



Introducing



Give Me Five! is an engaging 6-level British English primary course with a strong focus on collaboration and 21st century skills.

The dynamic and fun content keeps students motivated to reach learning goals and achieve success in external exams.

Create a positive learning environment by encouraging classroom cooperation and celebrating success.

Maximise learner engagement with captivating videos, songs and stories.

Familiarise young learners with Cambridge exams through the integrated exams practice pages and mock exam videos.

Develop caring global citizens in the increasingly interconnected world with 21st century skills and topics introduced throughout the course.

Transition seamlessly between the print and digital materials in any teaching situation.



Collaborate and celebrate success

Together everyone achieves more

Example 2 Cooperative learning

Active participation in small groups motivates children to use creative and logical thinking and increases their use of English.

Show and tell

Sharing their projects allows students to take pride in their achievements and develop valuable presentation skills.



Celebrating success in the classroom provides positive reinforcement and an encouraging learning environment.



Working together develops cooperative skills over time, helping students take initiative and gain confidence in their abilities.

Talk Partners

Personalised language practice increases the opportunity to collaborate and develop communicative competence.

Maximising Learner Engagement

Lively adventure stories, memorable songs, and engaging activities make learning enjoyable. Interactive dynamic material improves students' understanding and helps them use English instantly.

Stories



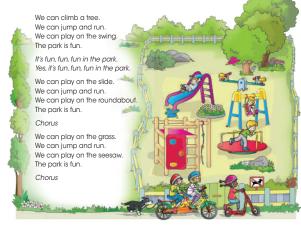
Story lessons, with accompanying animated videos, reflect the interests of the students in authentic and engaging ways. This helps learners visualise the language in context and encourages them to create a personalised response.



Songs

A bank of cooperative learning songs, chants, tongue-twisters, rhymes and riddles ensures children participate fully in the classroom while helping them build fluency and produce natural-sounding rhythm, stress and intonation.





Projects

Projects provide the opportunity for the students to work collaboratively and develop their speaking skills in a structured way, building autonomy and promoting creativity.





Preparing for Exam Success

A wide range of exam preparation materials supports teachers working with their students towards Trinity, Cambridge English: Starters, Movers, Flyers, KEY and PRELIMINARY for Schools.

Dedicated Cambridge Exams
Practice sections introduce and help
familiarise students with the different
exam task types. These activities
are adapted to match the linguistic
and cognitive level of the course.







The External Practice Pack, in the Teacher's Resource Bank, provides model speaking test videos, extra practice material and a mapping document. This helps teachers ensure their learners know what to expect, feel confident, and succeed in their exams.

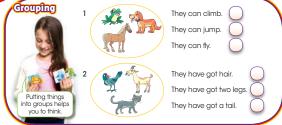
Updated for the 2020 syllabus for A2 KEY and B1 PRELIMINARY exams.

21st Century Skills

The comprehensive 21st century skills development programme complements students' learning of English and prepares them for the world ahead.

Each unit features a Channel 21 page that introduces one of four different themes:

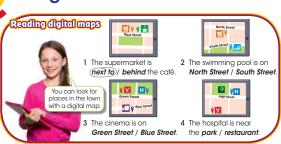


















Channel 21 videos help to build key 21st century skills, developing visual literacy and providing a springboard for authentic communication.

The stars of the videos are the children who introduce the topic and share related video clips. This contextualises 21st century skills and shows the learners how they are relevant in their lives.

Digital Learning

Navio is a digital platform that provides an enriched, seamless Give Me Five! teaching and learning experience in any classroom situation.

Immersing the students in a variety of 3D worlds, they complete extra course-based practice in a game-based environment.



For teachers

- Simple, easy-to-use and works offline Teacher's eBook for on-screen lesson planning
- 'Tap & Teach' lessons plans
- Seamless transition between print materials and digital components
- Built-in rewards system and assessment tools, including the Progress Tracker and Test Generator
- Digital teaching skills developed at own pace





For students

- Immersive and intuitive 3D worlds with extra course practice
- Rewards system ensures that students are engaged and progress by completing activities and gain a sense of achievement

 Better language acquisition through repeated practice

 Always at the right level of challenge



Teaching remotely or need to add an online element to your face to face classes?

We have reconfigured and enhanced this course, making it ready for any scenario.

Check the back cover for a complete list of digital components.





Collaborate, communicate and celebrate success in English!



FOR PUPILS

BLENDED SOLUTION

PUPIL'S BOOK with Digital Pupil's Book





Navio App



ACTIVITY BOOK with Digital Activity Book





FULLY DIGITAL SOLUTION

Digital Pupil's Book **Digital Activity Book** Navio App





FOR TEACHERS

TEACHER'S BOOK with access code to the Teacher's App on Navio



Teacher's App on Navio





Full-colour flashcards plus suggestions for using them in class

- Teacher's eBook
- Tap & Teach Lessons
- **Integrated Classroom Management Tool**
- **Pupil's Progress Tracker**
- **Access to Pupil's App**
- **Test Generator**
- Teacher's Resource Bank
- Diagnostic, unit, term & end-of-year tests

- Projects & festivals lesson support
- Word cards
- Letters to parents
- Course audio and video

PRE A		A1	> A2	<u> </u>	B1
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
9781380013484	9781380013507	9781380013514	9781380013521	9781380013538	9781380013545
9781380013491	-	-	-	-	-
9781380014153	9781380013774	9781380013781	9781380013798	9781380013804	9781380013811
9781380013767	-	-	-	-	-
9781380064240	9781380064332	9781380064394	9781380064455	9781380064516	9781380064578
9781380064219	-	-	-	-	-
9781380024886	9781380024930	9781380024985	9781380025036	9781380025081	9781380025135
9781380024879	-	-	-	-	-
9781380024909	9781380024954	9781380025005	9781380025050	9781380025104	9781380025159
	Level 1 9781380013484 9781380013491 9781380014153 9781380013767 9781380064240 9781380064219 9781380024886 9781380024879	9781380013484 9781380013507 9781380013491 - 9781380014153 9781380013774 9781380013767 - 9781380064240 9781380064332 9781380064219 - 9781380024886 9781380024930 9781380024879 -	Level 1 Level 2 Level 3 9781380013484 9781380013507 9781380013514 9781380013491 - - 9781380014153 9781380013774 9781380013781 9781380064240 9781380064332 9781380064394 9781380064219 - - 9781380024886 9781380024930 9781380024985 9781380024879 - -	Level 1 Level 2 Level 3 Level 4 9781380013484 9781380013507 9781380013514 9781380013521 9781380013491 - - - 9781380013767 - - - 9781380064240 9781380064332 9781380064394 9781380064455 9781380064219 - - - 9781380024886 9781380024930 9781380024985 9781380025036 9781380024879 - - -	Level 1 Level 2 Level 3 Level 4 Level 5 9781380013484 9781380013507 9781380013514 9781380013521 9781380013538 9781380013491 - - - - 9781380014153 9781380013774 9781380013781 9781380013798 9781380013804 9781380064240 9781380064332 9781380064394 9781380064455 9781380064516 9781380064219 - - - - 9781380024886 9781380024930 9781380024985 9781380025036 9781380025081 9781380024879 - - - -

Two versions of Level 1. The Basics version covers the same syllabus, has fewer questions per activity, and focuses more on receptive than productive skills.



