LESSON 10a

1) Greet the children in the usual way

2) Remind the children of this poem from Module 1:

THAT'S TRUE !	A tick with a finger
THAT'S FALSE !	A cross with a finger
IT'S YOU !	Point at a child
IT'S ME !	Point at yourself
STAND UP !	Stand up
SIT DOWN !	Sit down
LISTEN !	Hand against your ear
LOOK !	Hands as binoculars
IT'S OK !	Gather in middle with thumbs up

3) Play a game of **TRUE OR FALSE ?**

Explain to the children that you are going to play a game where someone asks someone a question, they answer and the group has to decide whether the answer is true or false.

Start by asking a child **WHAT IS YOUR NAME ?** (This is a fairly obvious one to start with) Then try a question the other children might not know the answer to. **WHERE DO YOU LIVE ? HOW OLD ARE YOU ? HOW MANY BROTHERS DO YOU HAVE ?** Get the children to ask each other (and you !) questions too. If one of the children does tell a lie, and everyone guesses it, do a mime of his/her nose growing, like Pinnochio's (this is the next activity !)

4) **PINNOCHIO** - Tell the children a simplified version of this popular story and film (they will probably know the story, which will make it much easier to tell):

ONCE UPON A TIME THEIR WAS AN OLD CARPENTER, WHO HAD NO CHILDREN. (Negative gesture & point to the children) **HE WANTS A CHILD. SO HE MAKES A LITTLE BOY OUT OF WOOD.** (Point to something wooden to show the children what it is) **THE LITTLE BOY IS CALLED PINNOCHIO. WHAT IS YOUR NAME ?** (Look at the flashcard) **MY NAME IS PINNOCHIO.** (Imitate his voice and walk around like a puppet) **PINNOCHIO IS VERY NAUGHTY.** (Wag your finger) **HE MAKES UP STORIES. BUT WHEN HE DOES, HIS NOSE GROWS, LONGER AND LONGER AND LONGER ... SO EVERYONE KNOWS HE IS LYING. PINNOCHIO REALIZES THAT HE HAS BEEN NAUGHTY AND SAYS HE'S SORRY.** (Look contrite) **THEN HE TURNS INTO A REAL BOY.** (Point to the little boys in your group)

5) Remind the children of the Club Room items by a quick game of **TOUCH !**

6) **ACTIVITY SHEET - THE KIDS CLUB ESTATE AGENTS**
The children now know some furniture vocabulary and they can apply this to their homes as well as the Club Room. They should recognize the words after playing LABELS, but make sure you give them lots of help in this activity.

The Kids Club Estate Agents

This page describes a house to let in England. Unfortunately, William has lost the photographs and needs your help to draw new pictures...

The house is red. It has six windows and two doors. One door is green and one is blue.

The kitchen has four red chairs, a blue table, a clock and yellow curtains.

KKB

LESSON 10b

THE REVISION BOARD GAME

1) Usual greetings.

2) This lesson is to be used to review the whole Module. You can use the Progress Report as a fun test to see how much the children have absorbed. You will find that most of the children will respond to this test very positively and in a competitive manner, especially if they are allowed to tick their own reports! Little comments like **VERY GOOD!** or **WELL DONE!** can also be very encouraging.

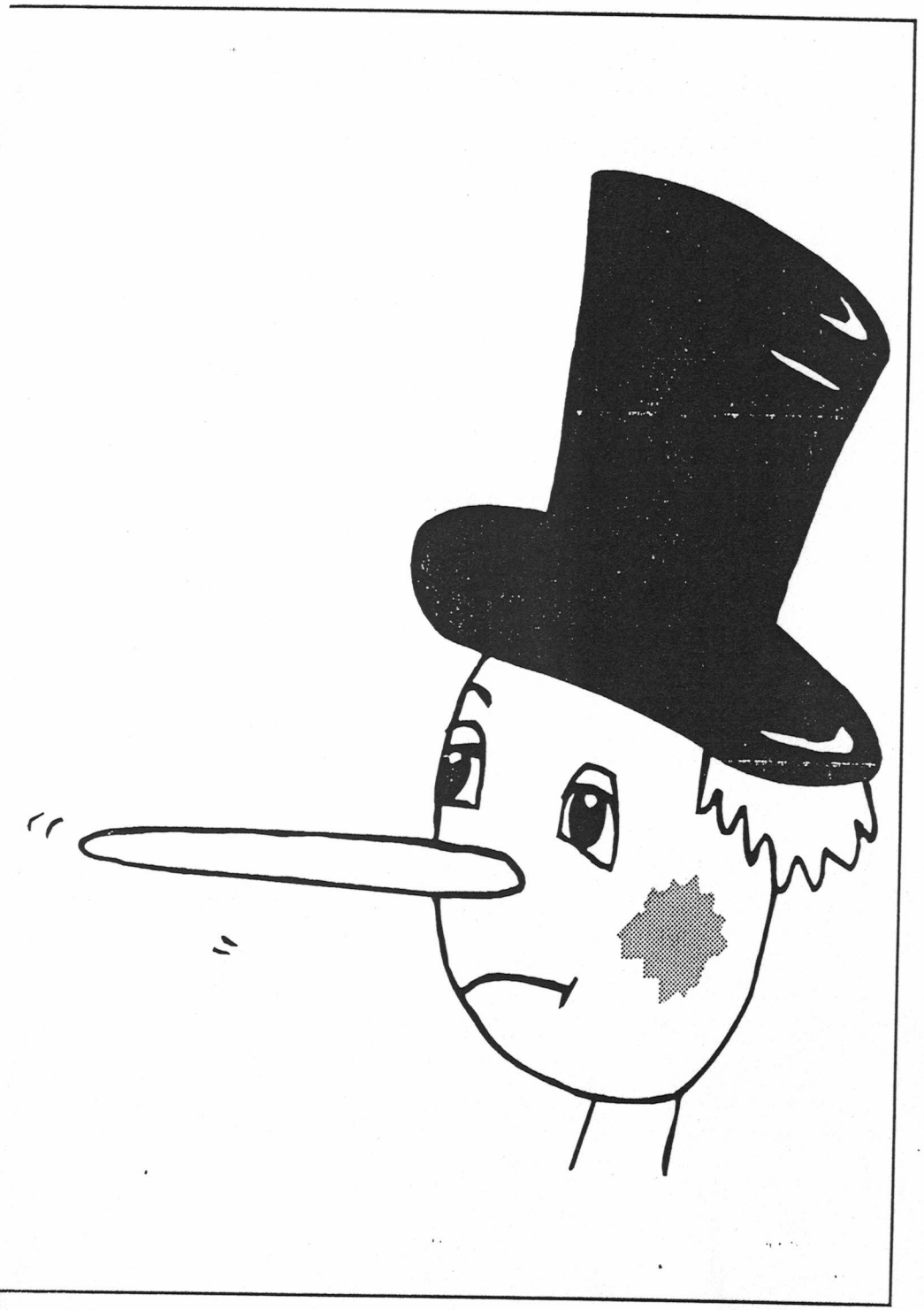
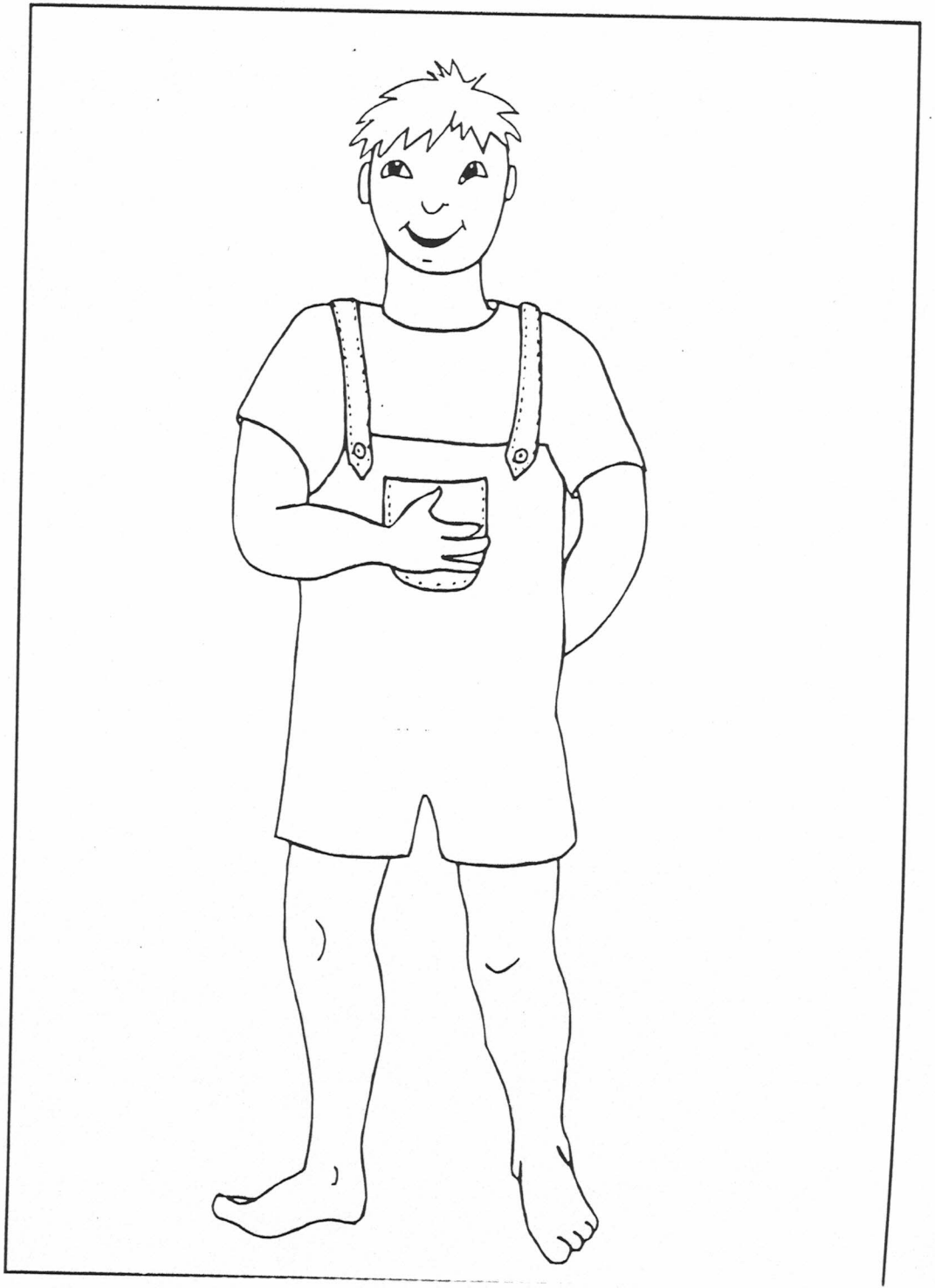
3) Play some of the children's favourite games such as **"HOW OLD ARE YOU MR. WOLF?!" - STEPPING STONES - 4 CORNERS** etc..

4) **THE BOARD GAME: STAIRS AND BRIDGES MODULE 2**

For counters you can use coloured tiddlywinks or even sweets which can be eaten when they reach the end. This game can be played with any number of children but if you have a large group put them into pairs - one throws the dice, the other moves the counter. As each player throws the dice and lands on a **SQUARE** they must say what it is. If they are correct, they can advance 4 or 5 or more squares (depending on how quickly you want the game to go!). If they do not know, they stay where they are. If a child lands on the question mark ?, they must pick up a **MYSTERY CARD** (cf. enclosed sheet).

Here are some more suggestions should you prefer to prepare your own **MYSTERY CARDS:**

1) **SING: WHO HAS A NOSE?**
2) **SING : BROTHER JOHN!**
3) **NAME 5 COLOURS.**
4) **TOUCH YOUR NOSE/MOUTH...**
5) **TOUCH THE DOOR/ THE WINDOW...**
6) **HOW OLD ARE YOU?**
7) **COUNT UP TO 10/ TO 20...**
8) **PRONOUNCE H, Y AND P**
9) **THE DAYS OF THE WEEK ARE MONDAY, TUESDAY.....**

5) End with a song such as **THE GRAND OLD DUKE OF YORK** (involving lots of marching about!), **10 GREEN BOTTLES** or other favourite requests.

6) Hand out the Progress Reports and/or Parent Letters to all the parents at the end of this session.