



## Module 9

# Animals and prepositions



### SHORT DESCRIPTION

*In this class the kids learn the names of the animals and the prepositions about places. The pupils, divided in teams, will play games in which they have to put in practice what they learned in order to be successful and win. It is important that the teacher only speaks English. As usual the kids should also be encouraged as much as possible to ask their questions in English.*

### EXPECTED LEARNING OUTCOMES

<b>English vocabulary</b>	Words related to animals
<b>English grammar</b>	Use of prepositions
<b>Complementary skills</b>	Play and collaborate as a team

### BEFORE THE CLASS

Put four different animal pictures ([Annex 9F](#)) on the wall spread around the classroom for warm up activity 1.2.

Prepare the demonstration wall as usual using [Annex 9A](#). Check that you have all the tools needed for the demonstration.

In this class you will need tables to put the platforms to play the role game. Set up the school tables with four chairs per table. This will represent one group. The number of groups depends on the number of children in your class.

## 1. WARM-UP

### Activity 1.1

## Sitting on, passing down!

#### Description

Start by letting the children move randomly in the space around the classroom. Then the teacher starts giving special instructions containing prepositions, e.g. “everybody has to sit **ON** the floor”, “everybody has to go **NEAR** the wall”, “the ones wearing trousers have to go **UNDER** the table”, etc. You can go on for a few minutes, then asking the kids to give instructions.

#### Time needed

5-10 minutes

### Activity 1.2

## Let’s ride the horse!

#### Description

Gather the kids in a circle in the middle of the room. Ask them if they know any animal they can ride like a bicycle. If they don’t get it, you can start mimicking horse riding, until they get what animal you are talking about. Next, show them the Animal Cards ([Annex 9F](#)) hanging on the wall and ask them if they know their names in English. You can also ask them if they can reproduce the different animal calls. When they start having fun, tell them “Now we are all horses!” and go towards the horse pictures mimicking the horse riding. Go to the next animal mimicking it and so on. This will really warm the kids up!

#### Time needed

5-10 minutes

#### Materials

- Animal Cards printed ([Annex 9F](#))

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## 2. LEARNING

### Activity 2.1

## Where is the rabbit?

#### Description

Call the kids to the DEMO wall/corner, distribute the demo sheets ([Annex 9A](#)) and ask them if they know the English words corresponding to each image. Make the children repeat the words as often as possible and go on until the last image. Every child has his own Animals Map ([Annex 9B](#)) where they should write the right word next to each image.

The teacher places the cardboard box in front of her/him and positions the cuddly toy in different places around the box. The teacher then asks the children where the cuddly toy is placed, encouraging the children to use prepositions.

As the propositions are being said the teacher writes them down on a board, or the teacher could ask the children to write them.

#### Time

20 minutes

### **Materials**

- Demo Sheets Module 9 ([Annex 9A](#))
  - Student bike map ([Annex 9B](#))
  - Whiteboard pen
  - Pens to distribute
  - A cuddly toy
  - A cardboard box
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## **3. INTERACTION**

### **Activity 3.1**

## **Making teams**

### **Description**

Tell the children to stand in a line. Going from left to right divide children per animals' name, e.g. HORSE, RABBIT, TURTLE, COW. When you have done with all children, send them to different corners according to their animal.

### **Time**

5 minutes

### **Activity 3.2**

## **A cyclist adventure**

### **Description**

Distribute to each team one copy of platform and fields ([Annex 9C](#)), the mission to be accomplished ([Annex 9D](#)) and a small piece of each of the colour papers in order to make small balls to be used as pawns for playing/moving on the platform. Tell the children to place the fields randomly on the empty spaces on the platform. One field should remain left over, as surplus. Each team also has four different stories/missions, one per child, where the prepositions are missing. By moving the pawns on the fields, they should "collect" the missing prepositions from the mission, and write them in the mission paper.

### **RULES OF THE GAME:**

The child with the green pawn is the first to move. It can move on the platform as long as there is a "road" (it doesn't have to move one field at a time). The surplus field can be used to replace any field from the platform in order to make way to the missing prepositions. Only one preposition per move can be collected. If the child decides to use the surplus field, the removed field goes to the next player. If there is a pawn on a field, the same field cannot be moved. The first one to correctly collect all of the missing prepositions from the mission is the winner.

Tip: walk around and help them by giving instructions in English. After 30 minutes, tell them that only they have 10 minutes left!

### **Time**

40-45 minutes

### **Materials**

- Printed platform and fields ([Annex 9C](#)) in as many copies as number of groups
  - Printed missions ([Annex 9D](#))
  - Four different colour papers (green, red, blue, yellow)
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## **4. PRACTICE**

### Activity 4.1

## Create the scene

### Description

Children are divided in at least two teams. The groups have to stay far away from the teachers. The teachers calls one child from every team and give them an instruction in their own language (example: the pig is in the bucket and the helmet is near the bucket). The children go back to their teams and tell the sentence to the other members of their teams. The teams have to write the sentence in English on a paper. When the sentence is complete one member of each of the team has to reach again the teachers and create the scene using the objects at disposal. The child has also to create the scene with the material.

Points are assigned in this way: 1 point is given for the correct sentence written in English; 1 point for the correctly created scene; 1 point assigned to the team which arrives first to the teachers. The team that collects the most points wins.

### Time

30 minutes

### Materials

- Elephant cuddly toy
- Horse cuddly toy
- Water bucket
- One helmet
- One ball
- Sheets of paper
- At least one pen per team
- Blackboard or scorekeeper

### Activity 4.2

## Worksheets

### Description

Hand out the worksheets. The teacher goes through the exercises and if there is any time left the kids start to do them. Otherwise leave them to the teacher to hand out later. If you have enough time, you can check the exercise with the pupils and give them the correct answers.

### Time

10-15 minutes

### Materials

- Worksheets ([Annex 9E](#))
- Pens to distribute