

LESSON 1b.

- 1) As the children enter, say HELLO and ask them

WHAT IS YOUR NAME ?

* If you know that some children can cope quite happily with more difficult questions ask them:

* (HOW OLD ARE YOU ? WHERE DO YOU LIVE ? etc.

- 2) SONGS - Ask the children if they know any English songs and then teach them "BROTHER JOHN" which can be found on the Kids Club Tape, while showing them the flashcard and using actions. You can then sing this in a round.

ARE YOU SLEEPING ? ARE YOU SLEEPING ?
BROTHER JOHN ! BROTHER JOHN !
MORNING BELLS ARE RINGING !
MORNING BELLS ARE RINGING !
DING ! DANG ! DONG !
DING ! DANG ! DONG !

- 3) After singing BROTHER JOHN once or twice, make some bells with the children (cf. attached sheet). Older children will be able to do this themselves, but you will have to make bells for the little ones.

While you are doing KIDS CLUB crafts, always use lots of English:
PLEASE MAY I HAVE... CAN YOU PASS ME THE...PLEASE etc

Then sing the song again adding bell noises !!!

- 4) COUNTING - Ask the children to count to ten and then play a game of HOW MANY ?

You will need various items in order to play this game - so that the children can count them. You can use Kids Club materials like the flashcards which you scatter on the floor for example. The children sit in a circle and you place the objects on the floor in the middle. Ask them:

(HOW MANY ARE THERE ?) *

Encourage them to count in English and then write the number down yourself to show the older children.

- 5) ONE STEP, TWO STEPS For this game you will need some dice - the bigger the better !!

Write down pairs of numbers in different colours on small pieces of paper (Ie. if you have 12 children in your group, make two cards with the number 1 on (one written in red and one in blue), two with 2 on ... and so on up to 6.) If you have an odd number, either put 3 children together or ask one child to help you.

Deal the cards out to the children. Then ask WHO IS NUMBER ONE ? The two children with number 1 become a team.

Then ask all the reds to stand along one wall of the classroom. These children are going to be the "pawns" in this game (rather like a giant game of chess !). The other children take it in turns to roll the dice, add up the numbers and move their partners along the length of the room the appropriate amount of steps. You will have to supervise this game quite closely to avoid any cheating !!!

If you have a very large group or a small room to play in, this game is better played at a table with counters. Keep the children in pairs, but get them to move their counters down the table instead.

5) ACTIVITY SHEET:

a) BROTHER JOHN - The children should already know blue and red (from the map-colouring exercise, but you may need to explain yellow.)

X b) THE CODED MESSAGE - Older children can decipher William's message which reads: HELLO !!! MY NAME IS WILLIAM. I SPEAK ENGLISH.