

# Cambridge Primary Englishasa Second Language



Scan here to access the MCE Cambridge Primary English as a Second Language website!



### **Beyond Basics, Reimagine Education**

We are working with Cambridge Assessment International Education towards endorsement of this series.

#### Marshall Cavendish Education Cambridge Primary English as a Second Language

The Marshall Cavendish Education (MCE) Cambridge Primary English as a Second Language (ESL) series is aligned to the new Cambridge Primary English as a Second Language curriculum framework (0057). The series combines tried-and tested methodologies alongside more recent practices, placing stories at the heart of the learning.

The stories and texts spark learner's curiosity, reduce learning anxiety, motivate learners to learn, provide context for their learning and ensure that language practice is meaningful. The many stories and non-fiction tests in the series are supported by rich visuals, to captivate learner's interest and to support understanding.

The series follows an active learning approach, with plentiful opportunities for singing, rhymes, role play and projects. The series includes a range of supporting resources customisable for both online and face-to-face learning, to consistently deliver outstanding learning and teaching experiences.



### **Product Architecture**

#### ADDITIONAL DIGITAL RESOURCES\*

#### o Student's Book

• Annotatable Enhanced eBooks (with animated stories/texts, songs, rhymes and other listening resources)

#### **O Activity Book**

Annotatable eBooks

#### o Digital Teacher's Guide (Editable)

- Games Bank for warm-up/cool down
- Photocopiable Blackline Masters to support extra activities
- Quizzes for ongoing formative assessment

\*These resources will not go through the Cambridge International endorsement process.

## Why choose MCE Cambridge Primary ESL?

- Adopts an active approach, with language input coming through stories, texts, songs, and rhymes to keep learners motivated and fully engaged
- Provides plentiful, contextualised, and meaningful practice of vocabulary, grammar, and language skills

Incorporates Social and Emotional Learning (SEL) and values with opportunities for learners to reflect, give opinions and preferences, and share ideas or experiences

- Supports teachers extensively with a digital suite and a wide range of resources to support hybrid learning, and with embedded professional development in the Teacher's Guide
- Contains Marker Recognition Technology embedded within the series

#### Adopts an Active Approach, with Language Input Through Stories, Texts, Songs, and Rhymes to Keep Learners Motivated and Fully Engaged

In the series, each unit has three parts (A, B, C) which look at a different aspect of the theme. There are five lessons in each part. Lesson 1 introduces the theme and the language focus through a highly illustrated 'input text'. This input text can be a story, non-fiction text, song, poem, or rhyme.

For maximum visual appeal, the text is given plenty of space – covering 2 to 3 pages. This is unique to the MCE Cambridge Primary ESL series. Some of these Lesson 1 texts are also offered as an animation, providing additional enjoyment and an opportunity for multi-modal input.

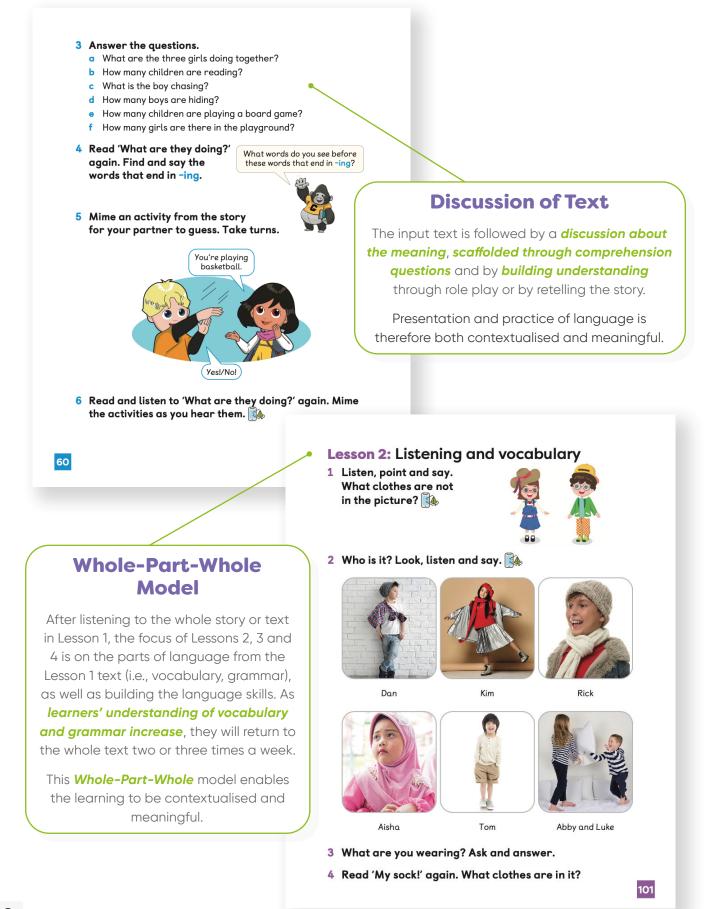


#### MCE CAMBRIDGE PRIMARY ENGLISH AS A SECOND LANGUAGE

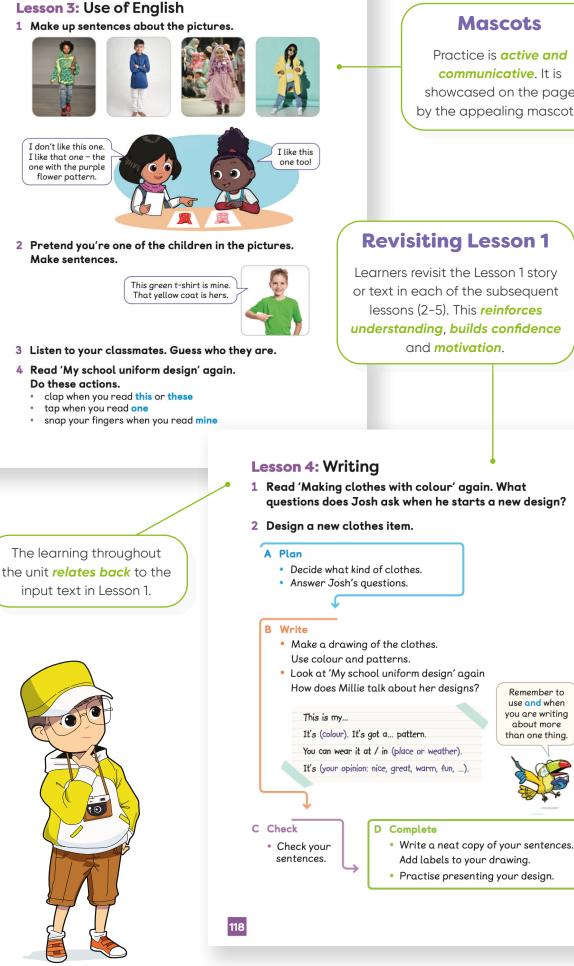


MCE Cambridge Primary ESL Student's Book Stage 3

#### Provides Plentiful, Contextualised and Meaningful Practice of Vocabulary, Grammar, and Language Skills



#### MCE CAMBRIDGE PRIMARY ENGLISH AS A SECOND LANGUAGE



#### Mascots

Practice is active and communicative. It is showcased on the page by the appealing mascots.

#### **Revisiting Lesson 1**

Learners revisit the Lesson 1 story or text in each of the subsequent lessons (2-5). This reinforces understanding, builds confidence and *motivation*.

Remember to use and when you are writing

about more

than one thing.

Playing games together is good fun.

What do you do when

you play games?

Incorporates Social and Emotional Learning (SEL) and Values with Opportunities for Learners to Reflect, Give Opinions and Preferences, and Share Ideas or Experiences

- Follow the rules.
- Don't cheat!
- Always try and win.
- Have fun!
- Try to get better.

Colours mean different things in different cultures. What do they mean in your country?

#### **SEL Mascots**

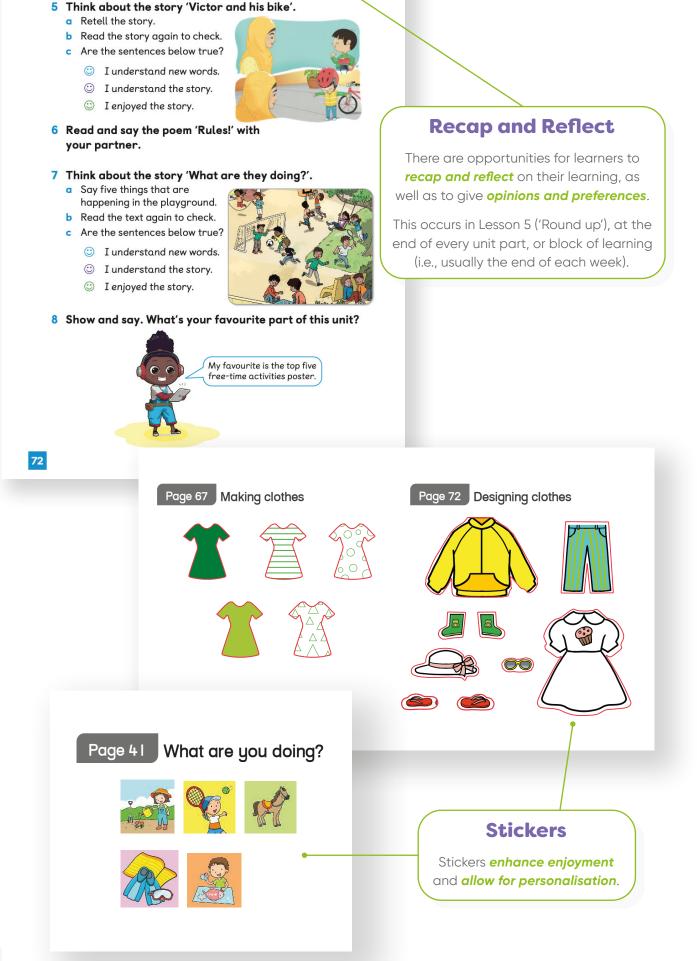
On the Student Book pages, the SEL mascots, Lara and Leo, share interesting and important information, and ask questions to start learners on their journey to becoming *global citizens*.

Learners become aware of their own and respect other cultures. They have the opportunity for *reflection*, and for *sharing their own ideas and experiences*.

This series focuses on the learner as a **whole individual**, not solely on the teaching of English.



| -   | What are they doing?' again for some ideas.  |   |  |  |  |  |  |
|-----|--|---|--|--|--|--|--|
| fre | What are five<br>se-time activities<br>you like to do?   |   |  |  |  |  |  |
|     |  |   |  |  |  |  |  |
|     |  | Le                                      | esson 4: Writing   |  |  |  |  |
|     | Nake a poster about your five favourite<br>ree-time activities.  | 1 Read.                                 |  |  |  |  |  |
|     | A Plan   |   | Why is it good to play games?<br>Playing is fun. It helps us to relax and unwind.<br>Playing teaches us how to win and how to be kind to the<br>person who has not won. It teaches us how to accept losing<br>in a good way. |  |  |  |  |
|     | <ul> <li>What will your poster look like?</li> <li>Will it have pictures?</li> <li>What colours will you use?</li> </ul>   |   |  |  |  |  |  |
|     | What will you write?   | Playing keeps our body and mind active. |  |  |  |  |  |
|     | ↓  |   |  | complete the chart about yourself.   |  |  |  |
|     | <ul> <li>B Write</li> <li>Write your list in your notebook.</li> </ul>   |   | Why I like to play   | What I like to play  |  |  |  |
|     | ¢  |   | ,  | (***)  |  |  |  |
| C   | Check Are your spelling<br>and punctuation   |   |  |  |  |  |  |
|     | Check your writing.     both correct?  |   |  |  |  |  |  |
|     |  |   |  |  |  |  |  |
|     | <ul> <li>D Complete</li> <li>Copy your list out neatly.</li> </ul>   |   |  |  |  |  |  |
|     | Glue your pictures to the poster.  |   |  |  |  |  |  |
|     |  |   | How playing makes me feel  | What I learn from playin   |  |  |  |
|     |  |   |  |  |  |  |  |
|     |  |   |  |  |  |  |  |
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|     |  |   |  |  |  |  |  |
| L   | esson 2: Listening and vocabulary  |   |  |  |  |  |  |
|     | Choose a game you like to play. Write  |   |  |  |  |  |  |
|     | Choose a game you like to play. Write some instructions.   |   |  |  |  |  |  |
|     | Choose a game you like to play. Write<br>some instructions.<br>Name of game:   |   |  |  |  |  |  |
|     | Choose a game you like to play. Write<br>some instructions.<br>Name of game:   |   |  |  |  |  |  |
|     | Choose a game you like to play. Write<br>some instructions.<br>Name of game:   |   |  |  |  |  |  |
|     | Choose a game you like to play. Write<br>some instructions.<br>Name of game:   |   | Dorcongli  |  |  |  |  |
|     | Choose a game you like to play. Write<br>some instructions.<br>Name of game:   |   | Personali  | sed Learni   |  |  |  |
|     | Choose a game you like to play. Write<br>some instructions.<br>Name of game:   |   |  |  |  |  |  |
|     | Choose a game you like to play. Write<br>some instructions.<br>Name of game:   |   | Activities are i   | ncluded which all  |  |  |  |
|     | Choose a game you like to play. Write<br>some instructions.<br>Name of game:   |   | Activities are in<br>learners to expre   | ncluded which all<br>ss preferences, th  |  |  |  |
|     | Choose a game you like to play. Write<br>some instructions.<br>Name of game:   |   | Activities are in<br>learners to expre<br><b>personalising the</b>   | ncluded which all<br>ss preferences, th<br><b>ir learning</b> and m                                |  |  |  |
|     | Choose a game you like to play. Write<br>some instructions.<br>Name of game:   |   | Activities are in<br>learners to expre<br><b>personalising the</b>   | ncluded which all<br>ss preferences, th<br><b>ir learning</b> and m                                |  |  |  |
|     | Choose a game you like to play. Write<br>some instructions.<br>Name of game:   |   | Activities are in<br>learners to expre<br><b>personalising the</b>   | sed Learnin<br>ncluded which all<br>ss preferences, th<br>fir learning and m<br>ging and effective |  |  |  |
|     | Choose a game you like to play. Write<br>some instructions.<br>Name of game:   |   | Activities are in<br>learners to expre<br><b>personalising the</b>   | ncluded which all<br>ss preferences, th<br><b>ir learning</b> and m                                |  |  |  |
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| 1   | Choose a game you like to play. Write some instructions. Name of game: Number of players: Equipment: What to do: What to do: Swap your game instructions with your partner. Answer the questions about their game. What is the name of the game? |   | Activities are in<br>learners to expre<br><b>personalising the</b>   | ncluded which all<br>ss preferences, th<br><b>ir learning</b> and m                                |  |  |  |
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Supports Teachers Extensively with a Digital Suite and Wide Range of Resources to Support Hybrid Learning, and with **Embedded Professional Development in the Teacher's Guide** 



Lesson 1 Listening and reading (SB pp97–100, AB p61) Warm-up Play 'I spy' from the Games bank as a helpful review of nouns.

#### Lesson

Student's Book Q1 (2Lm.01, 2Ld.03, 2Ld.04, 2Sc.01, 2Rm.01, 2Rm.02, 2Rd.01, 2Rd.02, 2Rd.04) Tell the learners about a time when you lost something. Say what it was, where you looked for it and where you found it.

Say Wart I was, write you consult to use a more of found it. (Personalising a topic helps learners relate to it and understand 1 before thereithing? Think of three things. Give learners some time to think. Say, Tairy our partier. After they tell their partner, ask. Can anyone fail the class three things they lot? Say: Open your book, please. Look at the pictures. What did the boy lose? (a sock) [92] Say, Listen. Point at the words. Play tack 62. Learners listen and follow along with her finger. Then play the track again and ask learners to read along.

Track 62 (See Student's Book pages 97–99)

Student's Book Q2 (2Rd.02) Read the questions one-by-one with the learners. Allow them to speak to their partner to check their answers. Then chose learners to tell the class the answers. (Answers: a He is playing in a football match. b red, c one sock, d cupboard, drawer, under the bed, on the floor, e his sister)

floor, e his stater) Activity Book C1 (21.03, 21.4.04, 21.V.01) [62] Sayr, Read and lister to the "My sock" again. Which picture comes first? White the number. (Answers: 3.4, 6, 5, 1, 2) Sayr, Who sayr it. Corew lines. When learners are finished. sayr, Lock in the Student's Book. Find the sentences. Who says them? Are your answers correct? (Answers: boy - hy ock: my sock.) I'm happy, happy-happy: Stater - What's up tip brother? / But you're wardin Your sock).

wearing your sock.) Student's Book 03 (25-02, 2Ug 07) Ask: Did you like the peem? What kind of peem is it? Little adjectives in 03, saving: is fit (sad?) before each one. Learners can nod or raise their hand if they think its one of these words. Ask: Why do you think its (sad?) (Answer: furry, silly, happy)

(Answer: funny, silly, happy) Student's Book Q4 (2R.d.02) Pair the learners. Assign each pair one of the words in Q3. Say: How many are there? Look at the poem. Find and count them.

(Answers: colours = 2, numbers = 2, characters = 2)

(Answer: colours = 2, numbers = 2, characters = 2) Studert 8 bock (5 (25:cb, 4, RaCh)) Say: This is a poem. What's a poem? What does a poem have? (hord lines, hythm and often hymes) poem have? (hord lines, hythm and often hymes) (udes, school) Say: Lock at the rest of the poem. What rhymes can you find? (82) Choose the voerse of the poem and read them for the class or play track 62 again. Say: I's your turn. Play the track or read again and have learnes repeat. Pay attention to the rhythm of the poem and reourage learnes to read with expression.

t's Book Q6 (2Sc.01, 2Sc.02, 2So.01, 2Ug.02, Student's Book 2Ug.07, 2Ug.08)

2Ug.07, 2Ug.08) Say: Repeat after me. Read the phrases as expressively as you can. Say: Have you heard these words before? When did you hear them? Who said them? Why? Ask:

Increase say, name your mend mease words below? When did you have them? Who said hem? Why? Ask. Do you say these words when someone is good or bad? Say: Lefs look at the solvy spin. Can we add these phrases? When can you say them to the boy? Ask learners to think of contenting they are good at. Choose one or two learners to tell you. Praise them using on of the phrases. Say: Now it's your turn. Tell your partner, Your partner says con or these phrases. Phrait at the phrases in the book. Learners tell their partner something they can do, and their partner phrase them. As an altenative, this can become a mingling activity, In a mingling activity, learners stand and rove anound the classcom. They Wrap-ug Wrap-ug Wrap-up

Student's Book Q7 (SEL focus) (2Sc.01, 2Sc.02,

Vitapup Student's Book Q7 (SEL focus) (2Sc.01, 2Sc.02, 2So.01, 2Ug.02, 2Ug.07, 2Ug.08) Say: Look at the poem My social again. What did the boy lose? (a sock) Where did he find 2? (in his boot) Was it easy to find? (noi) Why no? (in is rom is unitiv) Ask: What about your room? Is it thy? Who keep your room thy? Why sould your room is at thy? Read Lama's supech bubble. Guide the discussion so learners auguest that they should keep their bedroom tidy and also their workspaces in school. Say, if your deals is it dy our easy if My and What about your to the start of our possession and those of other peoples say. Af not and og the thom odd with what about at home, what more could you do? Homework Ask listmare stolean one of the verses of the poem 'My sock! Say that hey will reclet heriv verse (in group) in Lesson 4.

Ensure that you allocate one verse per group of learners to memorise so that the whole poem can be recited.

#### Annotatable eBooks

Our packages provide print and digital\* Student Book and Activity Book to cater for both online and physical classroom.

Annotatable eBooks\* are enhanced with links to digital content to support hybrid learning.

#### Lesson Notes

The clear, detailed, and easy-tounderstand lesson notes contain scripted question prompts, ideas for additional activities, and quidance on differentiation.

#### School to home notes

#### Week 1

Dear Parent / Guardian Welcome back to school! This term your child will continue their English journey. We will read, listen, speak and write on topics connected to school, community and the weather. We will talk about what it Speak and write or logics connected to solution, community and use weather, we will tak about wi means to be a good learner and how to be part of a community. We hope that learners will be able to recognise the joy in learning English through songs, stories, drama, crafts and games. I hope you'll be able to join us and support your child learning English.

Dear Parent / Guardian This week your child will talk about school. Schools today are often quite different to schools when we were younger. Your child is probably interested to hear about what you did when you were at school. What she same? What's changed? Vocabulary for this week: class, uniform, playground, floor, paint, teacher, backpack, breaktime, breakfast time, dream, classmate, lesson, classroom, pens.

#### Week 3

Dear Parent / Guardian This week your child is taking about the subjects they study at school. Talk about school and school subjects with your child. What is your child's favourite subject? What was your favourite subject at school? Why did you like it? Vocabulary for this week: notebook, crayons, ruler, laptop, gilter, glue, computer, Maths, Science, Art, Music, Chizenship/Social Studies, TV, silice, football.

Dear Parent / Guardian This week we're still falking about school. We'll also review words for colours and we'll falk about our favourite subjects. We'll play some guessing games. Perhaps you could ask your child to show you the colour guessing game we'll play, and maybe play it with them. Vocabulary for this week: please, thank you, good, bad, same, different.

#### Week 5

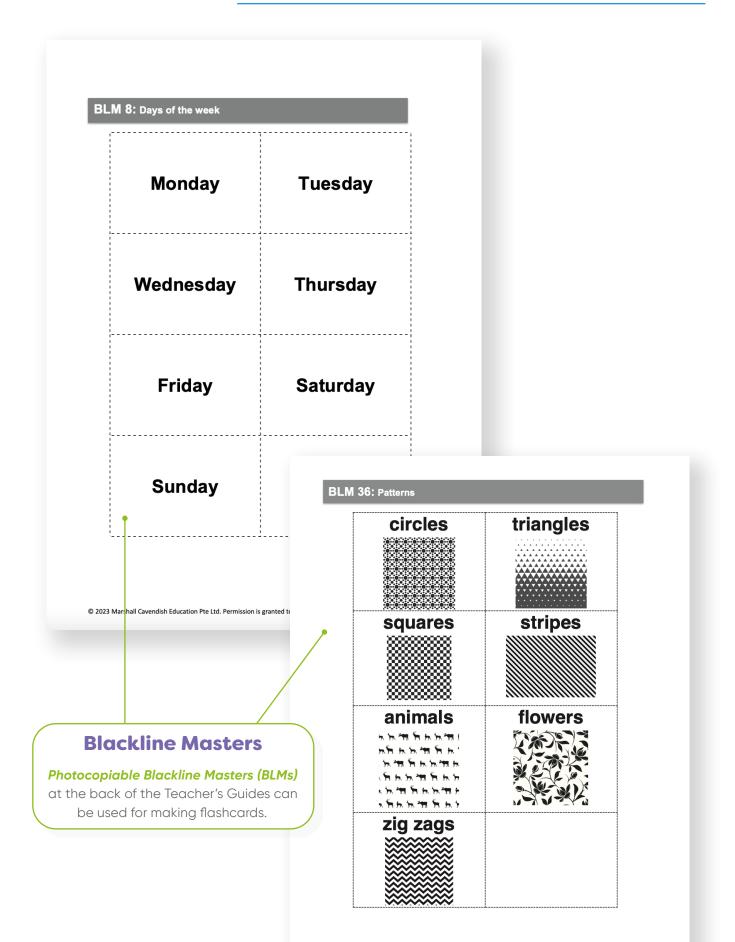
Dear Parent / Guardian This week your child will talk about their community in their English class. When you're out and about with your child, whether you're walking, on public transport or in a car, why don't you point out some the places you pass? Vocabulary for this week sports centre, park, fire station, police station, hospital, shop, library, supermarket, restaurant, cinema, mall, funny, sad, happy, pretend, real, glasses, cute.

#### School-to-Home Notes

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Photocopiable week-by-week 'Schoolto-home notes' enables the *learning to be* supported by family members too.

\*These resources will not go through the Cambridge International endorsement process.



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#### MCE CAMBRIDGE PRIMARY ENGLISH AS A SECOND LANGUAGE

|  | Do you think o            | Do you think other people like Millie's uniform designs?   |                             |                 |                    |                    |  |  |  |
|--|---------------------------|--|-----------------------------|-----------------|--------------------|--------------------|--|--|--|
|  | Look at the charge yours? | Look at the chart. What is other people's opinion of Millie's designs, do you think? What yours? |                             |                 |                    |                    |  |  |  |
| BLM 10: Story report                   |                           | They need more work.   | They're ok.                 | They look nice. | They're very good. | They're fantastic! |  |  |  |
| ittle:                                 | Teacher                   |  |                             |                 |                    |                    |  |  |  |
| Vho are the characters?                | Mums and dads             |  |                             |                 |                    |                    |  |  |  |
|  | Millie's<br>friends       |  |                             |                 |                    |                    |  |  |  |
| Vhere does the story happen?           |                           |  |                             |                 |                    |                    |  |  |  |
|  | You                       |  |                             |                 |                    |                    |  |  |  |
| Vhen does the story happen?            |                           |  |                             |                 |                    |                    |  |  |  |
|  |                           |  |                             |                 | Ī                  |                    |  |  |  |
|  |                           |  |                             |                 |                    |                    |  |  |  |
| Draw your favourite part of the story. |                           |  |                             |                 |                    |                    |  |  |  |
|  |                           |  |                             |                 |                    |                    |  |  |  |
|  |                           |  |                             |                 |                    |                    |  |  |  |
|  |                           | The  | e BLMs c                    | also <b>inc</b> | lude               |                    |  |  |  |
|  |                           |  | e BLMs o<br>t <b>es and</b> |                 |                    | es                 |  |  |  |
| Story score संसंसंसं                   | © 2023 Marst              | templa   |                             | writin          | g fram             |                    |  |  |  |

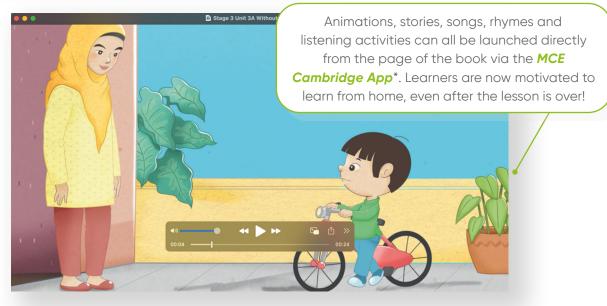
#### ADDITIONAL RESOURCES IN TEACHER'S GUIDE

- Start/End-of-term **Supplementary Lessons**, adding the flexibility to extend the programme across a longer school term
- **Games Bank** containing easy-to-use warm-ups/cool-downs for use at the start or end of the lesson
- Quizzes for ongoing formative assessment
- *Lyrics* of songs and rhymes
- **Strategies for Effective Teaching** to support ongoing professional development

The extensive amount of teacher support in the programme ensures that teachers can deliver a fun, playful and effective lesson, every time.

#### Marker Recognition Technology Embedded Within The Series\*





\*These resources will not go through the Cambridge International endorsement process.

### **Other Products**

## Cambridge IGCSE<sup>™</sup> English as a Second Language

Grade 10 – 11 | Age 15 – 17

# The Marshall Cavendish Education Cambridge IGCSE<sup>™</sup> English as a Second Language (2nd Edition) Series is designed to support learners studying the full Cambridge IGCSE and IGCSE (9-1) English as a Second Language syllabuses (0510/0511/0991/0993) for examination from 2024.

The series focuses on building communicative competence and linking language to life. The units are carefully structured according to the various functions that we use language for, such as informing, explaining, persuading and giving opinions. By learning language in this way, students will build strong communication skills, based around real world contexts that they can relate to.



Scan here to download the brochure and learn more!

Scan QR code to visit our Cambridge International website:



Marshall Cavendish Education (MCE) is a global education solutions provider dedicated to nurturing the joy of learning and preparing students for the future. We believe the best way to do so is by simplifying learning and listening to the needs of schools, teachers, students, and parents.

MCE makes world-class educational content more accessible through a seamless experience that integrates both print and digital resources. We provide holistic and end-to-end solutions customised to the school's requirements, with professional development to help educators implement the curriculum.

We've worked with ministries, policymakers, educators, and parents in over 90 countries, designing education solutions in 14 languages for Pre-K to 12. MCE is the only Asia-based publisher that is an endorsement partner of Cambridge Assessment International Education.

#### www.mceducation.com

#### **Series architecture**

- Student's Book (Stages 1-6)
- Activity Book (Stages 1-6)
- Teacher's Guide (Stages 1-6)
- eBook (Stages 1-6)\*
- Additional Digital Resources\*

\*These resources will not go through the Cambridge International endorsement process.

