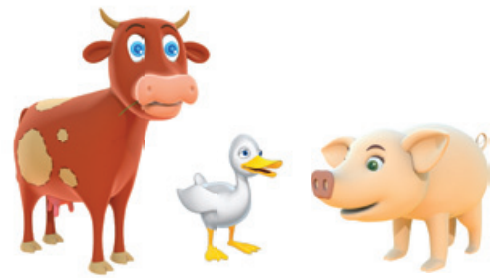


Unit 14 | Farmyard fun | Extension

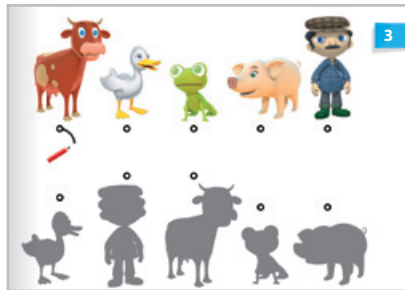
Preparation

- Teacher's Lesson Card
 - Language Presenter DVD/CD
 - Flashcards for Levels A and B
 - Song/rhyme CD
 - Reward stickers
 - Pupil's Books, pencils
 - Classroom Poster
- Extras:** Two extra copies of the [online resource sheet](#) from week 1

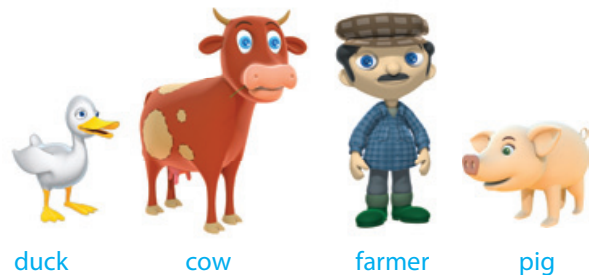
Farmyard fun



Pupil's Book page 3



Vocabulary:



Extension: [What can you hear?](#)

Unit 14 | Lesson 6 | 20 minutes



Language presenter film track

- Ask the class to sit where they can see the screen easily.
- Show the clip and invite the children to repeat the new words and phrases. Show the film again and ask the class to point at the key words as they hear them on the screen or bring out the mini flashcards from the online resources activity in lesson 5 for the class to hold up.
- Praise everyone.



Flashcard Game

- Invite the class to sit or stand where they can see you and the board.
- Pin up the flashcards for the [duck](#), [pig](#), [farmer](#), [frog](#), [Tom](#), [Keri](#), [Cat](#), [Dog](#) and [cow](#).
- Name all the cards together then remove two and shuffle them around. See if the class can remember what is missing and name the missing cards.
- Repeat a few times, removing different cards.
- **Extension:** Remove three cards at a time and then four and so on. Ask the class to remember the growing list of missing cards till all the cards have been taken down.
- Praise everyone!



Song [Duck, duck](#)

- Revise the song from lesson one again here.
- Sing the song with the actions.
- Extension: Repeat the song again in groups of three animals. Invite one group to be ducks, one group to be pigs and one group to take the cow part.
- Allow them all to release their energy and join in with a big [Moo!](#) at the end.
- Praise everyone.

Note: Remind the class to listen to the other unit song on the home song CD, [What can you hear in the farmyard](#).

Unit 14 | Lesson 7 | 15 mins



Mini Flashcard Game

- Take out the two extra copies of the online resource sheet prepared in lesson 5 – or more copies in multiples of four to match your class size.
- Divide the class into two teams (or more teams in shifts if you have big class).
- Place two chairs to mark the start for each team and two chairs a few feet away.
- Place the four animal mini cards on the far chair for each team (cow, duck, pig, frog) and give the farmer to the first player. (Add multiples of four animals to match the size of each team).
- Explain that each player has to take the farmer to collect one of the animals that is in the wrong place in the farmyard (as in the story) on the far chair and bring it back to the first chair. Each player then hands the farmer picture to the next player, who takes the farmer to collect the next animal.
- The first team to bring all the animals safely back to their start chair wins.
- **Note:** To prevent the children from running, which may be unsafe, you can say that they have to carry the farmer picture lying flat on their hands instead of held with fingers. If they walk too fast, the farmer will fall off!
- Praise everyone.

Lesson 8 | 15 mins



Pupil's Book

- Use a transition action to move to the tables. Perhaps invite the class to walk to the tables with the steady stride of the farmer!
- Give each child the Pupil's Book page and pencils.
- Hold up the page and demonstrate matching the first animal picture to its silhouette..
- Check that they have completed it correctly. Hold up a sheet, point to each animal and elicit the correct word for it from the class.
- Praise everyone.

Lesson 9 | 15 mins



Song Duck, duck

- Revise the song from lesson one again here.
- Sing the song with the actions.
- Extension: Repeat the song again in groups of three animals. Invite one group to be ducks, one group to be pigs and one group to take the cow part.
- Allow them all to release their energy and join in with a big Mool at the end.
- Swap the groups around and repeat so that each group has a turn at being each animal.
- Praise everyone.

Lesson 10 | 15+ mins



Game I can hear...

Choose to repeat an activity above or complete this activity.

- Invite the pupils to stand in a circle.
- Invite a volunteer to be blindfolded and to stand in the middle of the circle. He or she is the farmer looking for animals, this time in the dark!
- Help the blindfolded farmer to walk forward and touch a pupil. That pupil should make an animal sound, either quack, oink or moo.
- The farmer has to guess from the sound who it is and name the person, if possible using the phrase: I can hear...[name]. Help the first volunteer to be successful so that everyone can understand the game.
- Repeat with new farmer volunteers so that lots of children get a turn.
- Praise everyone.