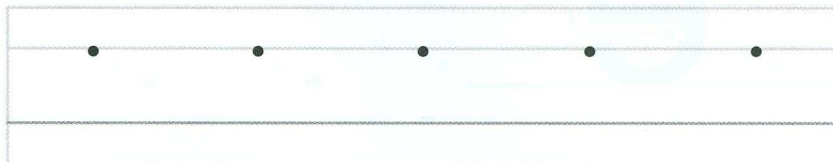
Trace



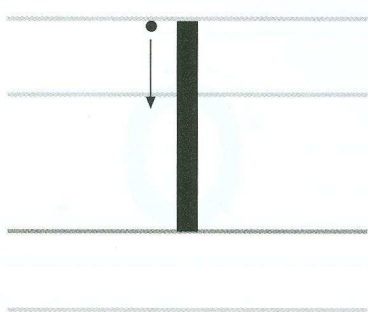
Trace



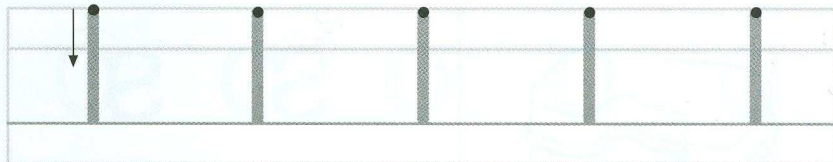
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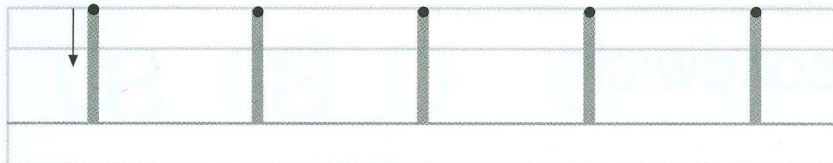
lemon



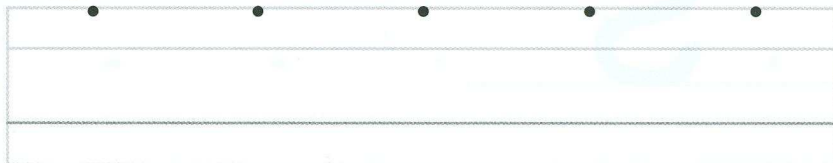
Trace

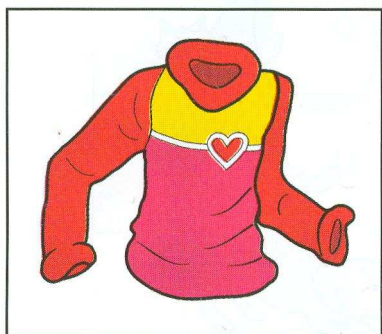


Trace

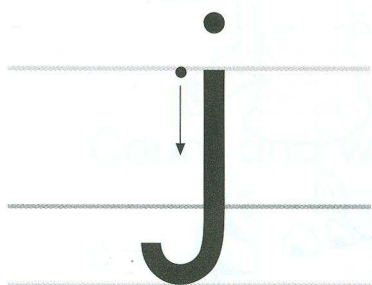


Copy





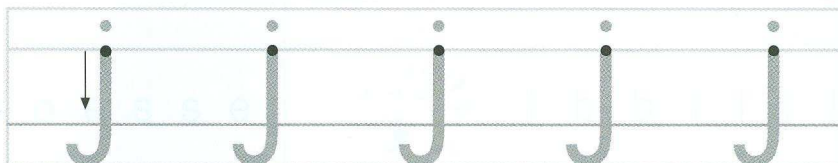
jumper



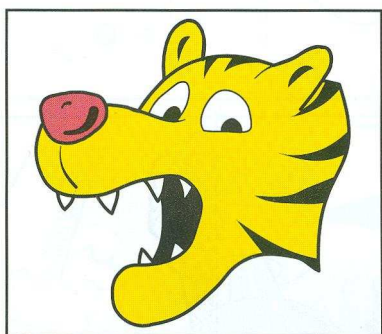
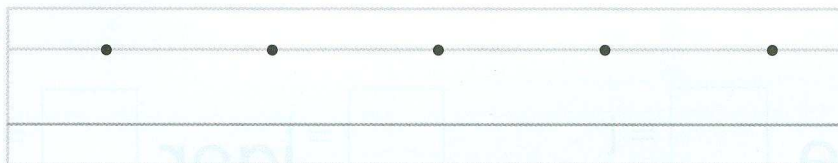
Trace



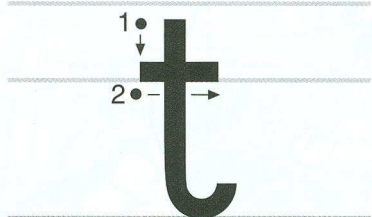
Trace



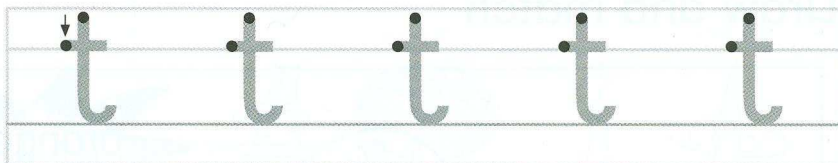
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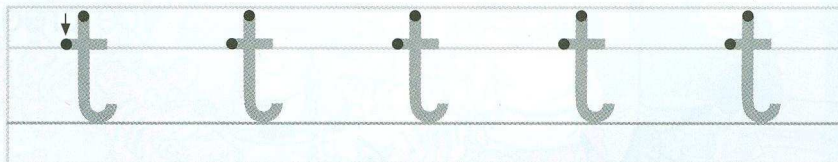
tiger



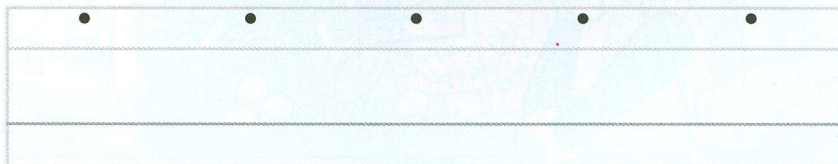
Trace



Trace



Copy



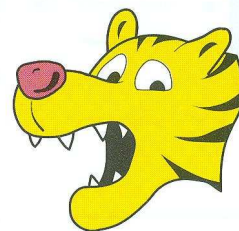
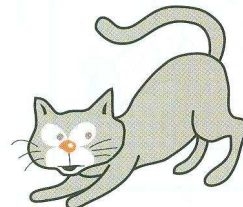
● Match and write

c — gg

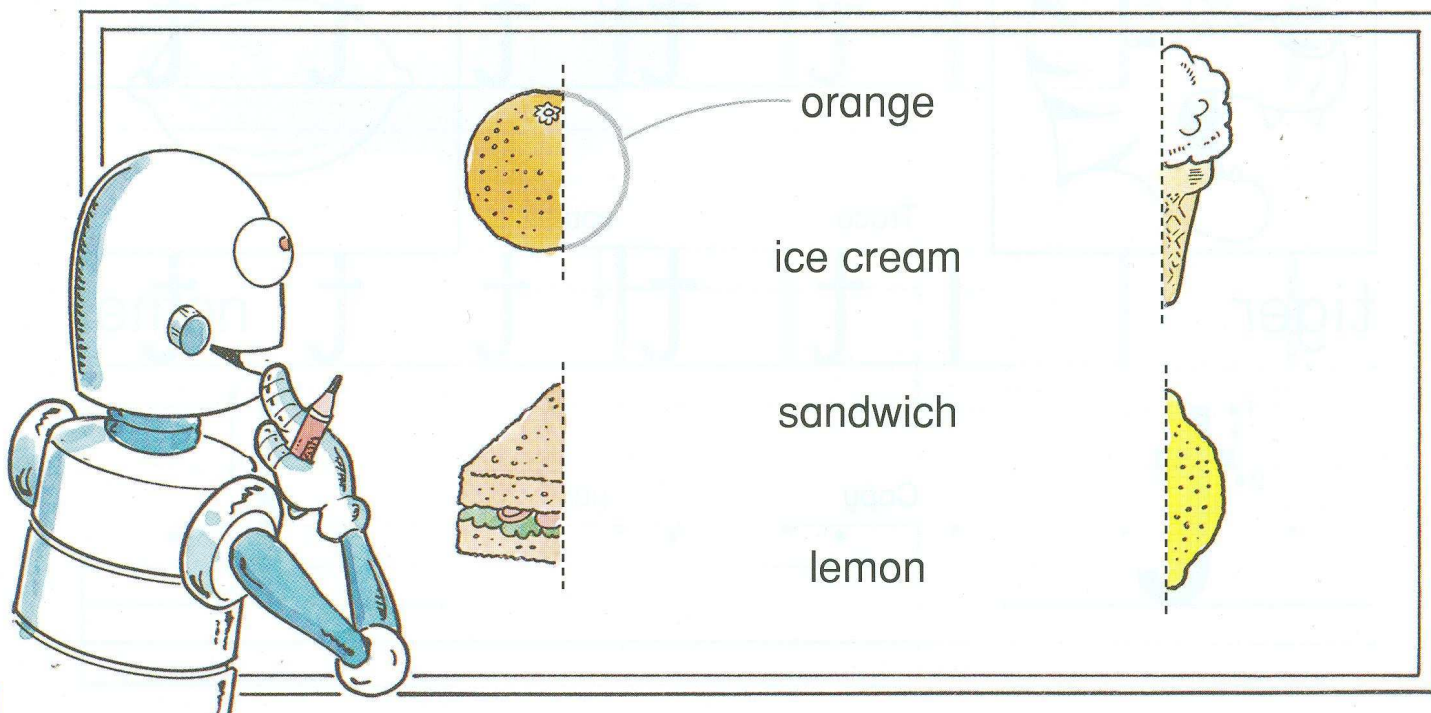
j — c at

t — umper

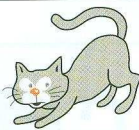





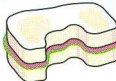

e — iger



● Draw and match



● Circle the right letters

 o e e (c) o e (c) (c)	 i l j j i l t l
 u u c o u o c u	 i l j j i l t l
 o c e o c e c e	 j i l j i l i t
 g e s o e s s e	 l b b t l t k l

● Count and write

c = 4

e =

i =

j =

o =

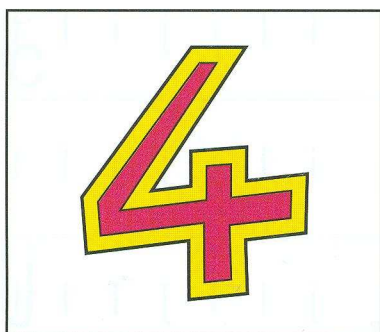
s =

l =

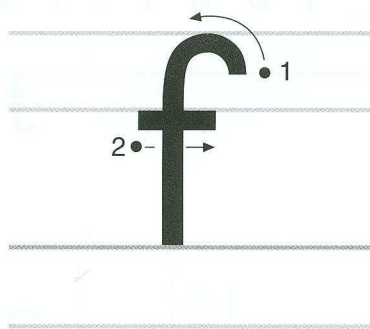
t =



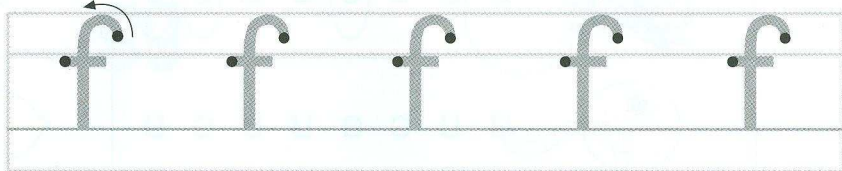
● Write



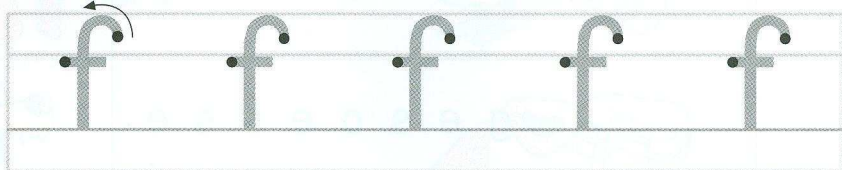
four



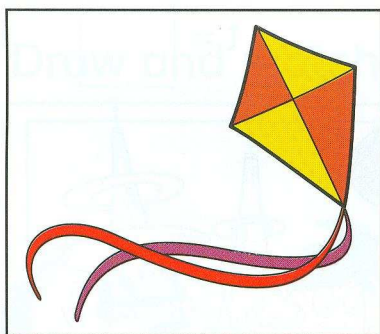
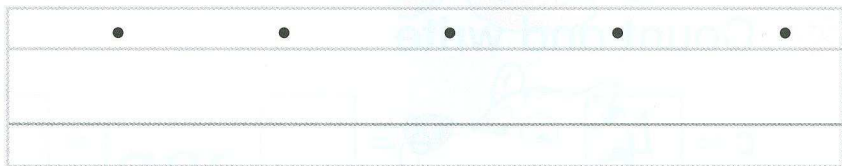
Trace



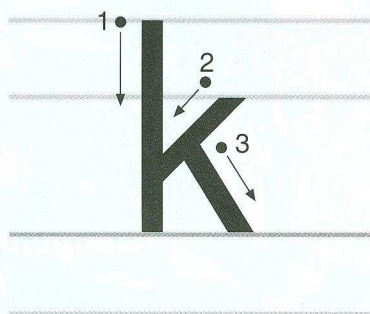
Trace



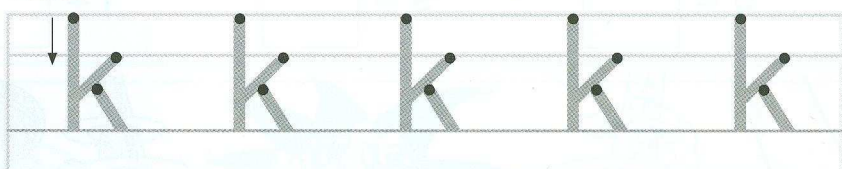
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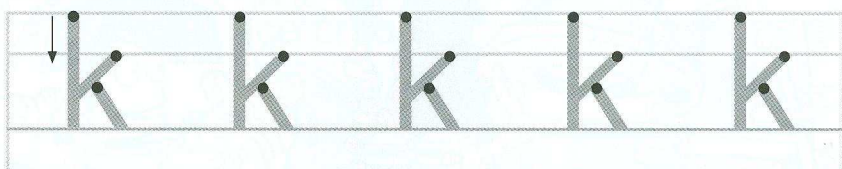
kite



Trace

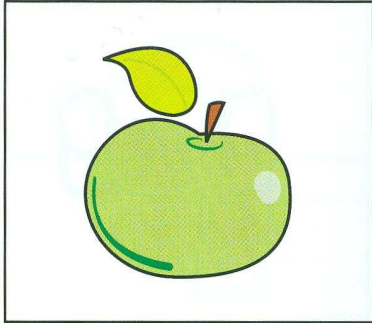


Trace

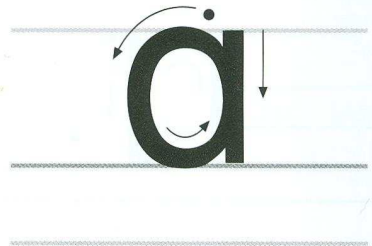


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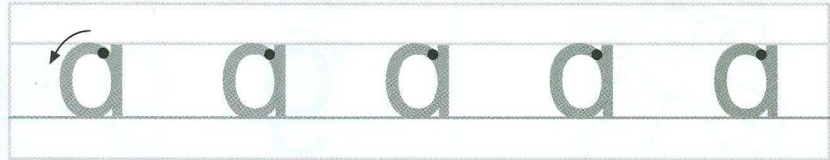




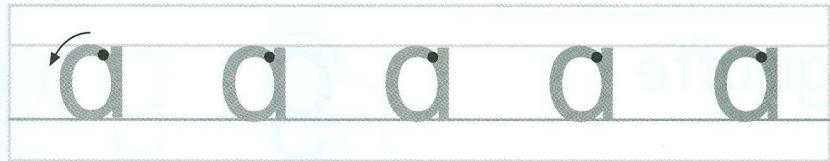
apple



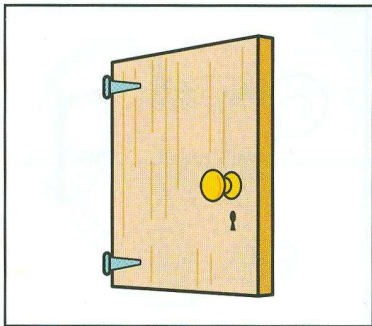
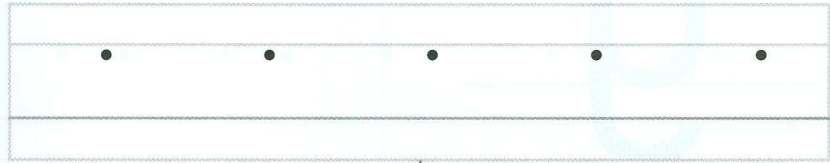
Trace



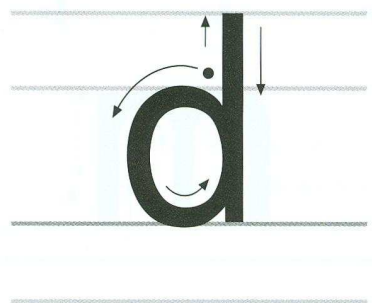
Trace



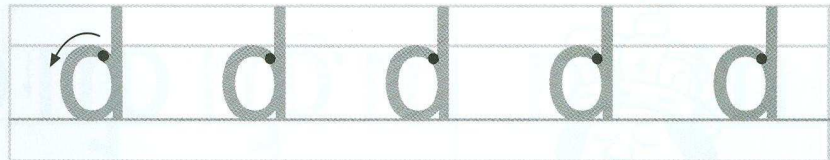
Copy



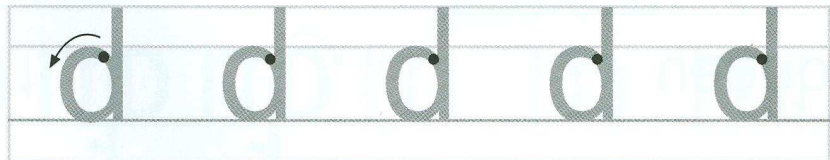
door



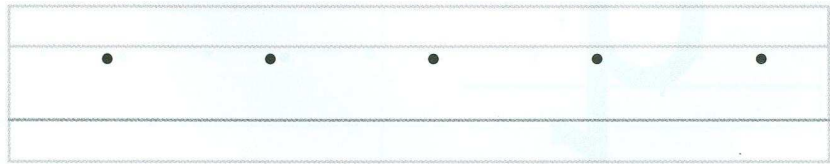
Trace



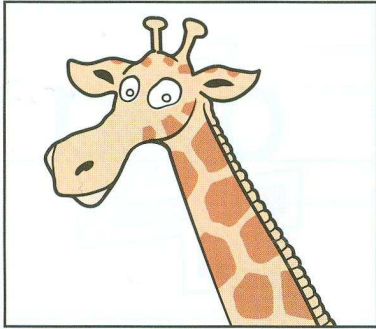
Trace



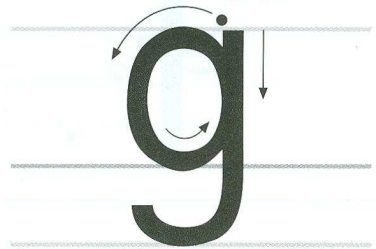
Copy



● Write



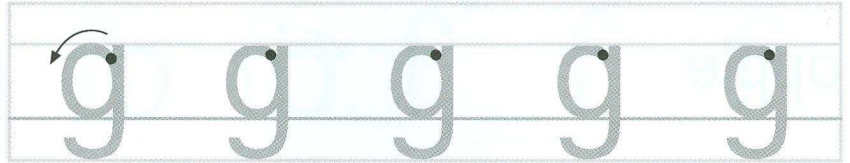
giraffe



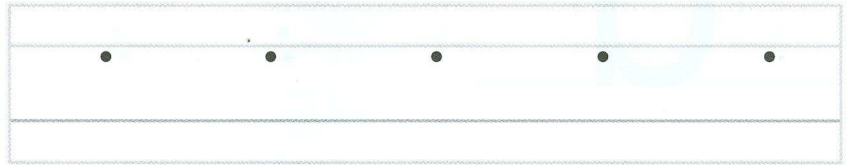
Trace



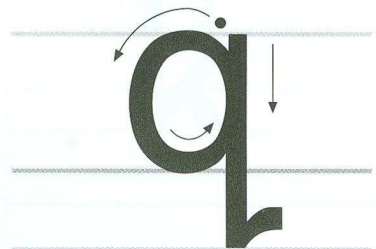
Trace



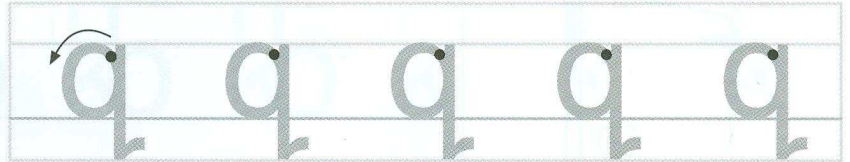
Copy



queen



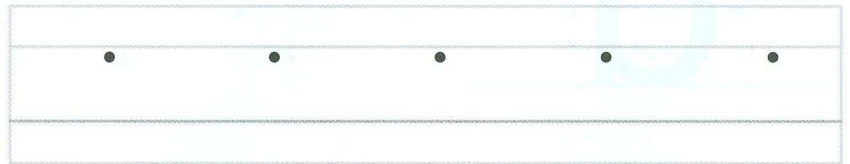
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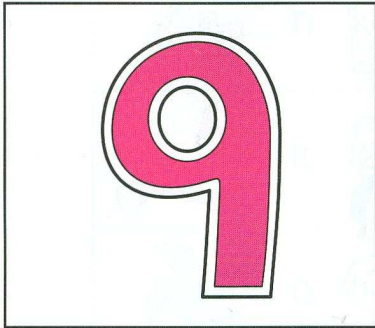


Trace

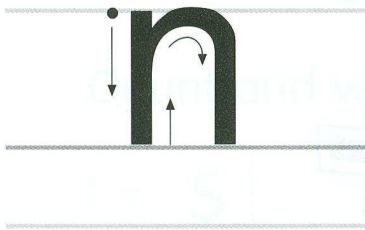


Copy

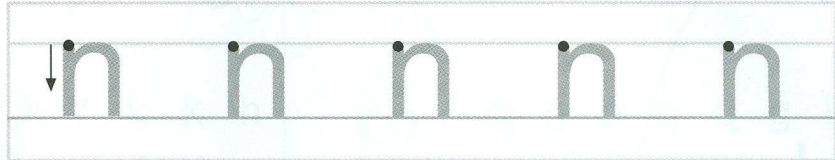




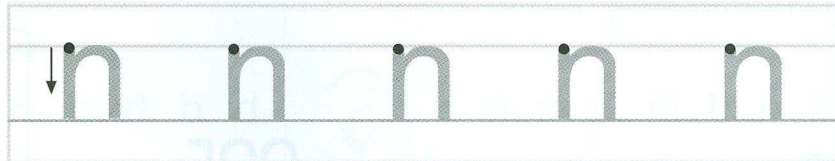
nine



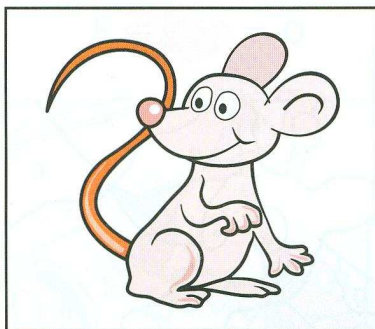
Trace



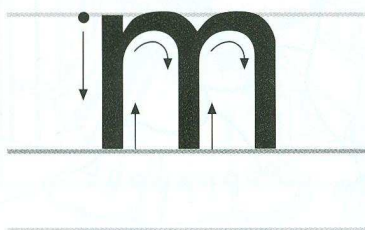
Trace



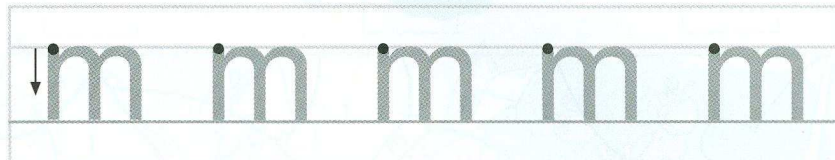
Copy



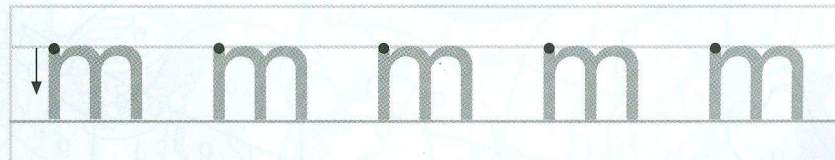
mouse



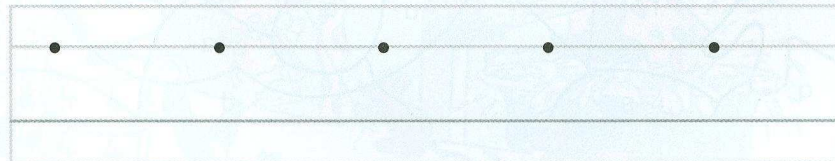
Trace



Trace



Copy



● Match and write

f

__ine

9

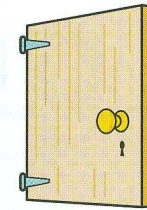
d

__ueen



q

__oor



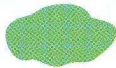
n

__four

4

● Colour

m =



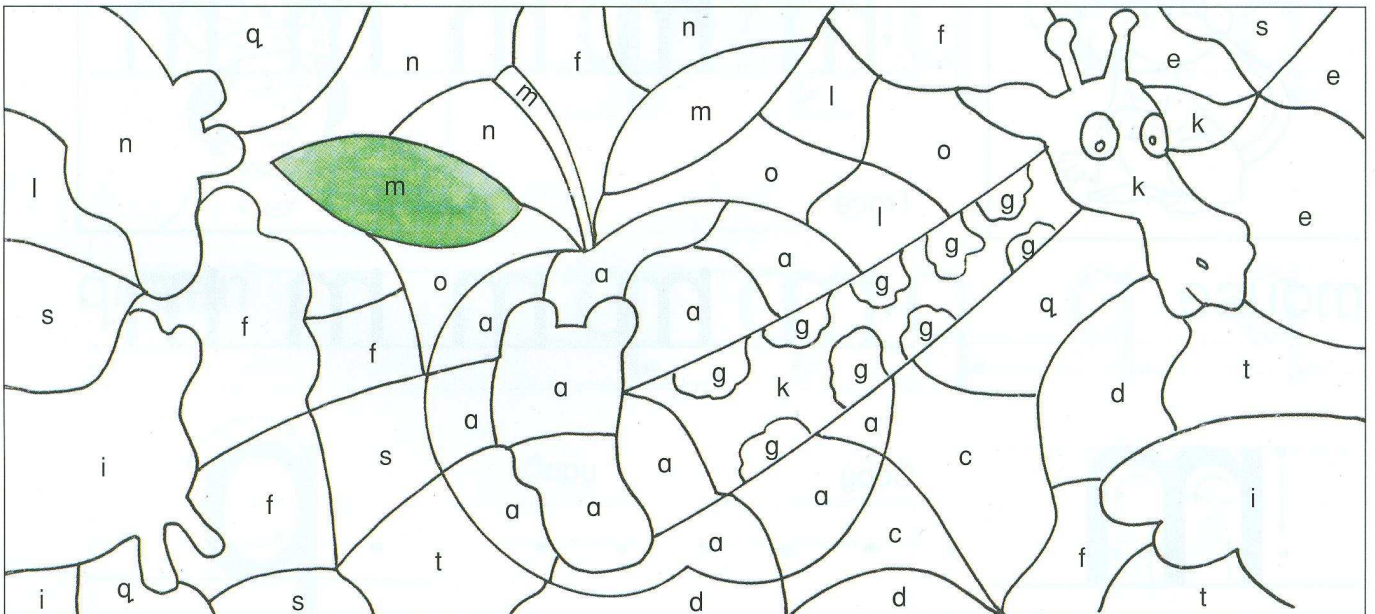
g =




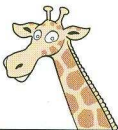
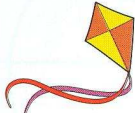



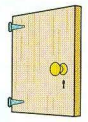
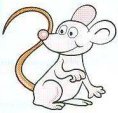
k =



a =



● Circle the right letters

 h k (f) h (f) d k (f)	 g q d b g q h k
 k k h h f k k h	 q g b g q g k h
 o o d d a d o a	 h n m n t v n v
 d d h h b d b d	 n m v m b n m w

● Count and write

f =

a =

g =

n =

k =

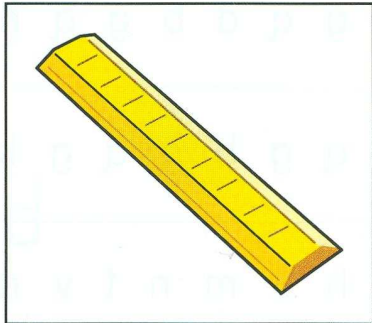
d =

q =

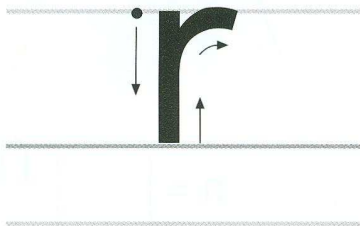
m =



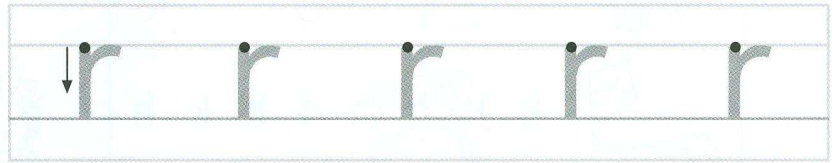
● Write



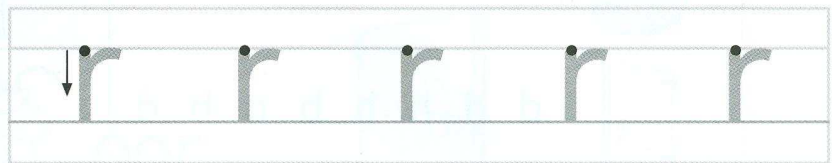
ruler



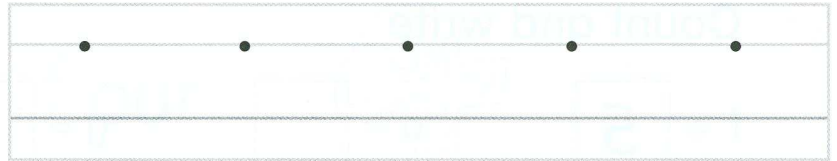
Trace



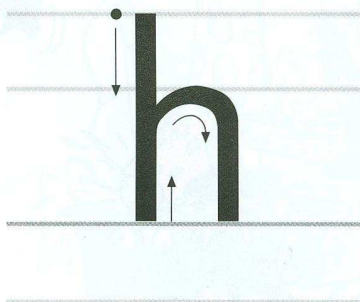
Trace



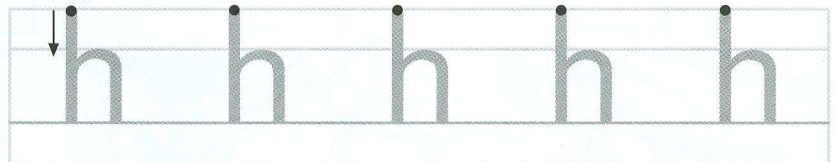
Copy



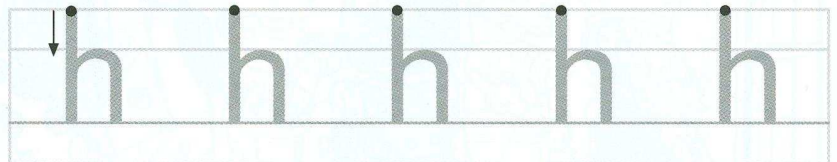
hair



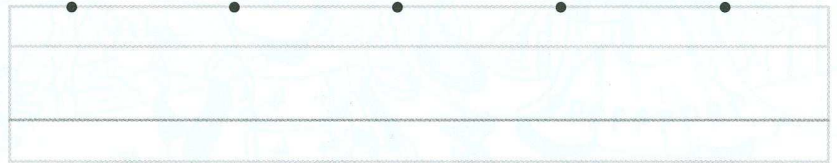
Trace

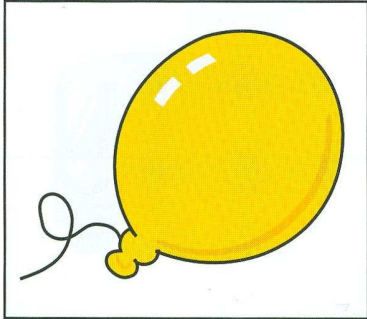


Trace

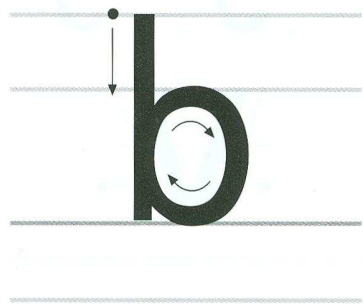


Copy

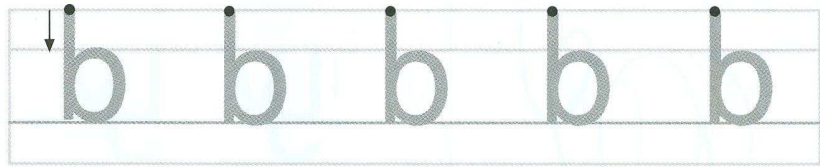




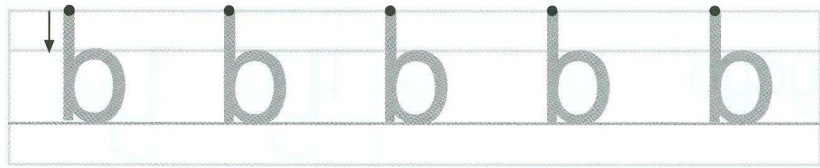
balloon



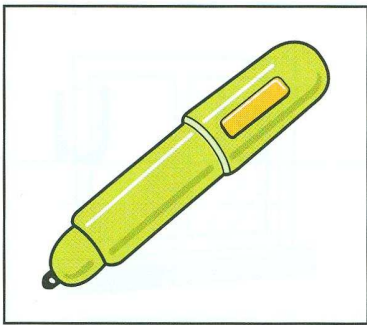
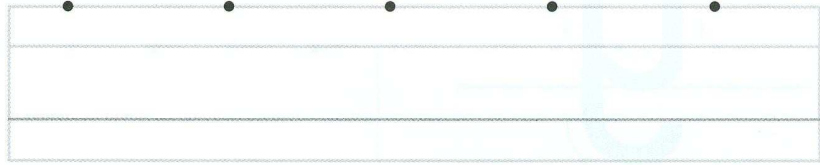
Trace



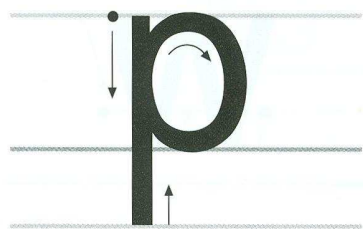
Trace



Copy



pen



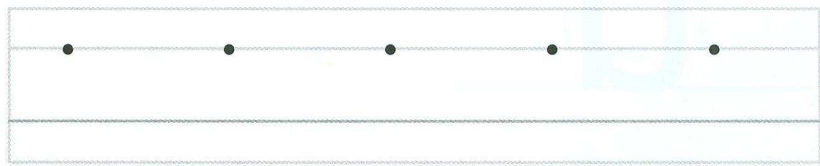
Trace



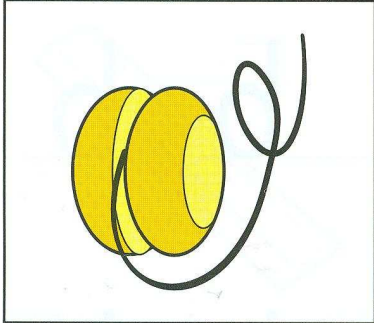
Trace



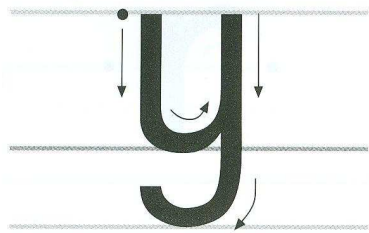
Copy



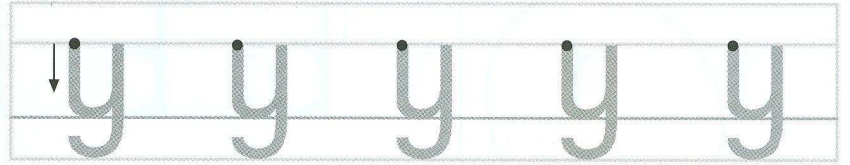
● Write



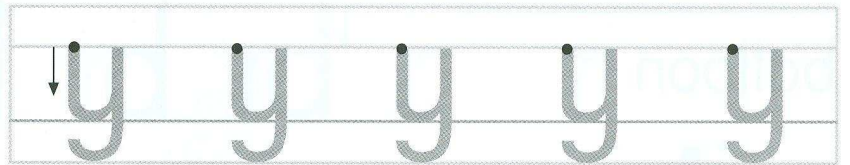
yoyo



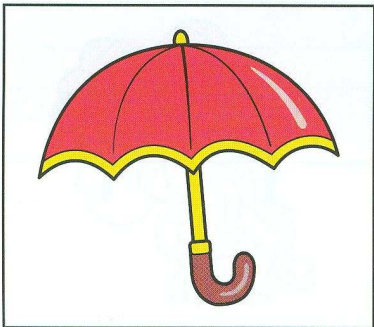
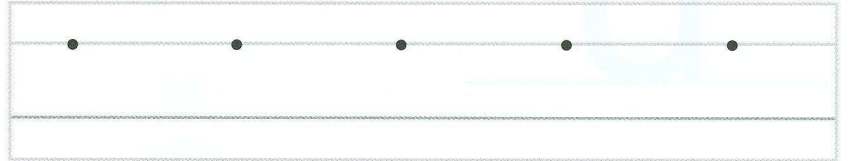
Trace



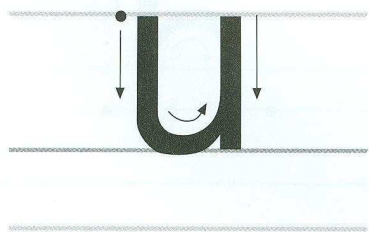
Trace



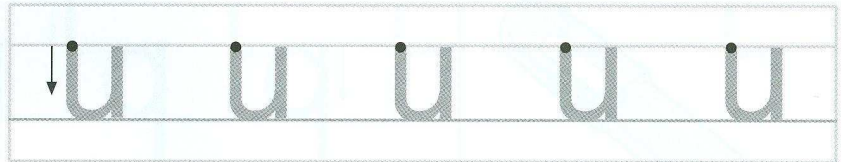
Copy



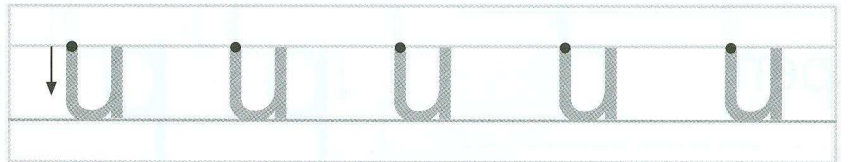
umbrella



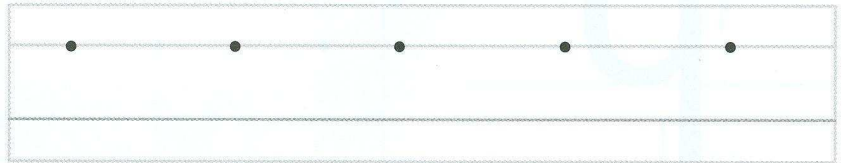
Trace

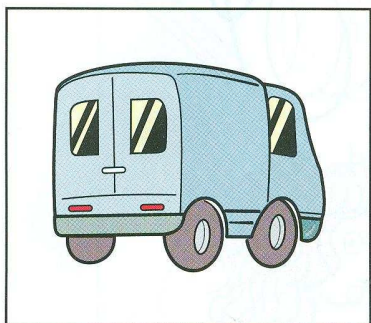


Trace

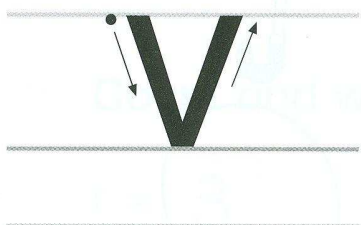


Copy

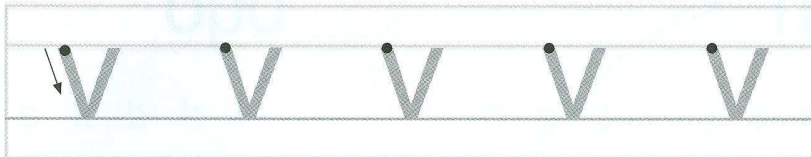




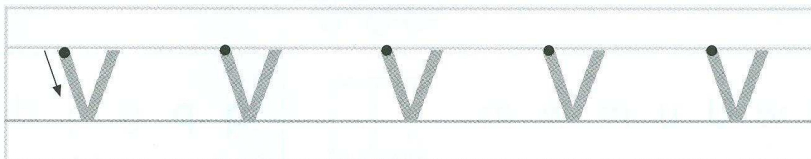
van



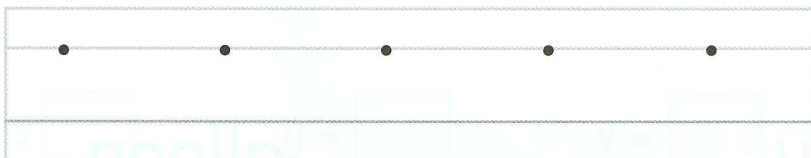
Trace



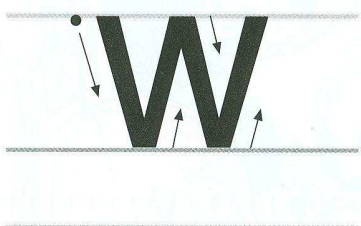
Trace



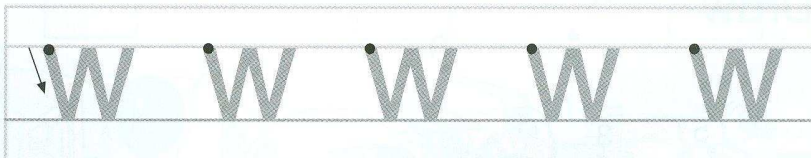
Copy



window



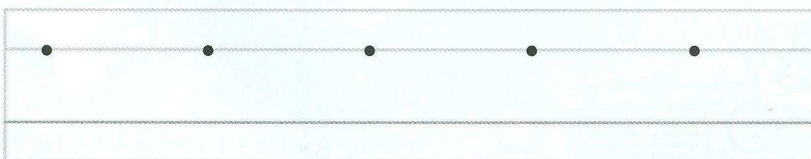
Trace



Trace



Copy



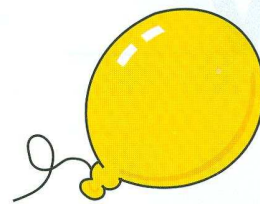
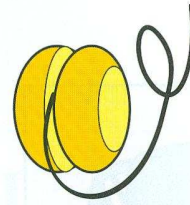
● Match and write

h — oyo

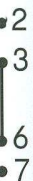
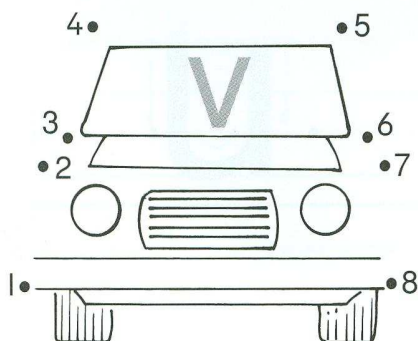
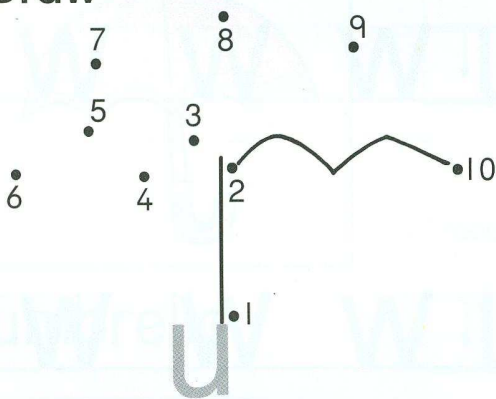
b — air

y — mbrella

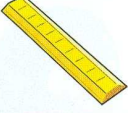



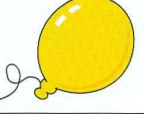
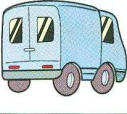


u — alloon



● Draw



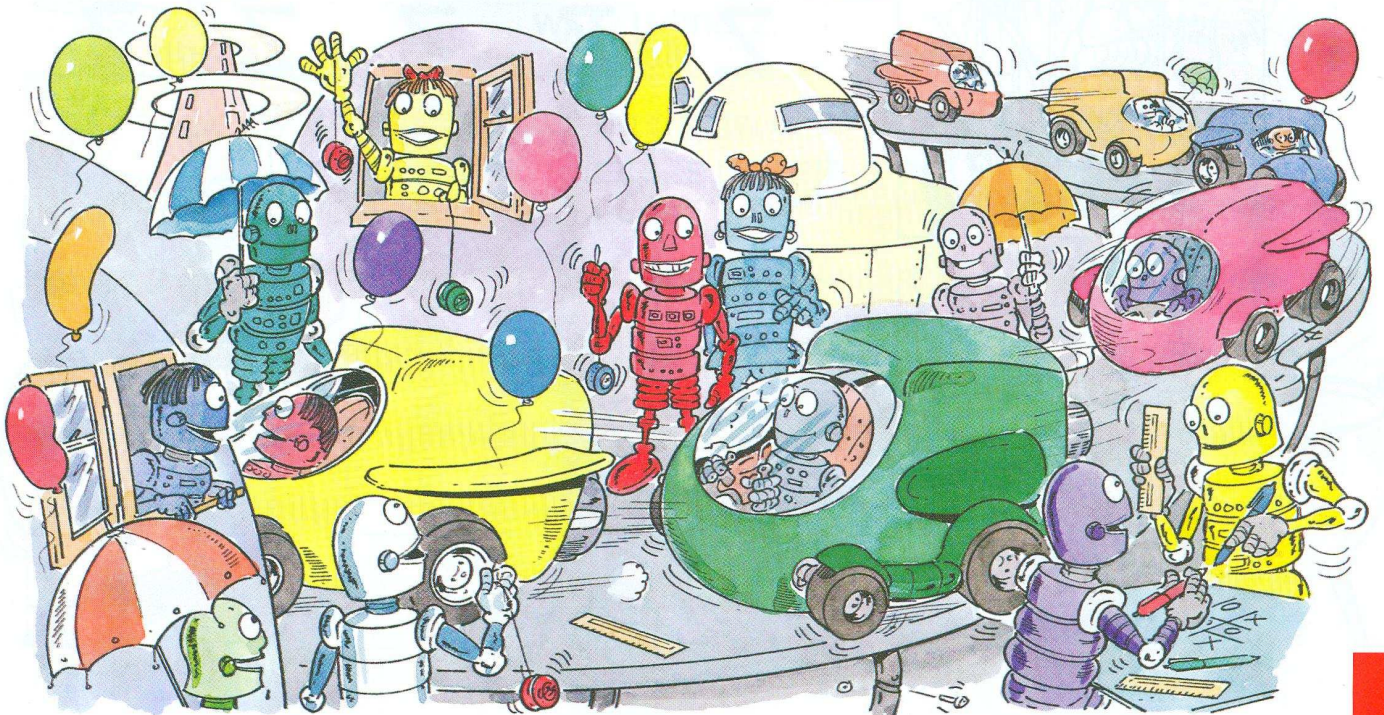
● Circle the right letters

 (r) n v v (r) n m v	 w v y v q y g q
 x h d b k b h l	 n n u v u v n u
 h d b m b d h b	 u v m r v o u w
 p q g b p g q p	 m w m u b w v u

● Count and write

r = b = y = v =

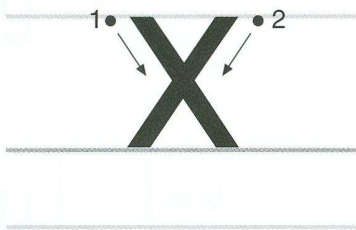
h = p = u = w =



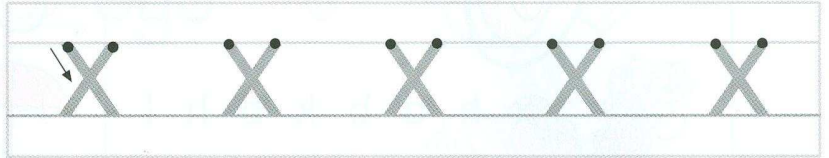
Write



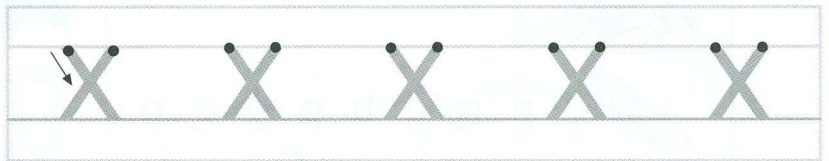
x-ray



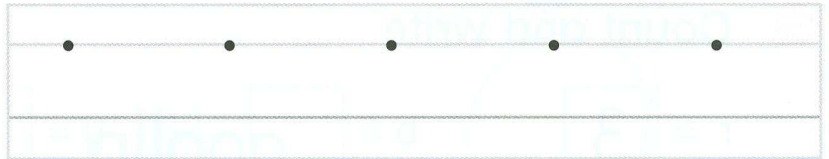
Trace



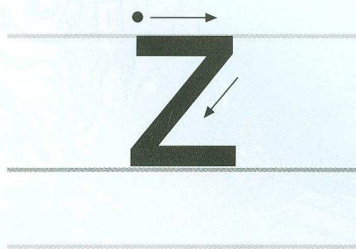
Trace



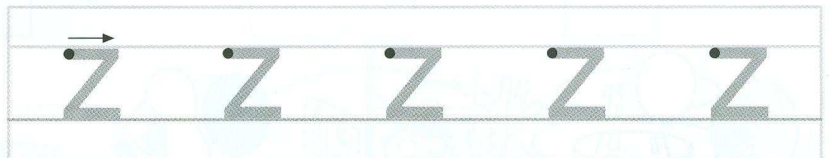
Copy



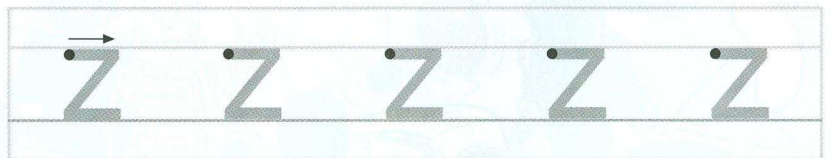
zoo



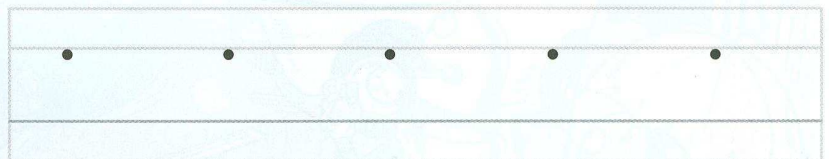
Trace



Trace

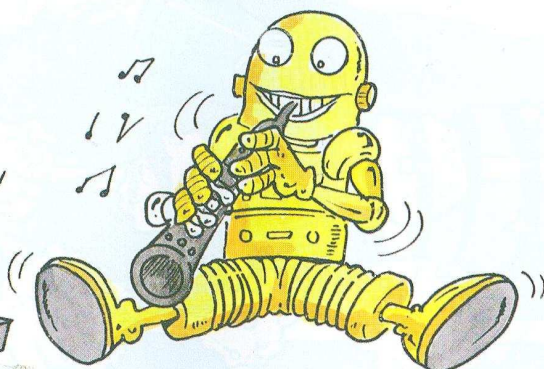
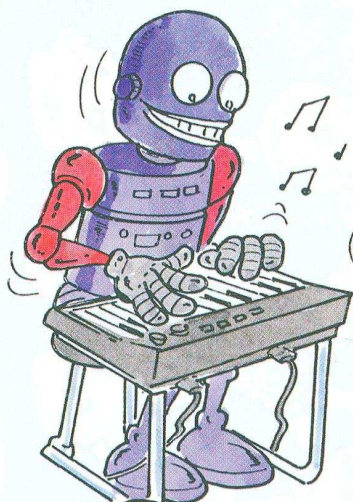


Copy





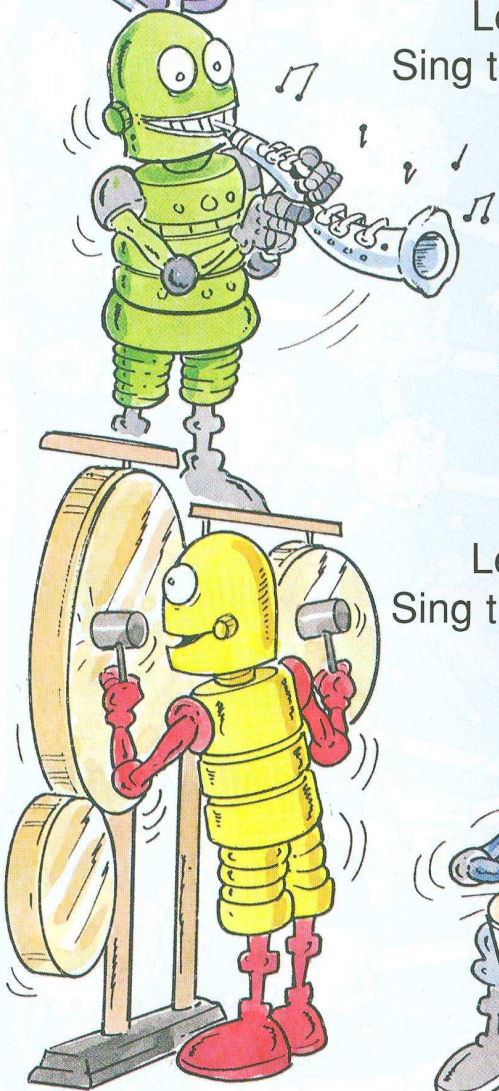
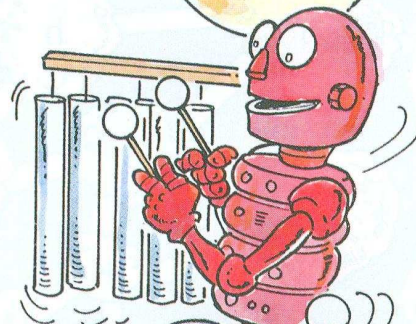
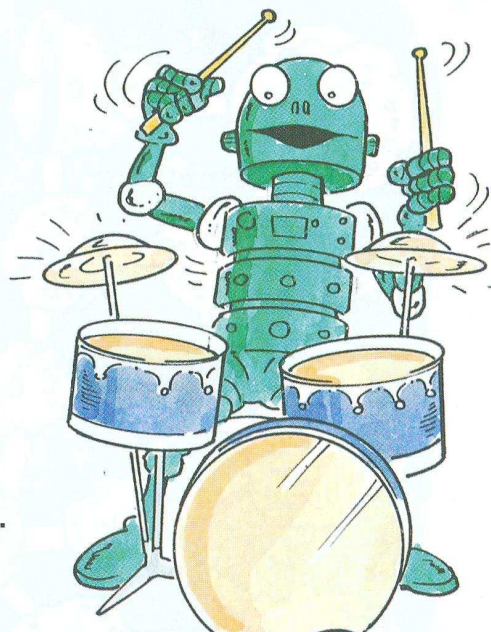
Sing



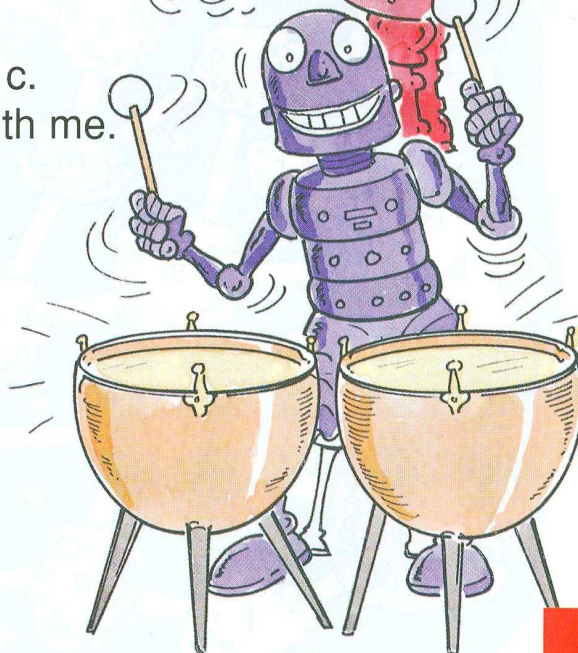
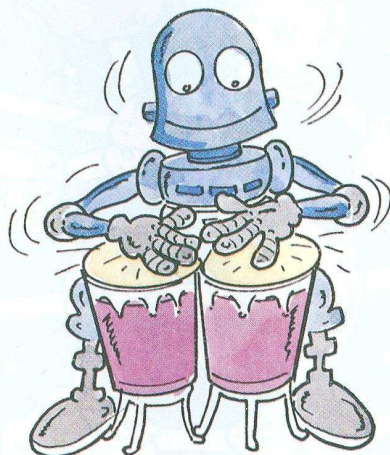
The Alphabet Song

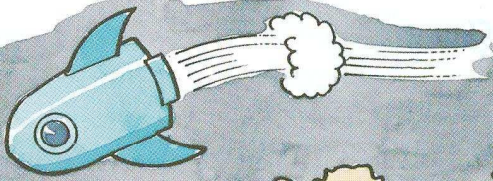
Let's sing the a, b, c.
Sing the letters, sing with me.

a, b, c, d,
e, f, g,
h, i, j, k,
l, m, n, o, p,
q, r, s,
t, u, v,
w, x, y and z.

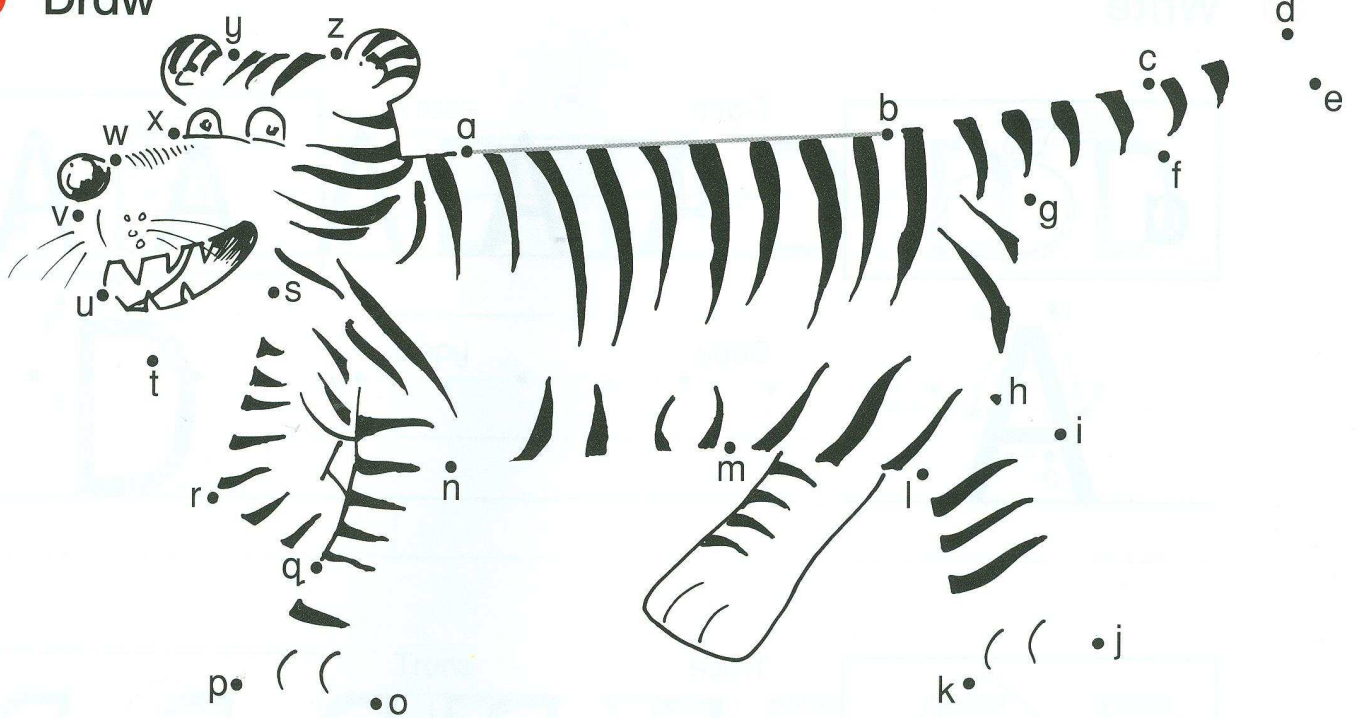


Let's sing the a, b, c.
Sing the letters, sing with me.





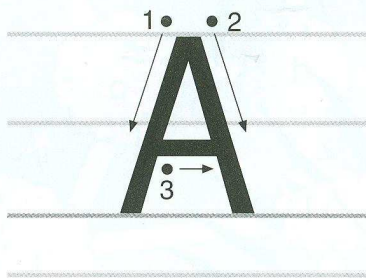
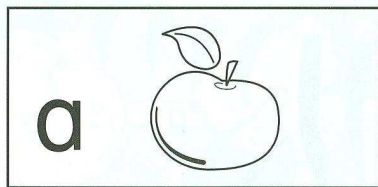
● Draw



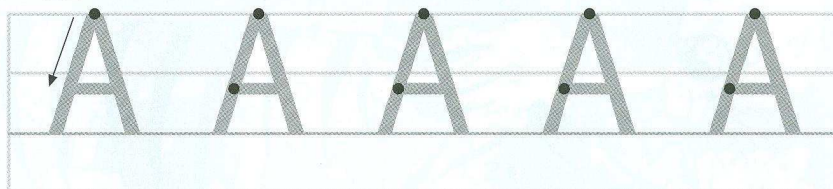
● Draw



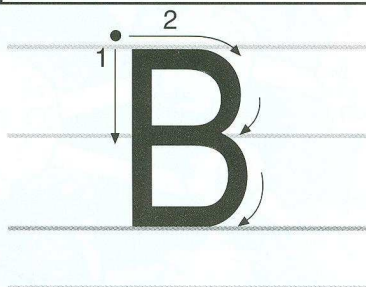
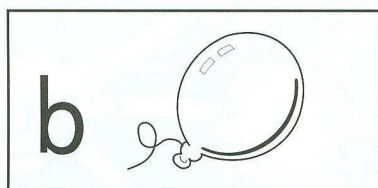
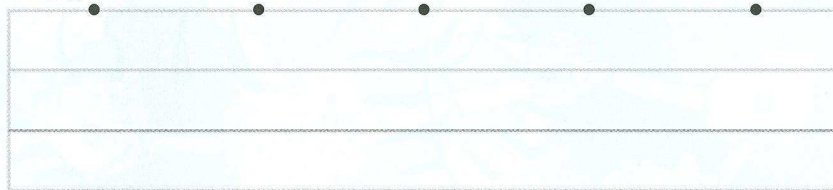
● Write



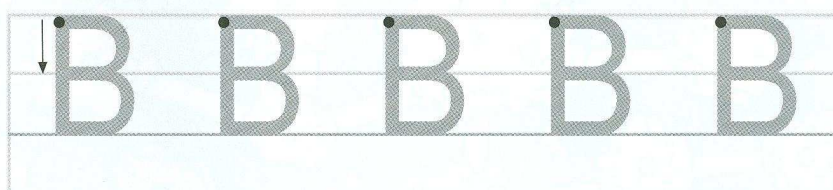
Trace



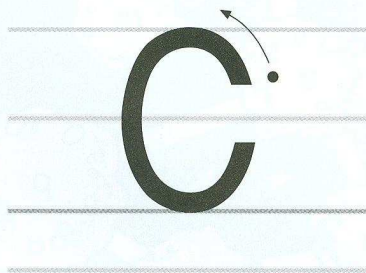
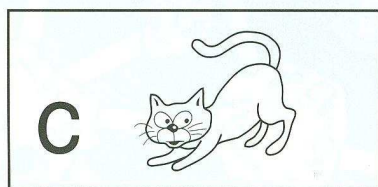
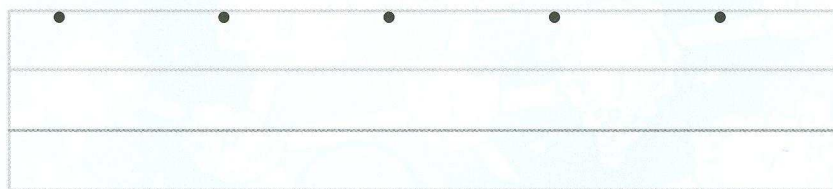
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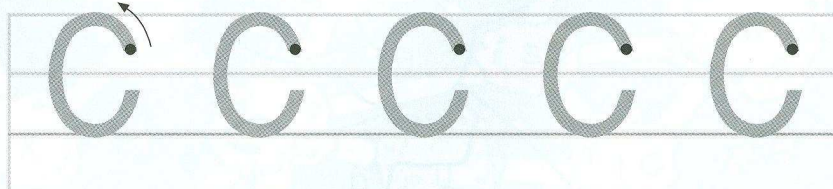
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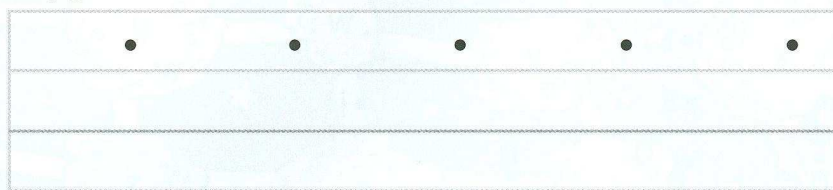
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Trace

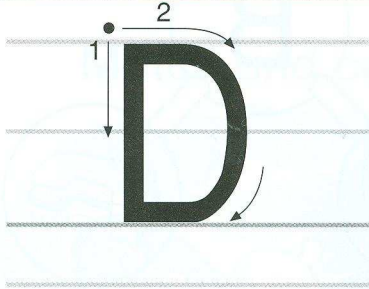
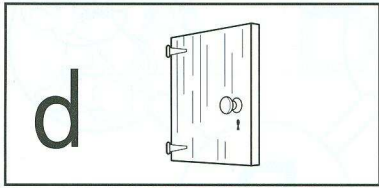


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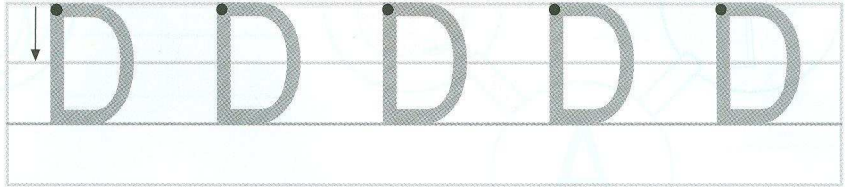


Finish the letters

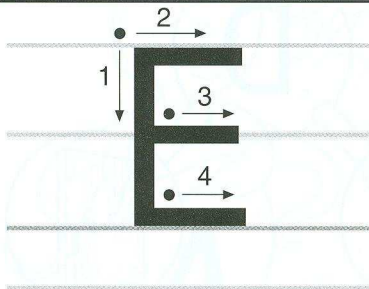
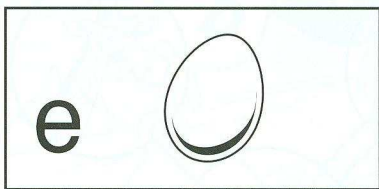
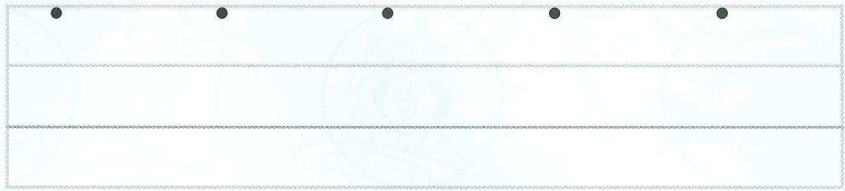
Match and colour



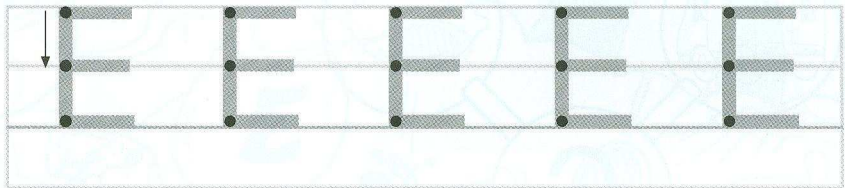
Trace



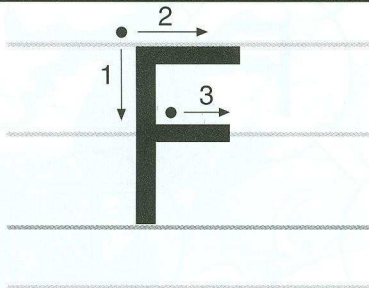
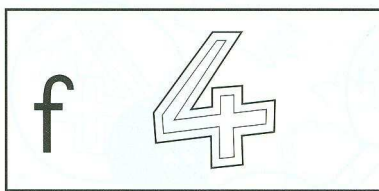
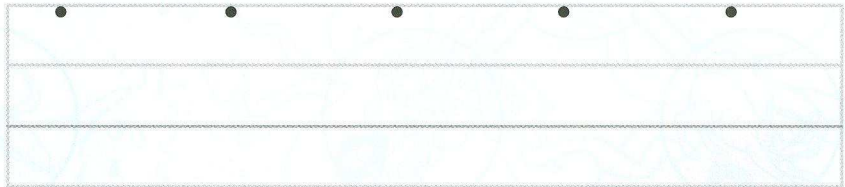
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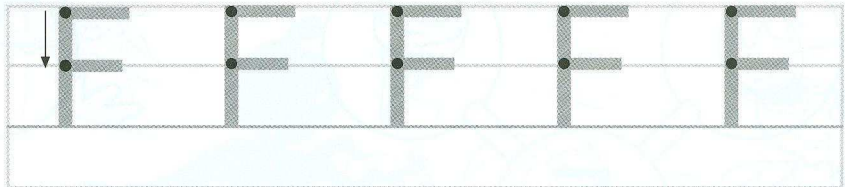
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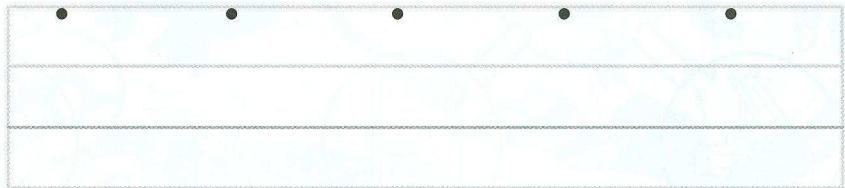
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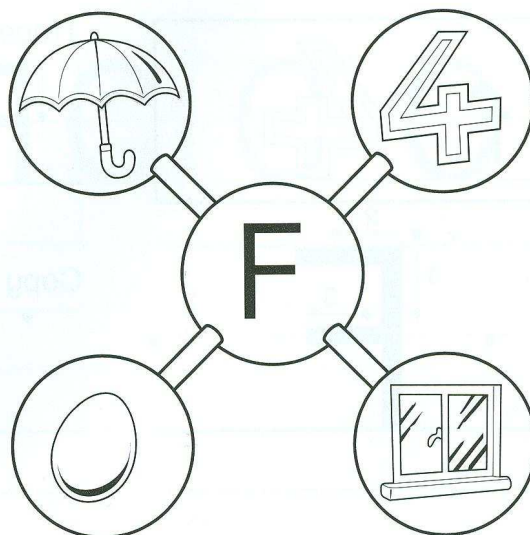
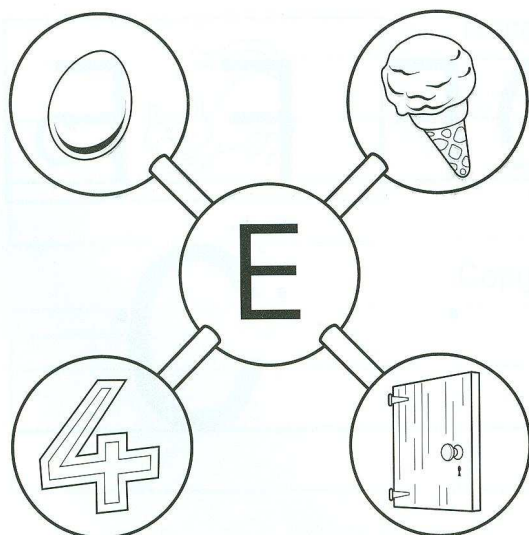
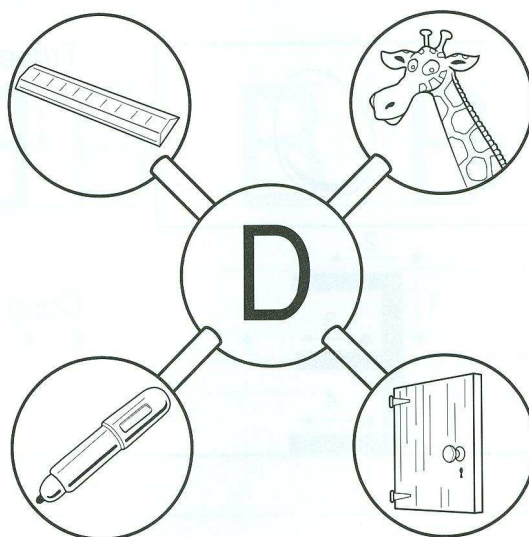
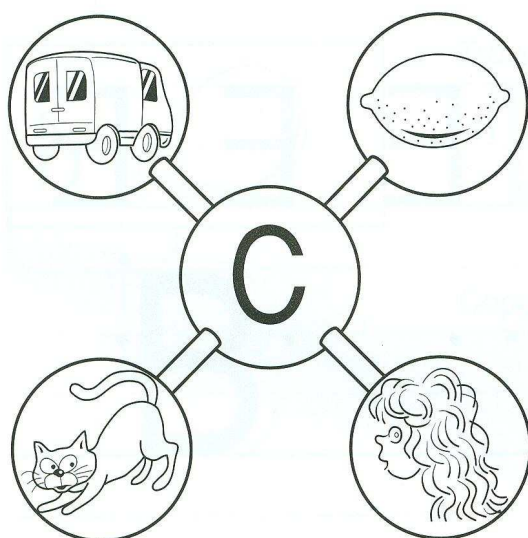
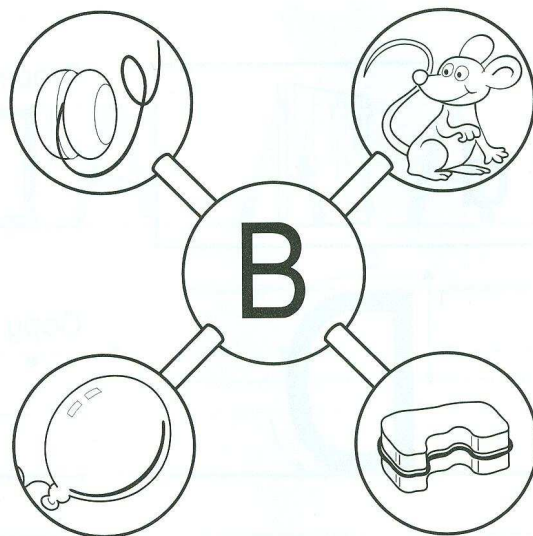
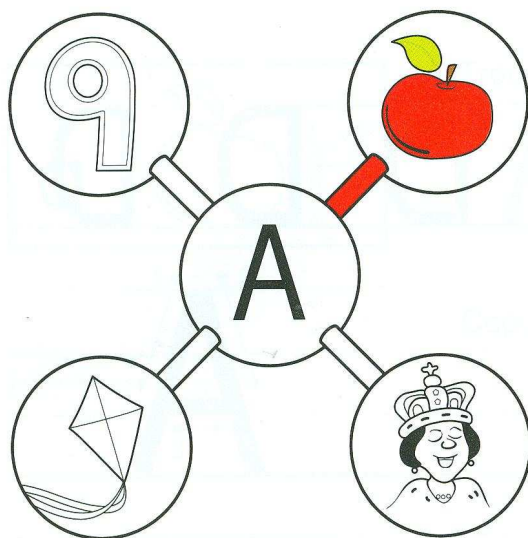
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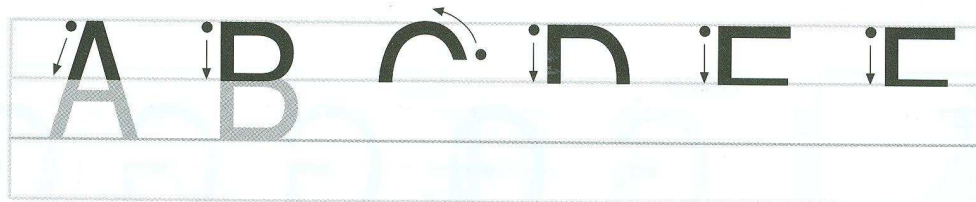
Copy



● Match and colour



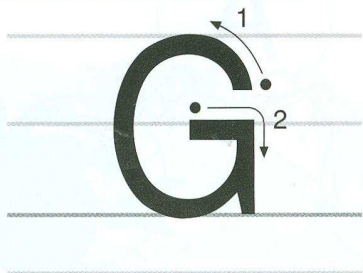
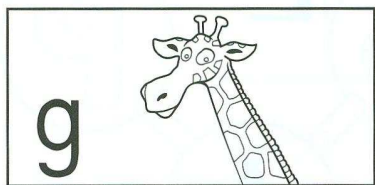
● Finish the letters



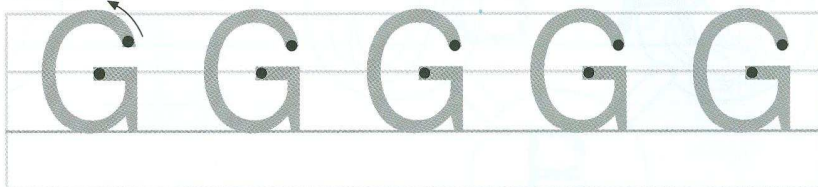
● Match and colour



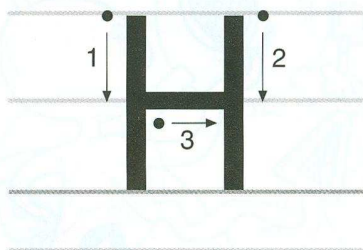
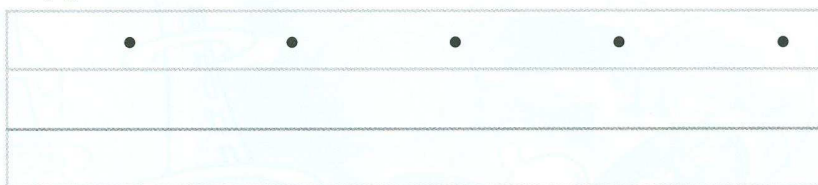
● Write



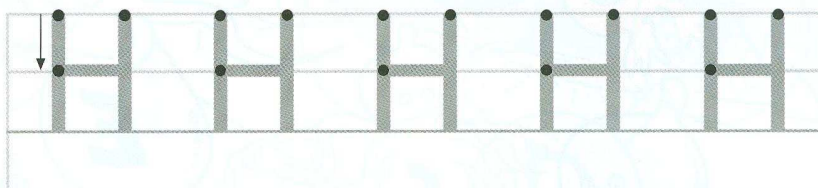
Trace



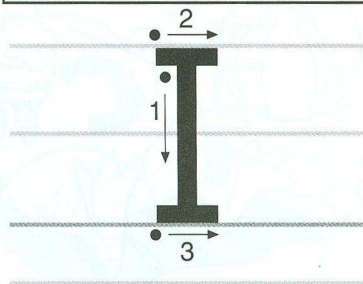
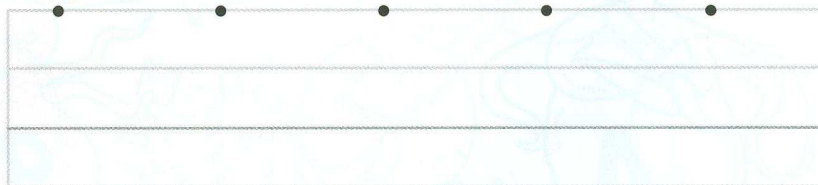
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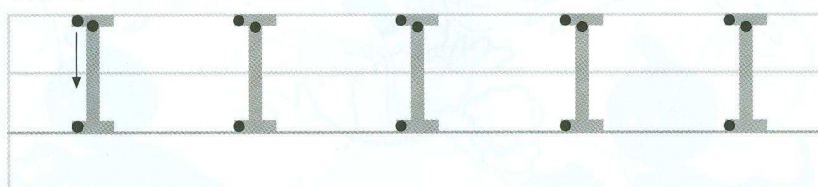
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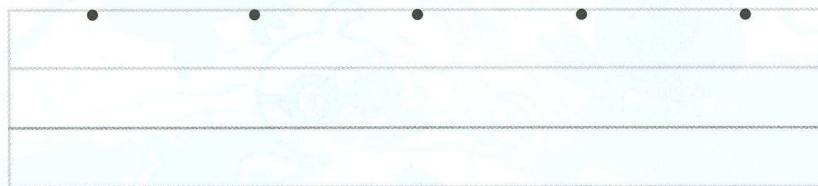
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Trace

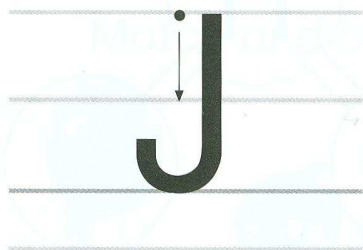
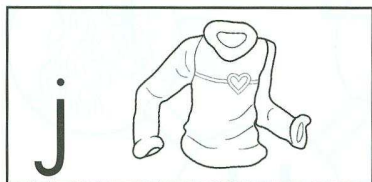


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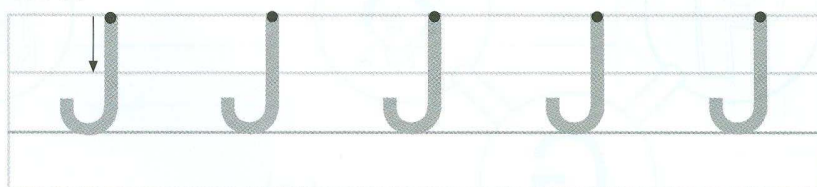


Finish the letters

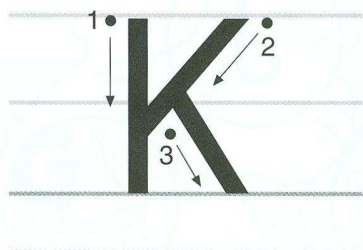
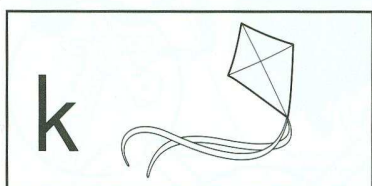
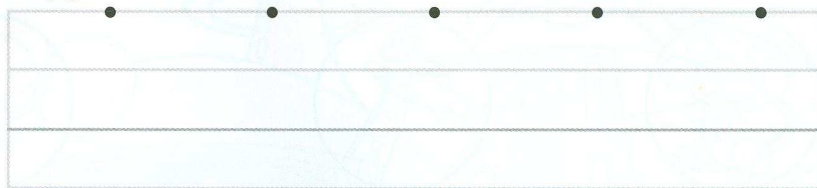
Match and colour



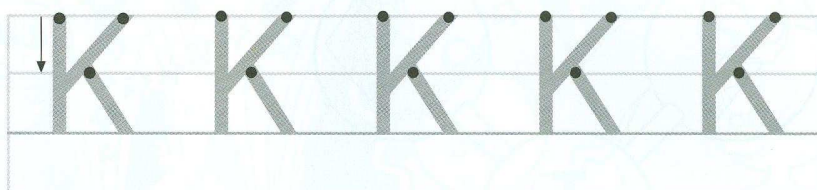
Trace



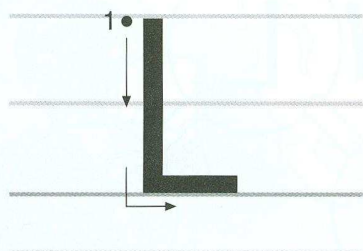
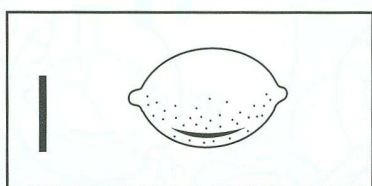
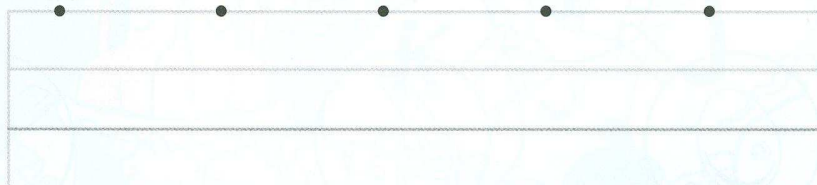
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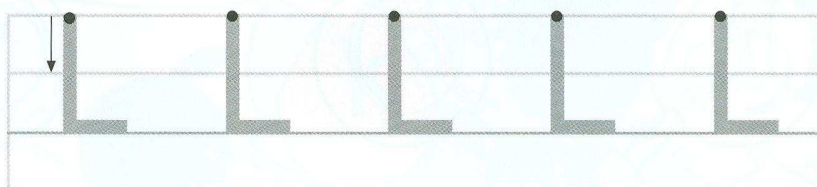
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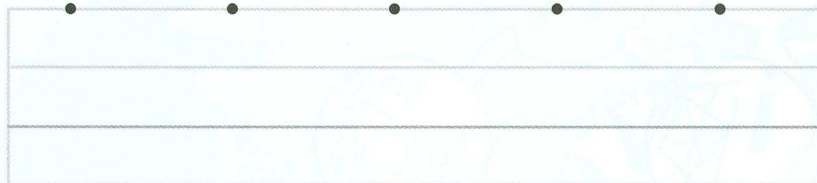
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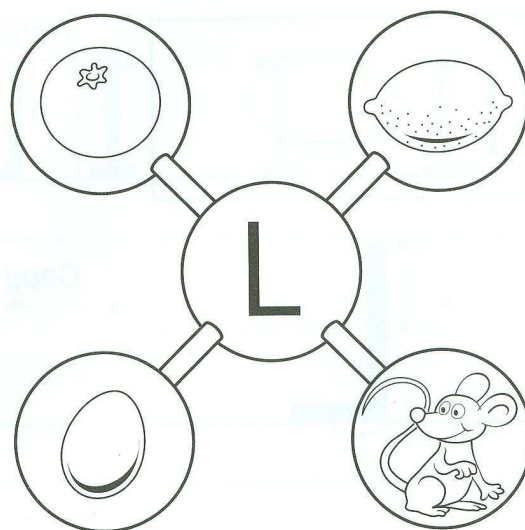
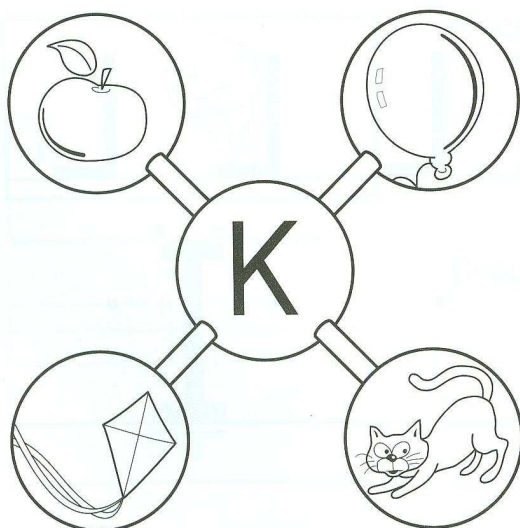
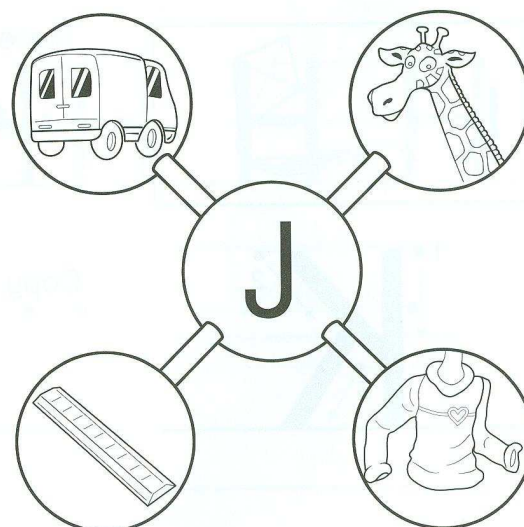
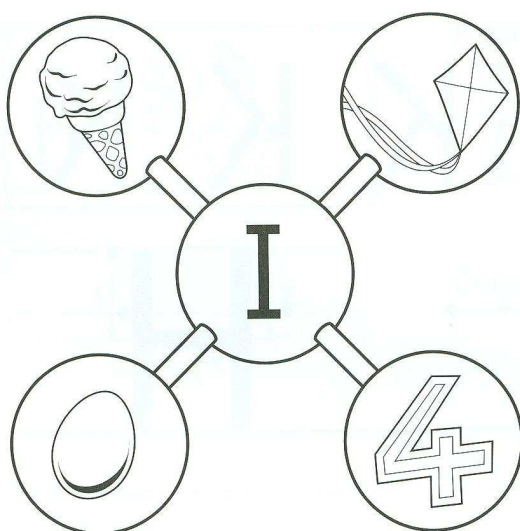
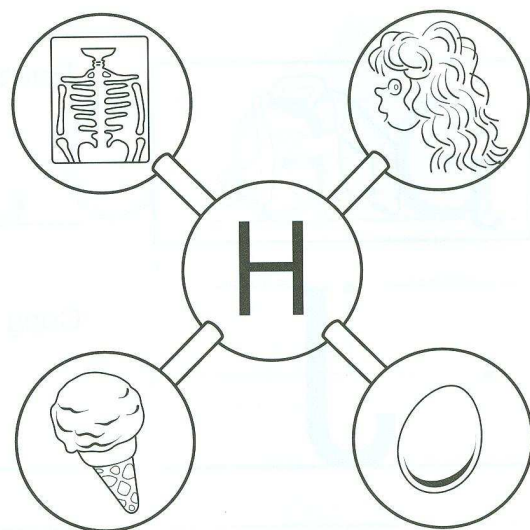
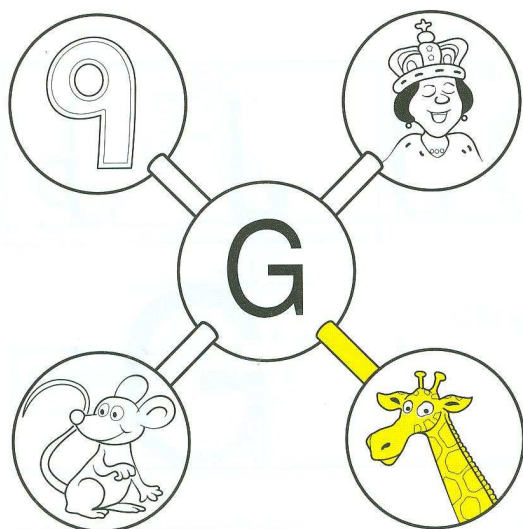
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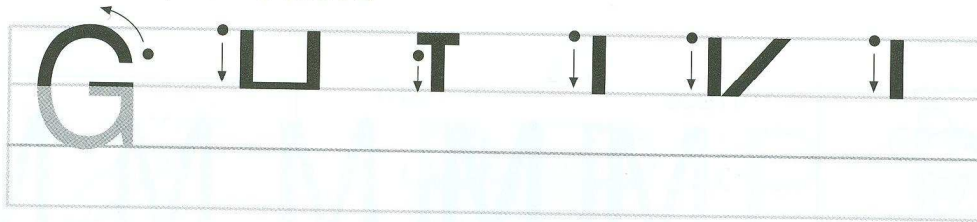
Copy



● Match and colour



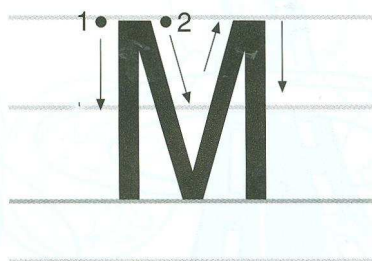
● Finish the letters



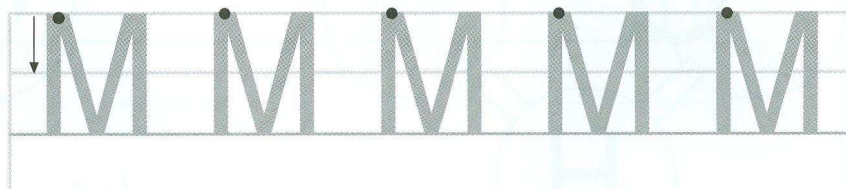
● Match and colour



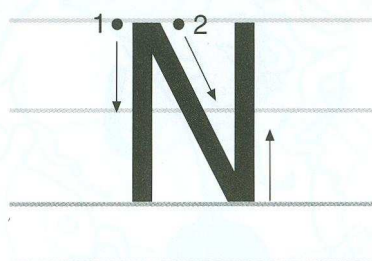
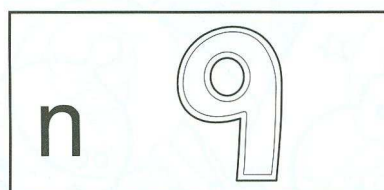
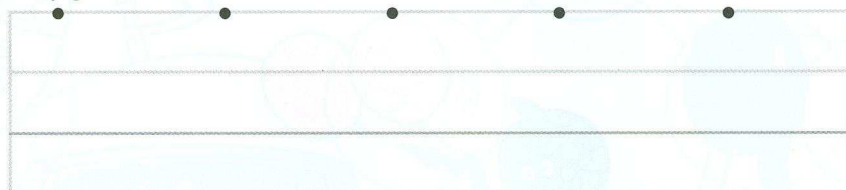
Write



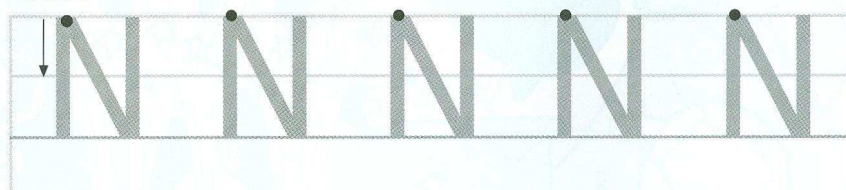
Trace



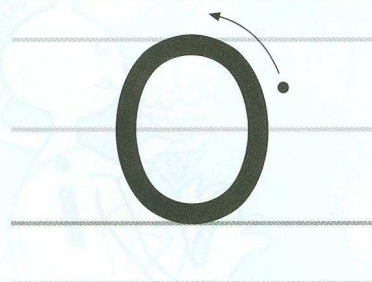
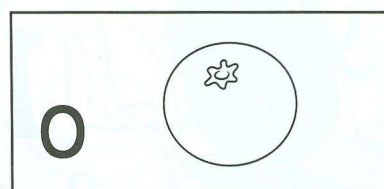
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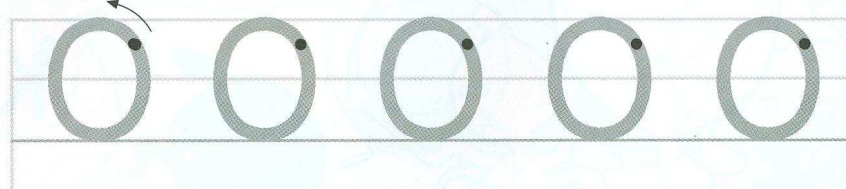
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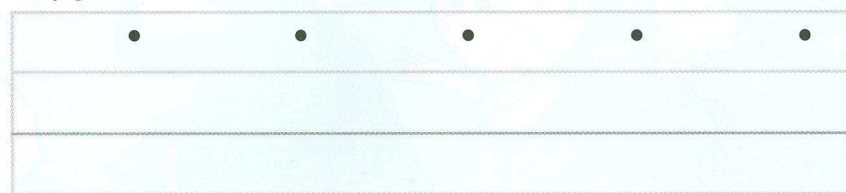
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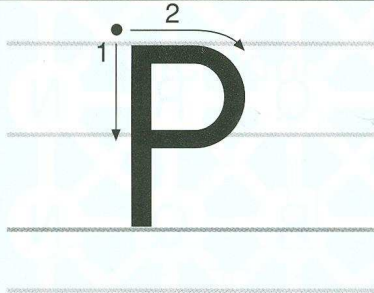
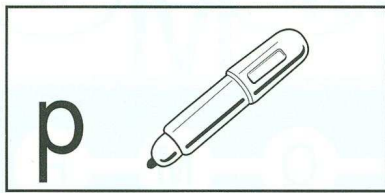


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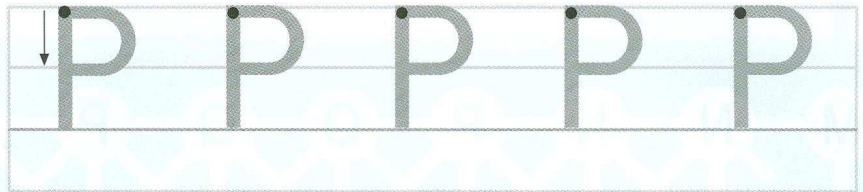


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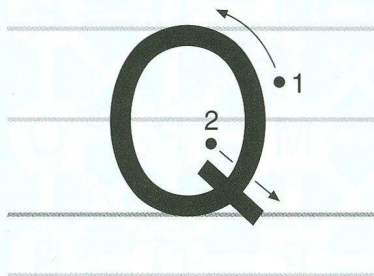
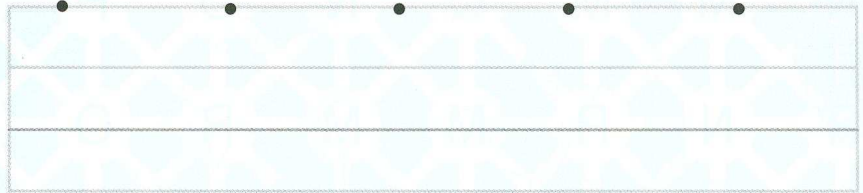




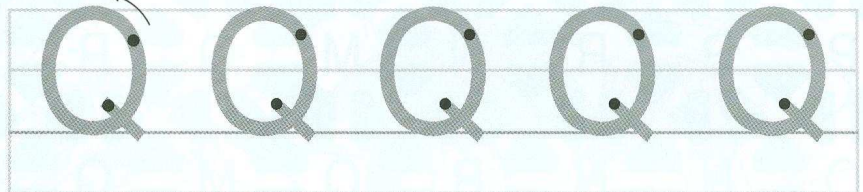
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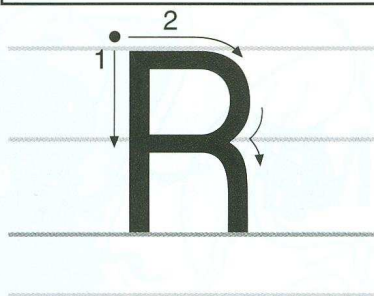
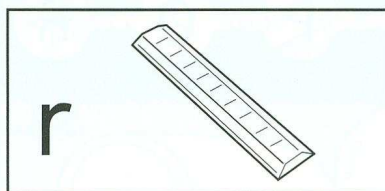
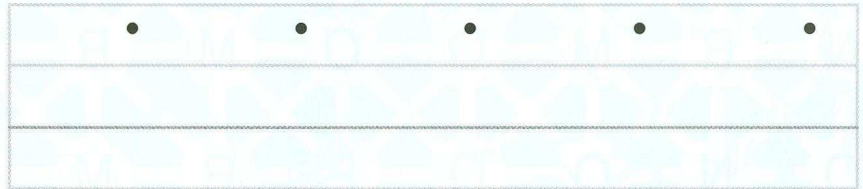
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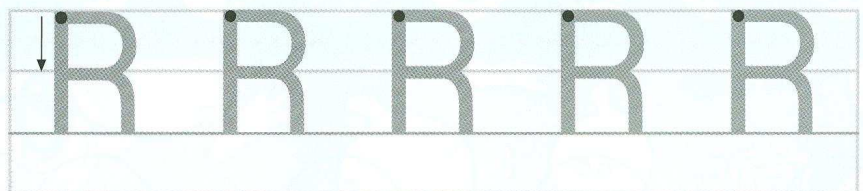
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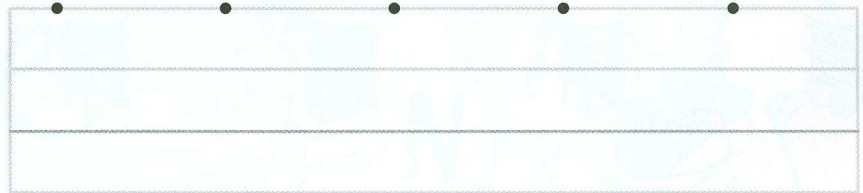
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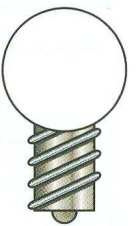
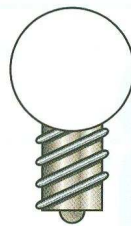
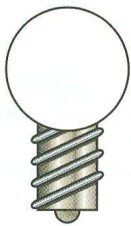
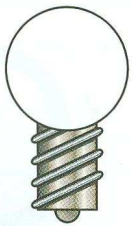
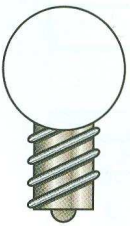
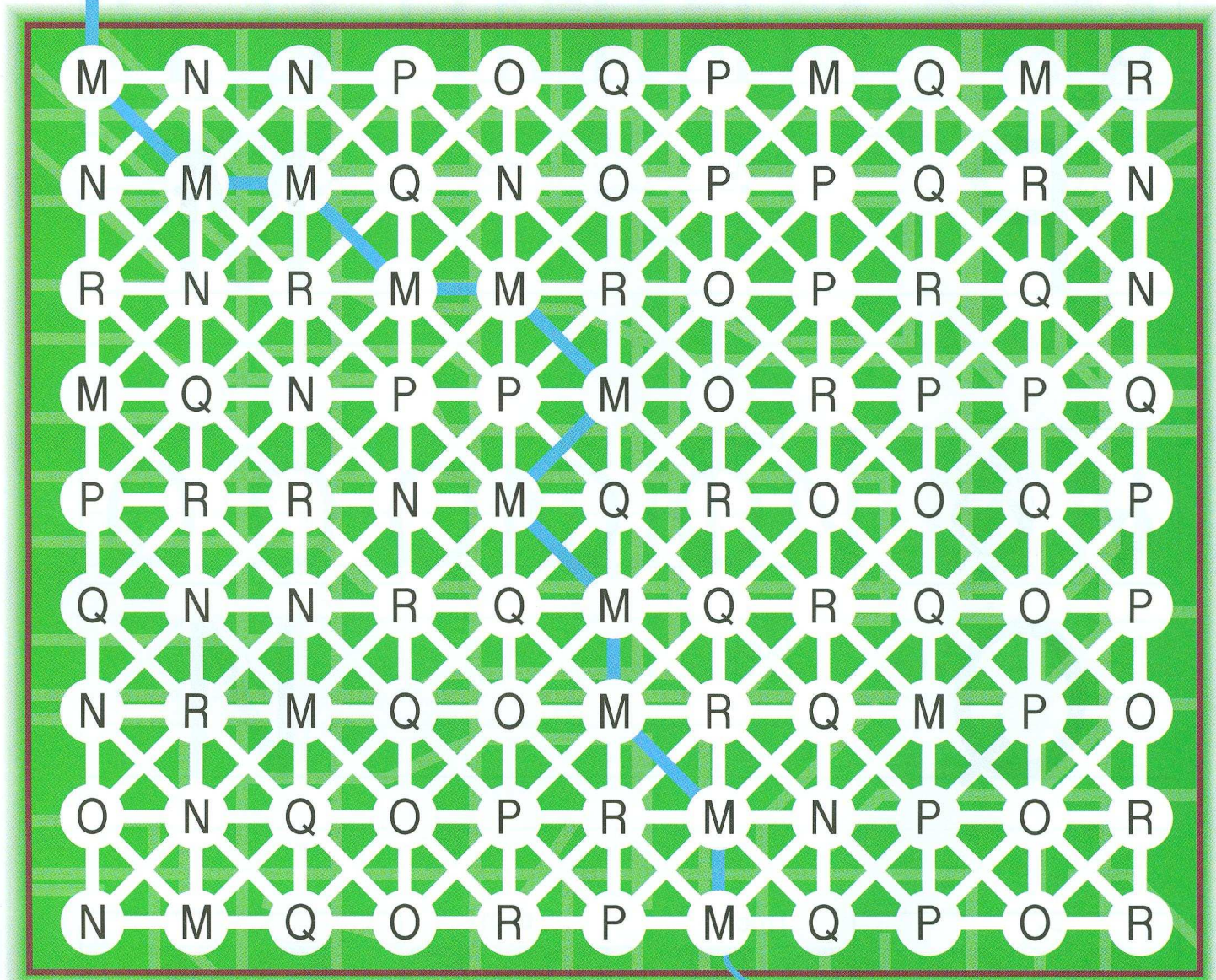


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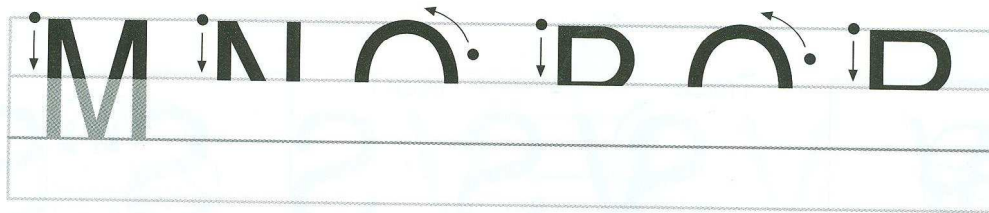


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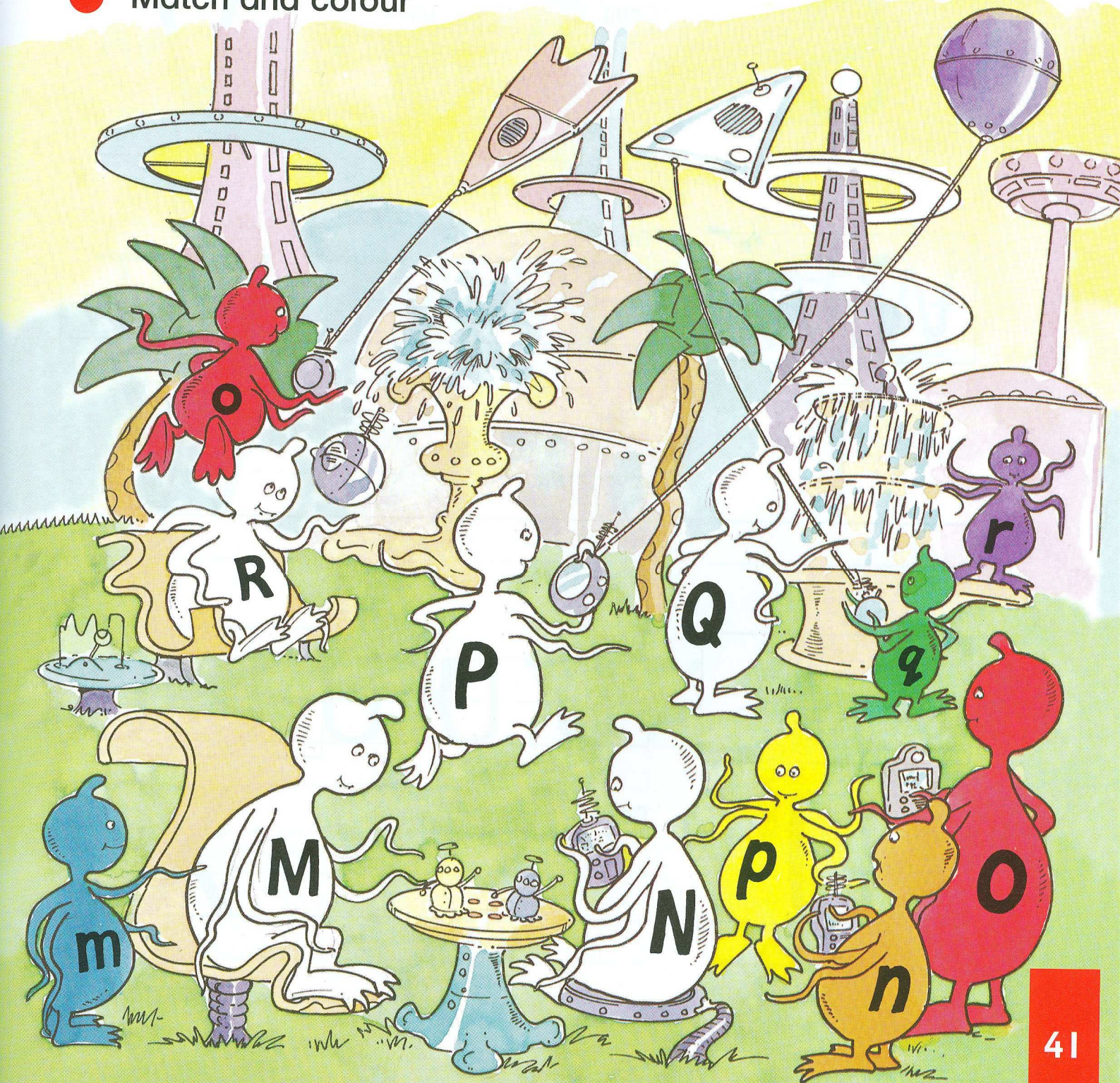




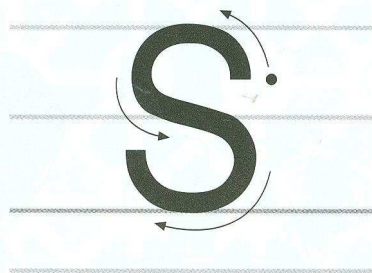
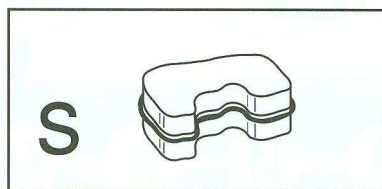
● Finish the letters



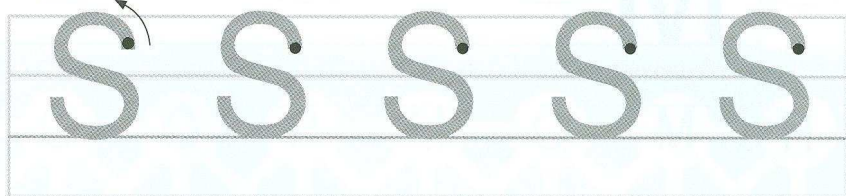
● Match and colour



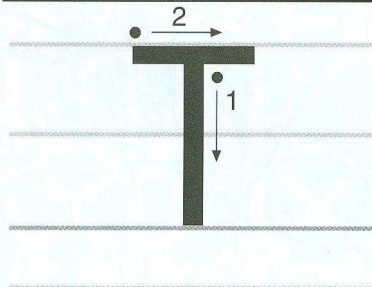
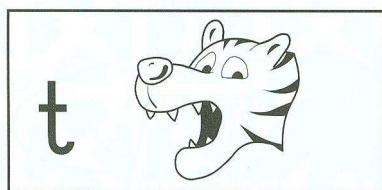
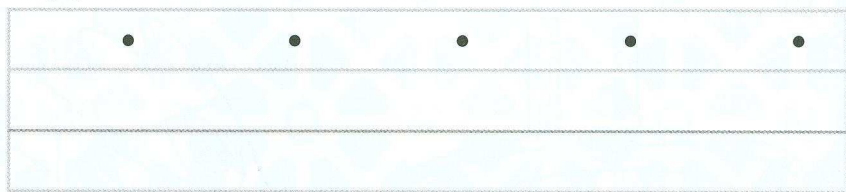
Write



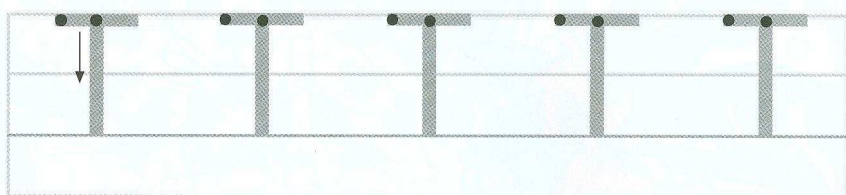
Trace



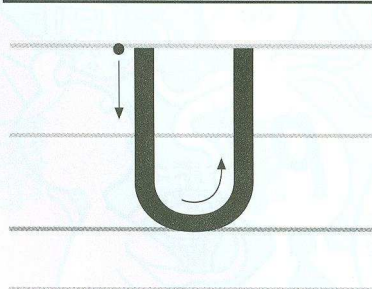
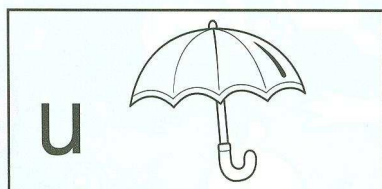
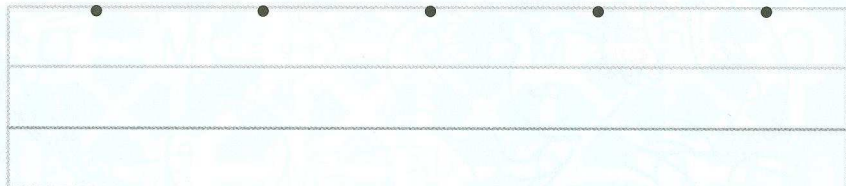
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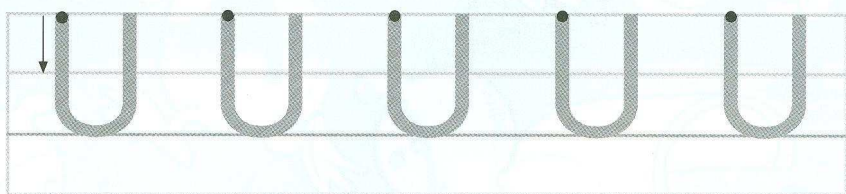
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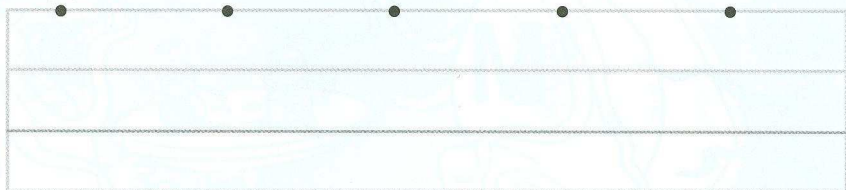
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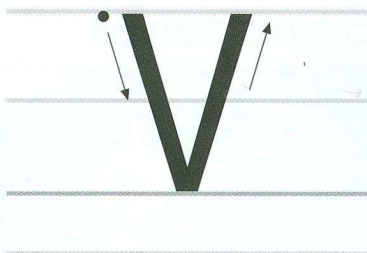
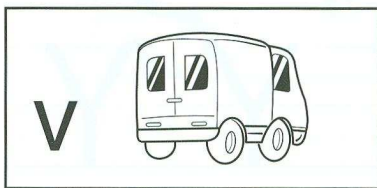


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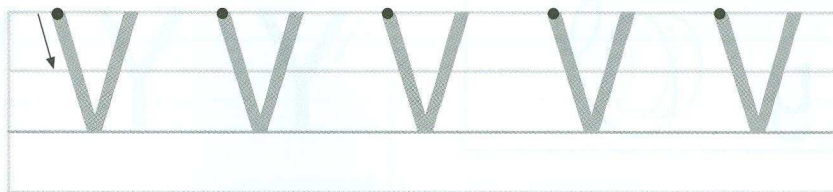


Finish the letter?

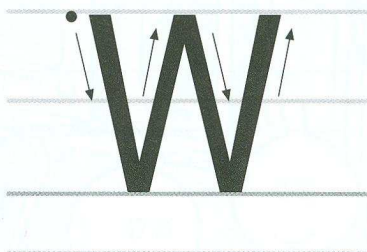
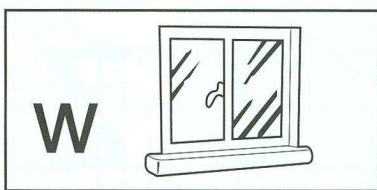
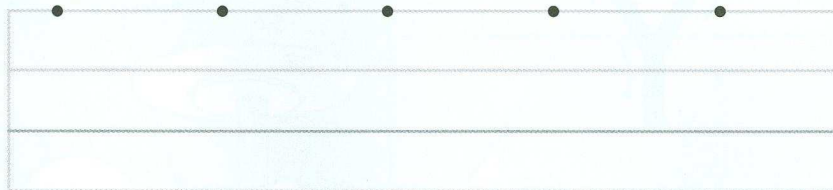
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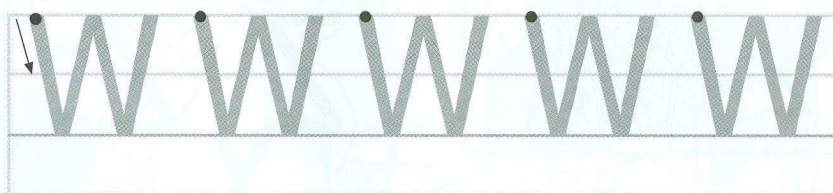
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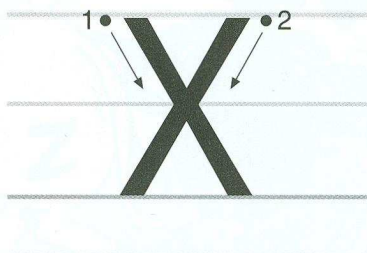
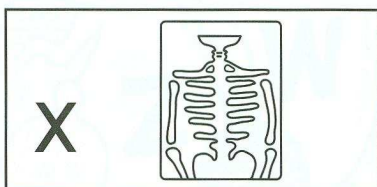
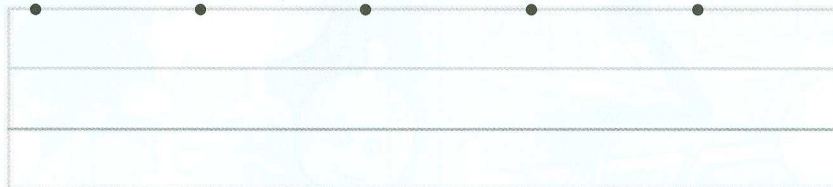
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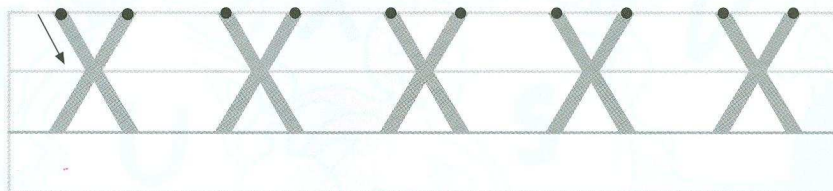
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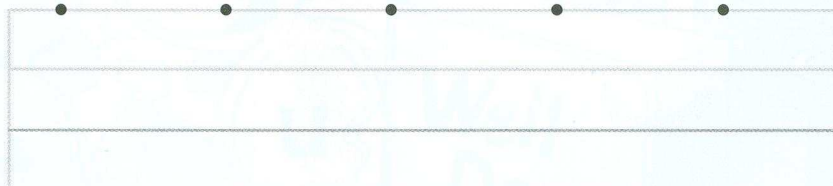
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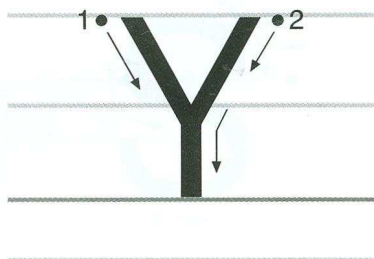
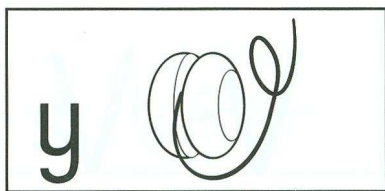
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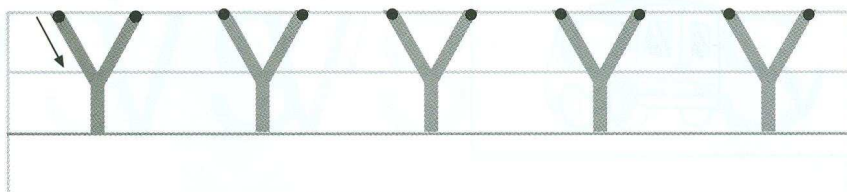
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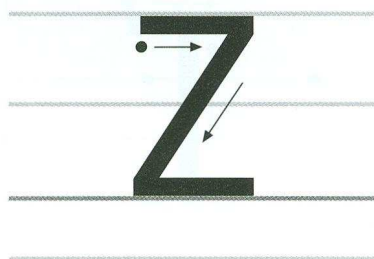
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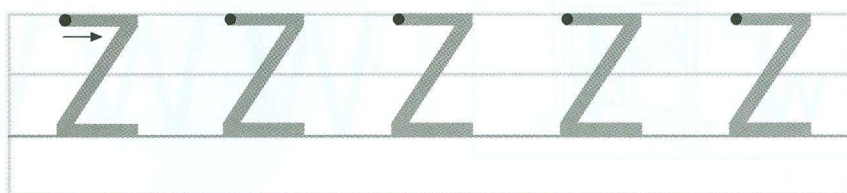
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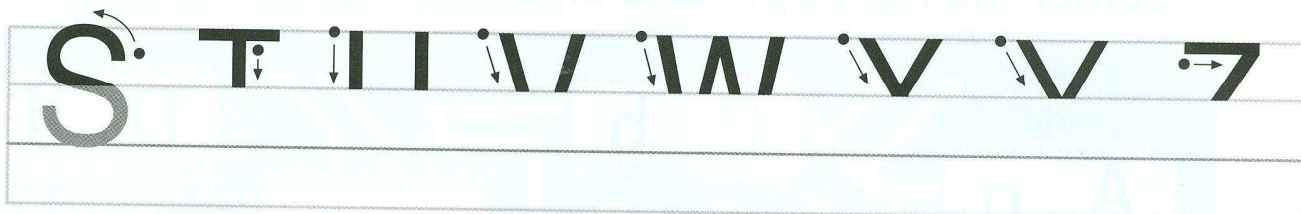
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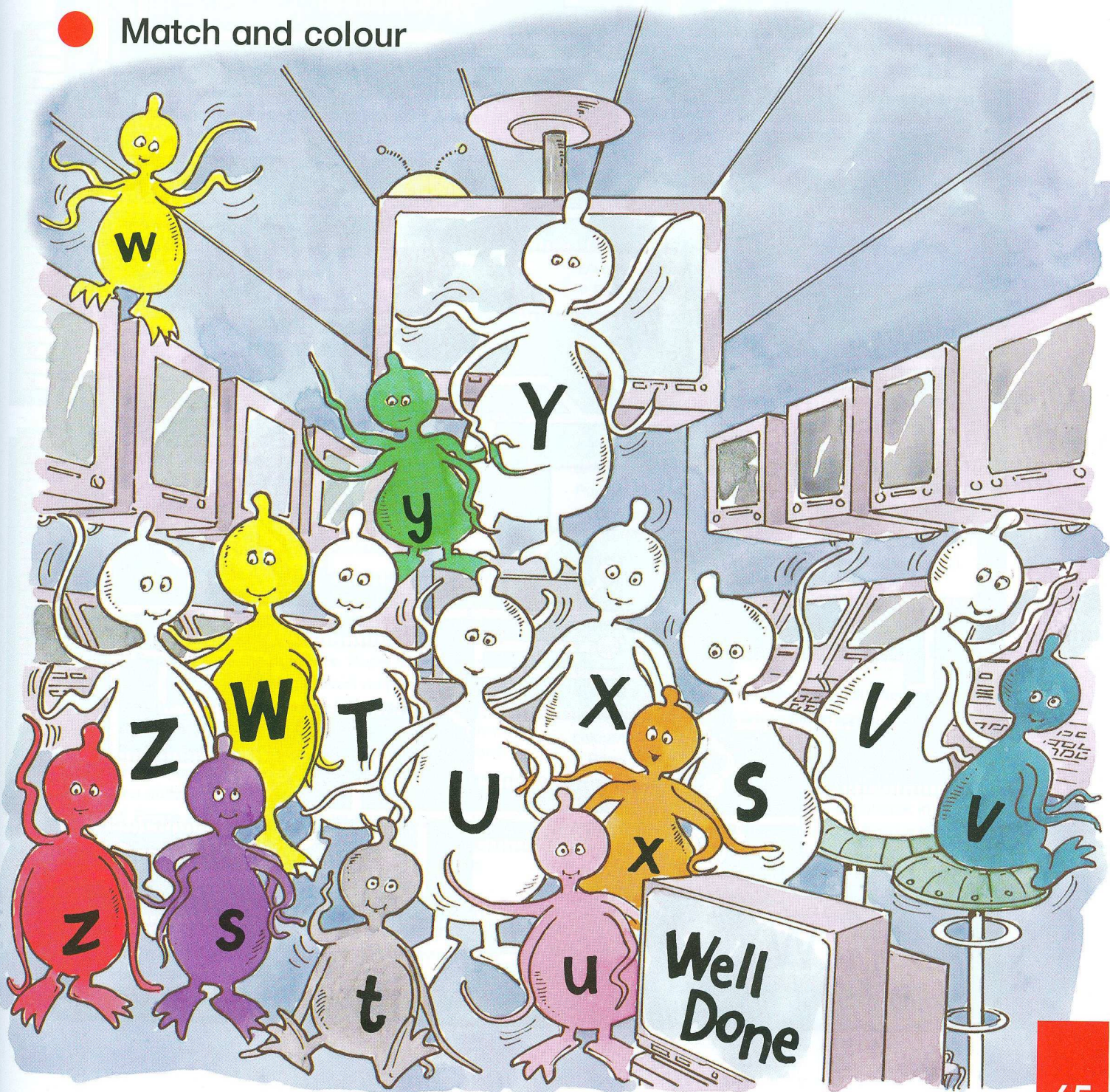
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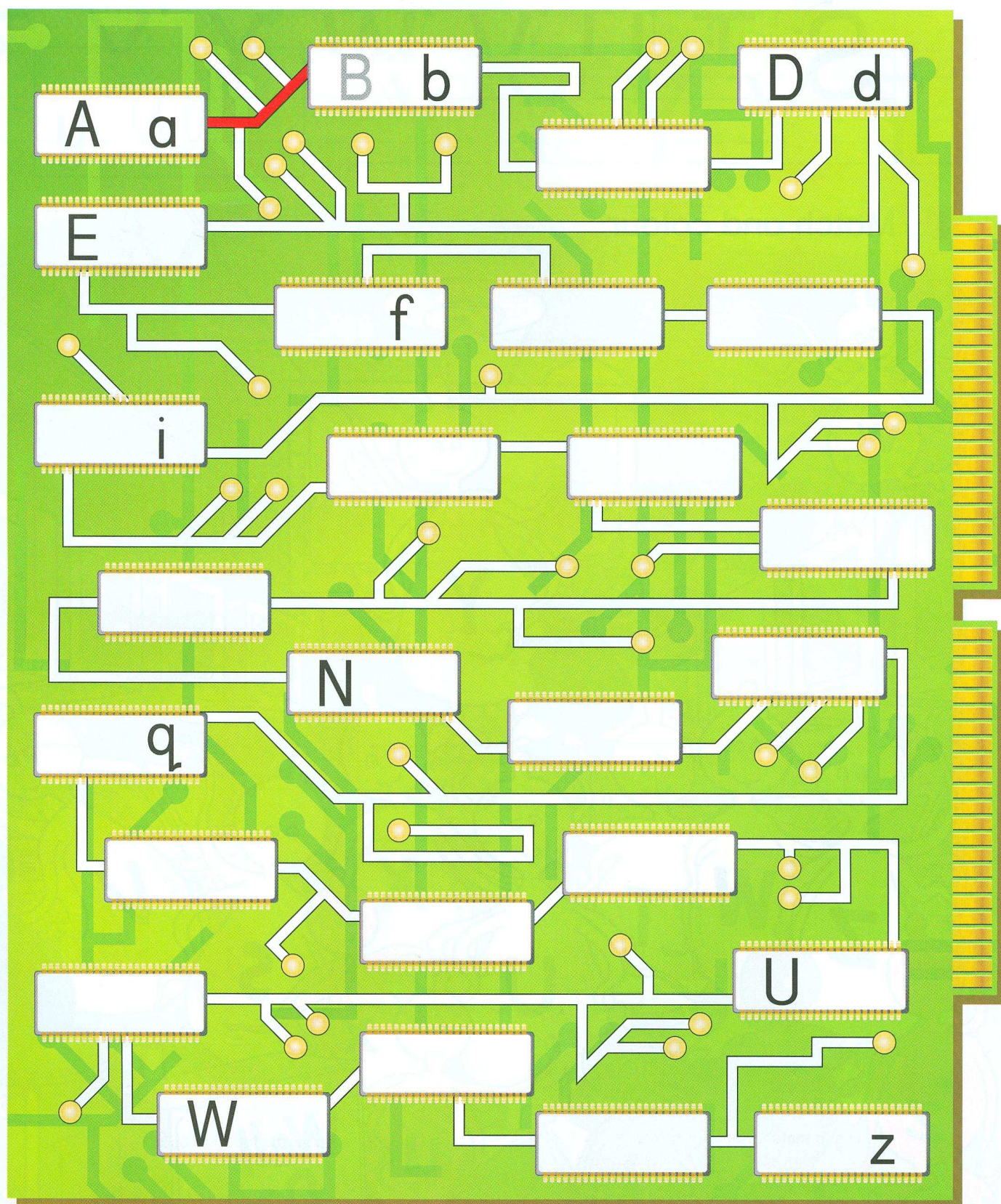
● Finish the letters



● Match and colour



● Colour the right path and finish the alphabet



TEACHER'S NOTES

The aim of *Get Set Go!* Starter Book is to help pupils to recognise and write the letters of the roman alphabet, using the correct hand movement. Pupils start by tracing and copying the lower-case letters in groups – based on shape and hand movement rather than non-intuitive alphabetical order. Each letter is linked to a picture to help them to practise the sound. Once the lower case has been taught, pupils start with the upper case. Here the letters are presented in alphabetical order, because most of them are formed with two or more hand movements and are easier to draw. Lower-case letters are displayed alongside the upper case for pupils to recognise and link.

Before pupils start to trace a letter, make sure they understand the word. Then demonstrate the letter on the board. Explain in L1 what you are doing. Next you might want to let them trace the letter in the air. You should do it with them while describing your hand movement. They are now ready to start. First they trace the row of letters, starting each movement on the dot provided, then they copy the letters. Go round the class, helping as necessary.

About the exercises

- **Title page** Pupils write their name and school.
- **Pages 2–3 Look at the pictures.** These pages present, in a humorous form, all the items of vocabulary that will exemplify each letter throughout the book. Initially, pupils simply look at the scene illustrated. If you wish, you could elicit the names of objects in L1. But pupils should not be expected to learn all the words at this stage.
- **Pages 4–5 Look at the alphabet.** Read through the alphabet with the pupils. As you go, draw attention once again to the objects but do not spend time teaching them. Pupils can use this picture for reference throughout the book.
- **Page 6 Say the numbers.** Pupils say the numbers 1–10 in English, pointing at each number in turn.
- **Page 7 Draw.** Pupils join two sets of dots in numerical order to complete the picture. They start with the blue set to complete the upper part of the robot's body, then do the red set to complete the lower part of the body.
- **Pages 8–9 Write.** Pupils trace and copy the lower-case letters *c, o, e, s*.
- **Pages 10–11 Write.** Pupils trace and copy the lower-case letters *i, l, j, t*.
- **Page 12 Match and write.** Pupils write the missing initial letter to complete each illustrated word.
Draw and match. Pupils complete the drawings and link each item with the corresponding word.
- **Page 13 Circle the right letters.** Each group of

letters contains the initial letter of the word illustrated. Pupils circle these letters.

Count and write. This exercise revises the 8 letters the pupils have just learnt. They count the objects that represent each letter and write the correct number in the box.

● **Pages 14–15 Write.** Pupils trace and copy the lower-case letters *f, k, a, d*.

● **Pages 16–17 Write.** Pupils trace and copy the lower-case letters *g, q, n, m*.

● **Page 18 Match and write.** Pupils write the missing initial letter to complete each illustrated word.

Colour. Pupils colour by letter to discover the hidden picture (a giraffe with its head through an apple).

● **Page 19 Circle the right letters.** Each group of letters contains the initial letter of the word illustrated. Pupils circle these letters.

Count and write. This exercise revises the 8 letters the pupils have just learnt. They count the objects that represent each letter and write the correct number in the box.

● **Pages 20–21 Write.** Pupils trace and copy the lower-case letters *r, h, b, p*.

● **Pages 22–23 Write.** Pupils trace and copy the lower-case letters *y, u, v, w*.

● **Page 24 Match and write.** Pupils write the missing initial letter to complete each illustrated word.

Draw. Pupils join four sets of dots in numerical order to complete four pictures illustrating the letters *u, v, p, r* (an umbrella, a van, a pen, a ruler).

● **Page 25 Circle the right letters.** Each group of letters contains the initial letter(s) of the word illustrated. Pupils circle these letters.

Count and write. This exercise revises the 8 letters the pupils have just learnt. They count the objects that represent each letter and write the correct number in the box.

● **Pages 26 Write.** Pupils trace and copy the lower-case letters *x, z*.

● **Page 27 Sing.** (The song is on the cassette for *Get Set Go! 1*.)

● **Page 28 Colour the alphabet path.** Pupils guide the spaceship through the alphabet route. They colour/trace their way.

● **Page 29 Draw.** Pupils join the 26 letters of the alphabet in order to complete a picture of a tiger.

Draw. Pupils join the 26 letters of the alphabet in order to complete a picture of a mouse flying a kite.

● **Pages 30–31 Write.** Pupils trace and copy the upper-case letters *A, B, C, D, E, F*.

● **Page 32 Match and colour.** Pupils decide which object is represented by the letter. They colour accordingly.

● **Page 33 Finish the letters.** Pupils finish drawing the group of letters (presented in alphabetical order) which they have just learnt.

● **Page 33 Finish the letters.** Pupils finish drawing the group of letters (presented in alphabetical order) which they have just learnt.

Match and colour. Pupils find each pair of large and small aliens with matching upper- and lower-case letters. They colour the large alien in the same colour as the small one.

● **Pages 34–35 Write.** Pupils trace and copy the upper-case letters *G, H, I, J, K, L*.

● **Page 36 Match and colour.** Pupils decide which object is represented by the letter. They colour accordingly.

● **Page 37 Finish the letters.** Pupils finish drawing the group of letters (presented in alphabetical order) which they have just learnt.

Match and colour. Pupils find each pair of large and small aliens with matching upper- and lower-case letters. They colour the large alien in the same colour as the small one.

● **Pages 38–39 Write.** Pupils trace and copy the upper-case letters *M, N, O, P, Q, R*.

● **Page 40 Colour the letter paths and write the letters.** Pupils find their way through the maze by following each of the letters in turn, from the button at the top to the light bulb at the bottom. As they go, they colour in their path and draw a line to the bulb. They then write the appropriate letter in the bulb.

● **Page 41 Finish the letters.** Pupils finish drawing the group of letters (presented in alphabetical order) which they have just learnt.

Match and colour. Pupils find each pair of large and small aliens with matching upper- and lower-case letters. They colour the large alien in the same colour as the small one.

● **Pages 42–43 Write.** Pupils trace and copy the upper-case letters *S, T, U, V, W, X*.

● **Page 44 Write.** Pupils trace and copy the upper-case letters *Y, Z*.

● **Page 45 Finish the letters.** Pupils finish drawing the group of letters (presented in alphabetical order) which they have just learnt.

Match and colour. Pupils find each pair of large and small aliens with matching upper- and lower-case letters. They colour the large alien in the same colour as the small one.

● **Page 46 Colour the right path and finish the alphabet.** Pupils colour in the path of the alphabet, filling in the missing upper- and lower-case letters as they go. When they have finished, they sing 'The Alphabet Song' (page 27) again.

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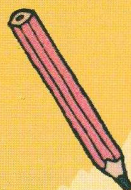
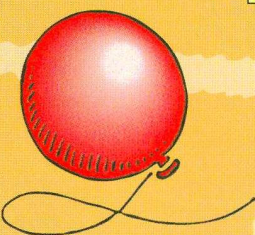
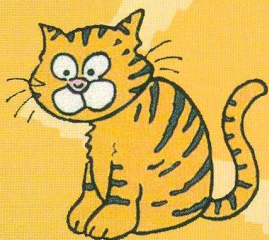
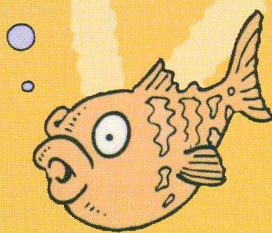
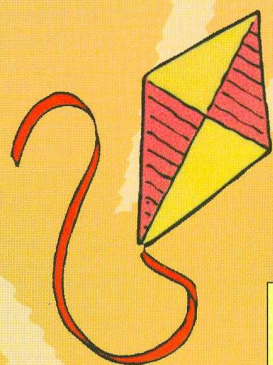
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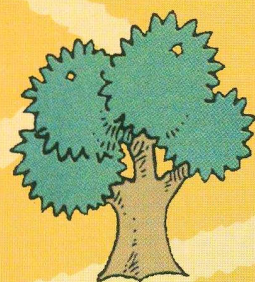
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Get Set Go!

Starter Book

Get Set Go! Starter Book is written especially for young children just beginning their first English lessons. It is particularly useful for children who are not familiar with the Roman Alphabet and who need a very gentle introduction to English.

Get Set Go! Starter Book begins with practice of all the hand movements used in English handwriting. It then systematically teaches the small letters, not in alphabetical order, but grouped according to shape and hand movement. The next section of the book deals with the capital alphabet. There are six units in all.

There is a humorous and motivating theme throughout the book, and each unit has an activity page for children to enjoy.

This Starter Book can be used independently or as ideal preparation for the Get Set Go! course.