Theme: Animals (Session 1 of 4) Tai Po Rhenish Church Kindergarten

Level:

K3

Text:

The Magic Show (Big book story)

Learning Activities:

Shared reading activity, drama activity

Learning Objectives:

> To understand and enjoy the story

> To understand the meaning of magician

To say *magician* when expressing its meaning

> To recognise the print of magician

To say the expression 'I want...' and 'No, problem!'

➤ To listen to and speak English in a meaningful context

Resources:

Magician hat, bowtie, magic wand, toy bird, toy

panda, toy sheep

What to do:

1 (Presenting the Text)

- Ask children to identify the title and the author of the book on the front cover. Talk about the illustrations on the cover.
- Ask children to predict: What will the magician make with his magic wand?
- Write or draw children's predictions on the board.

2 (1st Reading)

- Read aloud the text with good intonation and expression to help children enjoy the story. Talk about the illustrations while reading aloud the text.
- Invite children to guess about the ending of the story before the end of the story.
- Refer children to the board and check the predictions with children.

3 (2nd Reading)

- Read aloud P.2-3, and P.12. Talk about the illustrations on these pages.
- Pretend to be the magician and say 'I want a bird.' Take the toy bird out from the magician hat.
- Ask children what they want. Guide children to say 'I want ...' and answer them by saying 'No problem!'
- Read and write the word *magician* on the board. Guide children to underline the word in the book using paper strips.
- Read the text on P.2-3 and P.12 with children.

4 (3rd Reading)

• Read aloud the book to children. Invite children to read aloud P.2-3 and P.12 with the teacher.

5 (Extended Activity)

Drama activity

- Invite a child to be the magician and guide the child to say 'I am a magician. What do you want?'
- Guide other children to say 'I want (a panda, a bird or a sheep).'
- Guide the magician to say 'No problem!' and take out the preferred toy animal from a bag.
- Let as many children be the magician as possible if time allows.

Theme: Animals (Session 2 of 4) Tai Po Rhenish Church Kindergarten

Level:

K3

Text:

The Magic Show (Big book story)

Learning Activities:

Shared reading activity, art and craft activity

Learning Objectives:

> To understand and enjoy the story

> To understand the meaning of beak, feather and fly

To say beak, feather and fly when expressing their meaning

To recognise the print of beak, feather and fly

> To describe a bird by referring to its features: beak, feather and wings

> To develop interest and confidence in using English

Resources:

Magician hat, bowtie, magic wand, photos of

birds, paper, crayons

What to do:

1 (Presenting the Text)

- Ask children to identify the title and the author of the book on the front cover. Talk about the illustrations on the cover.
- Ask children: What is the first animal the magician makes?
- Write or draw children's answers on the board.

2 (1st Reading)

- Read aloud the text with good intonation and expression to help children enjoy the story. Talk about the illustrations while reading aloud the text.
- Ask children (P.5, P.11, and P.17): What animal is it? (P.21): What does he want?
- Refer children to the answers on the board and check the answers with children.

3 (2nd Reading)

- Read aloud P.5 and P.7. Talk about the illustrations on these two pages.
- Show photos of birds and describe their features: beak, feather, and wings.
- Invite children to point at different body parts of a bird.
- Read and write the words *beak*, *feather*, and *fly* on the board. Guide children to underline the words in the book using paper strips.
- Read the text on P.5 and P.7 with children.

4 (3rd Reading)

• Read aloud the book to children. Invite children to read aloud P.2-7 and P.12 with the teacher.

5 (Extended Activity)

Art and craft activity

- Invite children to draw their own bird with features: a beak, feather, and wings.
- Walk around the classroom and ask children about their drawings.
- Invite children to show their drawings and describe the features in front of the class.

Theme: Animals (Session 3 of 4) Tai Po Rhenish Church Kindergarten

Level:

K3

Text:

The Magic Show (Big book story)

Learning Activities:

Shared reading activity, game

Learning Objectives:

- > To understand the meaning of black eyes, body is black and white, and eat bamboo leaves
- > To read aloud and recognise the print of bamboo leaves
- To describe a panda by using: black eyes, body is black and white, and eat bamboo leaves
- > To develop interest in English

Resources:

Magician hat, bowtie, magic wand, toy panda,

picture cards (bird, panda)

What to do:

1 (Presenting the Text)

- Invite one of the children to identify the book title by pointing to it.
- Ask children to read aloud the book title and the author's name.
- Talk about the illustrations on the cover.
- Ask children: How many children are there in the story?
- Write or draw children's answers on the board.

2 (1st Reading)

- Read aloud the text with good intonation and expression to help children enjoy the story.
- Ask children (P.22): Where did the boy go?
- Refer children to the answers on the board and check the answers with children.

3 (2nd Reading)

- Read aloud P.11 and P.13. Talk about the illustrations on these two pages.
- Show children a toy panda and describe the features of the panda: black eyes and body is black and white. Tell children that pandas eat bamboo leaves.
- Invite children to point at different body parts of a panda.
- Read and write the phrase *bamboo leaves* on the board. Guide children to underline the phrase in the book using paper strips.
- Read the text on P.11 and P.13 with children.

4 (3rd Reading)

• Read aloud the book to children. Invite children to read aloud P.2-7 and P.11-13 with the teacher.

5 (Extended Activity)

Guessing game

- Invite a child to draw a picture card (a bird or a panda) from a bag and guide the child to name one of the features of the animal.
- Ask the other children to guess and name the animal.
- Invite as many children as possible to participate in the game.

Theme: Animals (Session 4 of 4) Tai Po Rhenish Church Kindergarten

Level: Text:

K3

The Magic Show (Big book story)

Learning Activities:

Shared reading activity, game

Learning Objectives:

> To relate prior knowledge to the story

To understand the meaning of white hair and

the sound baa baa

> To read aloud and recognise the print of white hair

> To describe a sheep by referring to its features: white hair and it says 'baa baa'

> To develop interest in English

Resources:

Toy sheep, Bingo cards

What to do:

1 (Presenting the Text)

- Invite one of the children to point at the book title.
- Ask children to read aloud the book title and the author's name.
- Talk about the illustrations on the cover.
- Ask children: I am a magician. What do you want?

2 (1st Reading)

- Read aloud the text with good intonation and expression to help children enjoy the story.
- Ask children (P.23): Is it really the end of the magician show?

3 (2nd Reading)

- Read aloud P.17 and P.19. Talk about the illustrations on these two pages.
- Show children a toy sheep and describe the features of the sheep: white hair. Tell children a sheep says 'baa baa'.
- Invite children to point at different body parts of a sheep and make the sound 'baa baa'.

- Read and write the phrase white hair on the board. Guide children to underline the phrase in the book using paper strips.
- Read the text on P.17 and P.19 with children.

4 (3rd Reading)

• Read aloud the book to children. Invite children to read aloud the whole book with the teacher.

5 (Extended Activity)

Bingo game

- Prepare Bingo cards on which listed all the language items learned in previous sessions: beak, feather, wings, fly, black eyes, black and white body, eat bamboo leaves, white hair, and baa baa.
- Give each child a Bingo card. Throw a dice with words and phrases listed above.
- Guide children to circle the words and phrases on their cards.
- Guide children to say 'Bingo' when they have three circles in a row on the card.