



## 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** 



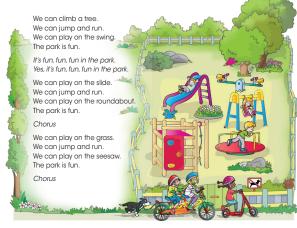
Story lessons, with accompanying animated videos, reflect the interests of the students in authentic and engaging ways. This helps learners visualise the language in context and encourages them to create a personalised response.



### 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.

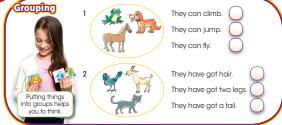
Updated for the 2020 syllabus for A2 KEY and B1 PRELIMINARY exams.

## 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.

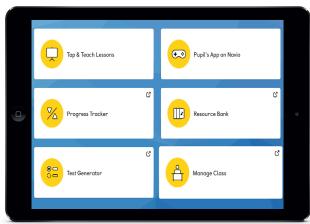
Immersing the students in a variety of 3D worlds, they complete extra course-based practice in a game-based environment.



#### 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





- 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
- Extra reinforcement & extension worksheets
- Evaluation rubrics
- Projects & festivals lesson support
- Word cards

A1

9781380024954 9781380025005

- Letters to parents
- Course audio and video

9781380025050

Δ2

#### **FLASHCARDS**

Full-colour flashcards plus suggestions for using them in class

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Pupil's Book Pack	9781380013484	9781380013507	9781380013514	9781380013521	9781380013538	9781380013545
Pupil's Book Basics Pack	9781380013491	-	-	-	-	-
Activity Book	9781380014153	9781380013774	9781380013781	9781380013798	9781380013804	9781380013811
Basics Activity Book	9781380013767	-	-	-	-	-
Digital Pupil's Book with Navio App and Digital Activity Book	9781380064240	9781380064332	9781380064394	9781380064455	9781380064516	9781380064578
Basics Digital Pupil's Book with Navio App and Digital Activity Book	9781380064219	-	-	-	-	-
Teacher's Book with Navio App	9781380024886	9781380024930	9781380024985	9781380025036	9781380025081	9781380025135

PRE A1

9781380024879 9781380024909



Part of the **SPRINGER NATURE** group

Teacher's Book Basics with Navio App



9781380025159

9781380025104

**B1** 

<sup>\*</sup>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