

Awesome Kidz 3

Unit 4 Lesson 1



Aim: Students will learn to identify different fruits by name, colour them, and practice saying the names aloud.

Time: 45-60 minutes

Materials:

- Plastic or real fruits (mango, pineapple, watermelon, grapes, and strawberry) for the mystery bag
- Crayons or coloured pencils
- A cloth bag for the mystery bag activity
- Fruit flashcards (optional for memory game)

Tip: Encourage each student to explore and interact with the fruits at their own pace. For students who may be shy or need extra support, pair them with a more confident classmate during the memory game.

Engage:

Fruit Mystery Bag

-Prepare a cloth bag with plastic or real fruits (mango, pineapple, watermelon, grapes, and strawberry). Tell students you have a "mystery bag" full of surprises. Without peeking, invite each student to reach into the bag and feel a fruit. Ask them to guess what the fruit is by touch. Once they've made a guess, pull out the fruit and reveal it.

-Teach the names of the fruits as they are revealed. Say, "This is a mango!" and have the students repeat. Continue with each fruit. This tactile activity helps activate the senses and engages the students in a hands-on, exciting way, fostering curiosity.

Explore & Practice:

With the Book

-Distribute books. Ask students to colour the fruits on the page according to their real-life colors. Provide crayons or coloured pencils. As they color, walk around the room and ask each child to say the name of the fruit they are colouring. "What fruit are you colouring?" If the student answers correctly, encourage them by saying, "Great! That's a watermelon!" If they struggle, gently guide them, saying, "This is a watermelon. Can you say 'watermelon'?"

Fruit Song

-After colouring, sing a simple song about the fruits to reinforce learning. For example, to the tune of "Twinkle, Twinkle, Little Star":

*"Pineapple, mango, grapes so sweet,
Watermelon's a yummy treat.
Strawberry red, green inside,
Let's eat fruit, let's take a bite!"*

Closing:

Fruit Basket Memory Game

-Gather students in a circle. Put the fruit toys or flashcards in the center. Say the name of a fruit, and the first child to point to or pick up that fruit wins a point.