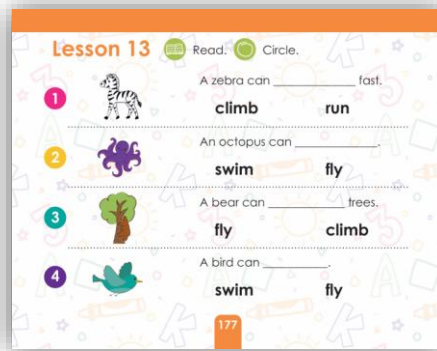


Awesome Kidz 3

Unit 6 Lesson 13



Aim: Students will learn about different animals and their abilities, focusing on actions like climbing, running, swimming, and flying.

Materials:

- Flashcards or pictures of each animal (zebra, octopus, bear, bird) performing the action
- Markers or crayons for circling answers
- Space for movement activities (classroom or outdoor area)
- Optional: Toy animals or puppets representing the animals in the lesson

Tip: Encourage Curiosity and Explanation:** Ask open-ended questions like, “Why do you think an octopus can’t fly?” This prompts students to think critically and articulate their reasoning, which helps develop language skills and scientific thinking.

Engage:

- Begin by introducing each animal (zebra, octopus, bear, bird) using flashcards or puppets. Ask the children, “What do you think a zebra can do? Can it run or climb?” Let the students guess for each animal.
- Use a storytelling approach to animate the animals, describing how they move, find food, and stay safe.
- This activity captures their attention and helps them become curious about each animal’s abilities.

Explore & Practice:

Animal Action Movement

- Demonstrate each action (run, swim, climb, fly) in a large space. Ask students to mimic each action as you go through the animals. For example, say, “Let’s run like a zebra!” or “Can you swim like an octopus?” Encourage students to act out each action as they hear it.

With the book

- Refer to the book page and read each sentence aloud with the class. Ask students to circle the correct action for each animal (e.g., “A zebra can ____ fast”). Provide hints and guidance as needed, and encourage students to discuss why they chose each answer.

- This activity combines the Montessori focus on individual work with the Reggio Emilia approach, as students have the freedom to choose and justify their answers.

Closing:

Animal Story Time

- End the lesson with a simple story where each animal uses its special skill. For example, "Once upon a time, the zebra was running in the field, the octopus was swimming in the ocean..." Invite students to suggest parts of the story or add their own ideas.

Optional Extra Activities

1. Animal Ability Sorting Game

- Place pictures or toy animals in the center of the classroom. Create four corners labeled: **Run, Swim, Fly, Climb.**
- Students take turns choosing an animal and placing it in the correct corner while saying a sentence such as, "A bear can climb!"
- For extra challenge, ask: "Can a zebra swim?" and let students explain their ideas.
- This supports movement, critical thinking, and language production.

2. Animal Footprint Art

- Give students paper with simple animal outlines or footprints.
- Students decorate each animal using different textures or patterns: stripes for zebras, dots for octopuses, feathers for birds, etc.
- While working, encourage them to repeat sentences like: "Birds can fly," or "Octopuses can swim."
- This activity connects creativity with vocabulary learning and supports fine motor development through a Waldorf and Reggio Emilia-inspired artistic approach.

3. "Can You...?" Circle Game

- Students sit in a circle while the teacher holds an animal flashcard.
- The teacher asks questions such as: "Can you fly like a bird?" or "Can you run like a zebra?"
- Students answer, "Yes, I can!" and perform the action.
- Add playful variations like moving slowly, quickly, quietly, or loudly to build listening skills and body coordination.
- This activity encourages confidence, participation, and total physical response (TPR) learning.