

## LESSON PLAN FOR CHILDREN'S AGED 3-6

**Topic:** Animals in the zoo- interactive games.

### **Objective:**

Improving the ability to analyze and synthesize visual and auditory - visual

Develop the ability to telling the stories

Development the global reading skills

Improving the ability to use interactive whiteboard

Child:

- Predicts what the picture may present by showing the fragments
- Tells and interprets the contents of the image
- Imitates indicated animals
- Puts animals on the board by the specified key
- Indicates the animals present in the song "Wild boar is wild,"
- Recognizes subtitle of names of the animals and connects them with the right picture.
- Recognizes voices and names them
- Uses the Workspace tools

### **Materials:**

- Interactive whiteboard
- Laptop
- Program WorkSpace

### **Procedure:**

1. "Integration game"

Welcome children who:

- Have shoes with velcro fastening,
- Have a blue shirt,
- Have at home some pets,
- Love to play in the preschool,
- weren't welcome yet

2. "Visual brain teaser" What is this place- recognizing the place at the pictures by showing the fragments

3. Conversation about the illustration
4. "Game- Animal in the paddock". Children imitate selected animals by movement
5. "Interactive game". Children need to help the employee to bring animals to their paddocks
6. Watching the fragment of "Pan Kleks" movie- listening the song "Wild Boar is wild"
7. "Interactive game". Connecting the pictures of animals to their names.
8. "Auditory Riddles" Who makes the sound?
9. Extra activities: color the pictures, spot the differences, make a puzzle, put the pictures on a right order, design the paddock.

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