

LESSON 4b.

- 1) Usual introductions. HELLO !! HOW ARE YOU ? WHAT IS YOUR NAME ? HOW OLD ARE YOU ? HOW MANY CHILDREN ? etc.
- 2) THE PASSWORD - Use the food flashcards to go over cafe items before playing this game.

Tell the children that you are going to say some words to them. When they hear a word which has something to do with food and drink, they must sit down. (These are the PASSWORDS)

Get the children to march in a circle and then start saying a list of words like those given below:

BLUE, CHAIR, BREAD (they sit) BROTHER, YELLOW, MILK (they sit) HELLO, MUMMY, THANK YOU, CHOCOLATE (they sit) ... etc.

The vocabulary can of course be adjusted according to the level of the group.

3) THE HIDDEN PICTURE

Choose the children's favourite flashcards and then, using the attached number sheet (cut into 6), place the cards over the pictures one at a time with the numbers facing upwards.

The children take it in turns to throw a dice and then remove the card with the number they have thrown written on it.

The first child to guess what the picture is, is the winner! (The butter flashcard is usually quite difficult to guess!)

You could use other pictures in addition.

- 4) A quick game of SIMON SAYS
- 5) SONG: HICKORY DICKORY DOCK This is a good song for them to practice pronunciation. Teach them the words and meaning of the song before singing and emphasise the "H" sounds as in "HICKORY" and the sound "TH". Again this can be quite fun for the children to practice.

HICKORY DICKORY DOCK !
THE MOUSE RAN UP THE CLOCK
THE CLOCK STRUCK ONE
THE MOUSE RAN DOWN
HICKORY DICKORY DOCK !

- 6) HICKORY DICKORY DOCK CLOCK - To help illustrate the song make these clocks with the children. They can either have one each or you could make one for yourself and give

the children either the mouse (on it's tab) or the front of the clock to colour in and use as bookmarks. Tell the nursery rhyme while you move the mouse up and down the clock appropriately. (This activity is also in Module 6 when TIME is introduced as a theme, so you may choose to leave this 'till then)

7) HICKORY DICKORY DOCK GAME - This game is rather like SIMON SAYS as the children have to perform the actions you say to them. Start by singing (with the children):

HICKORY DICKORY DOCK PAUL JUMPS UP AND DOWN ...

The child whose name you give must then do whatever you tell him/her.

6) ACTIVITY SHEET:

HICKORY DICKORY DOCK - The children count the mice and then complete the rhyme.