

Starter unit

Hippo says hello!

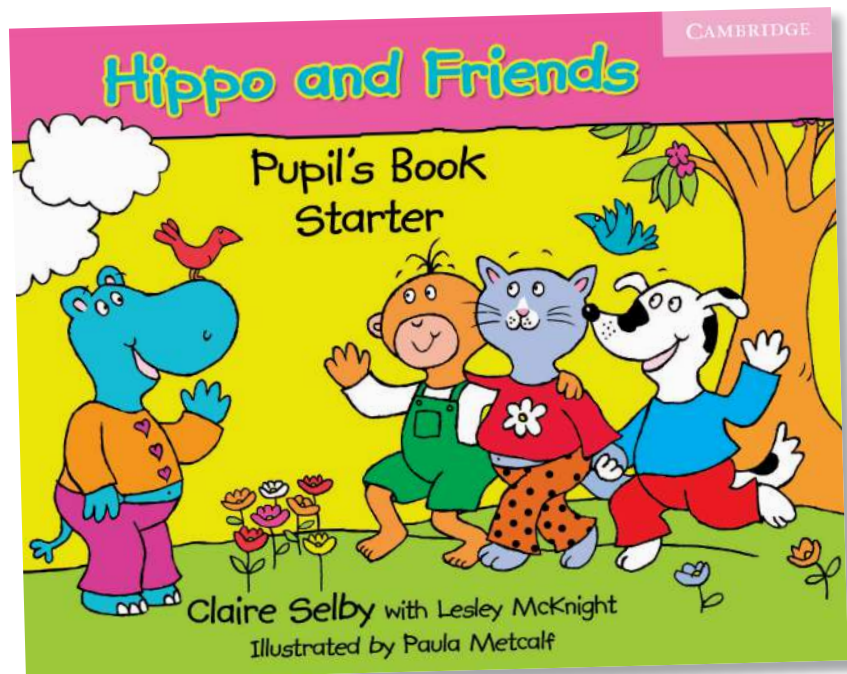
LESSON 1: Sing and learn

Materials

- Flashcards:
 - Hippo
 - Monkey
 - Dog
 - Cat
- CD and player
- The Hippo puppet
- A bag

Main language

hippo, monkey, dog, cat, hello, goodbye



Song texts

*Hippo says hello,
 Monkey says hello,
 Dog says woof,
 And Cat says miaow.*

*Hippo says goodbye,
 Monkey says goodbye,
 Dog says woof,
 And Cat says miaow.*

Hello song time presentation

Sit in a circle with the children. Point to the bag and say *Children, who's in the bag?* Peep inside the bag and say very quietly *Oh, dear! She's asleep. Let's wake her up! Hello! Hello! Hello!* Encourage the children to join in. Look inside the bag again. Say *Oh, look! It's Hippo.* Take Hippo out of the bag and present her to the class, shyly at first. Make Hippo jump back inside the bag and then come out again slowly and say hello. Say *Hello, Hippo* and ask the children to join in. Then make Hippo look inside the bag again and this time take out the flashcard of Monkey. Say *Hello, Monkey. Monkey says hello.* Invite the class to say *Hello, Monkey.* Repeat the process with the flashcards of Cat and Dog. Say *Let's sing a Hello song!*

Hello song time

Stand and sing the *Hippo says hello* song (track 02). Keep Hippo on your hand so that she can join in too. Wave hello to the children every time you sing *hello*. For the rest of the song, dance from side to side and encourage the children to join in. Sing the song again and encourage the children to join in with the actions.

Talk time

Sit down in the circle again with the children. Lay the flashcards on the floor face up. Point to each one and say *Hello, Monkey. Hello, Dog. Hello, Cat. Hello, Hippo.* Repeat and encourage the children to join in. When they are comfortable with this activity, pick up one of the flashcards, e.g. Hippo, and say *Hippo says ... hello.* Repeat and encourage the class to shout *Hello!* Repeat with the other characters.

Goodbye song time presentation

Hippo whispers in your ear. Make Hippo open the bag and make it look as if she is going into it. Make her come back out and wave to the children. Say *Hippo says goodbye. Goodbye, Hippo. Goodbye, Hippo.* Encourage the children to join in with *Goodbye, Hippo.* Put her back in the bag. If there is time, place the other flashcards in the bag one by one and repeat *Monkey says goodbye. Goodbye, Monkey* etc.

Goodbye song time

Sing the *Hippo says goodbye* song (track 03) and wave goodbye to the children throughout. Sing it again and encourage the children to join in. At the end, say *Goodbye, children.*

Extra activities

- 1. Game** Sit in a circle with the children. Place all four character flashcards in the bag. Gradually push one of the flashcards up out of the bag to slowly reveal the character and say *Hello ...* Pull the flashcard out completely and elicit the name of the character. Slide the flashcard back into the bag. Repeat to practise the names of the other characters.
- 2. Game** Sit in a circle with the children. Bring one of the flashcards out of the bag and say e.g. *Hippo says ...* to elicit *hello*. Make the character flashcard fall back into the bag and then look in after it. Say e.g. *Goodbye, Hippo.* Make Hippo peep out again and say *Hippo says goodbye,* before dropping the flashcard back inside the bag. Repeat with the other flashcards.

Starter unit

Hippo says hello!

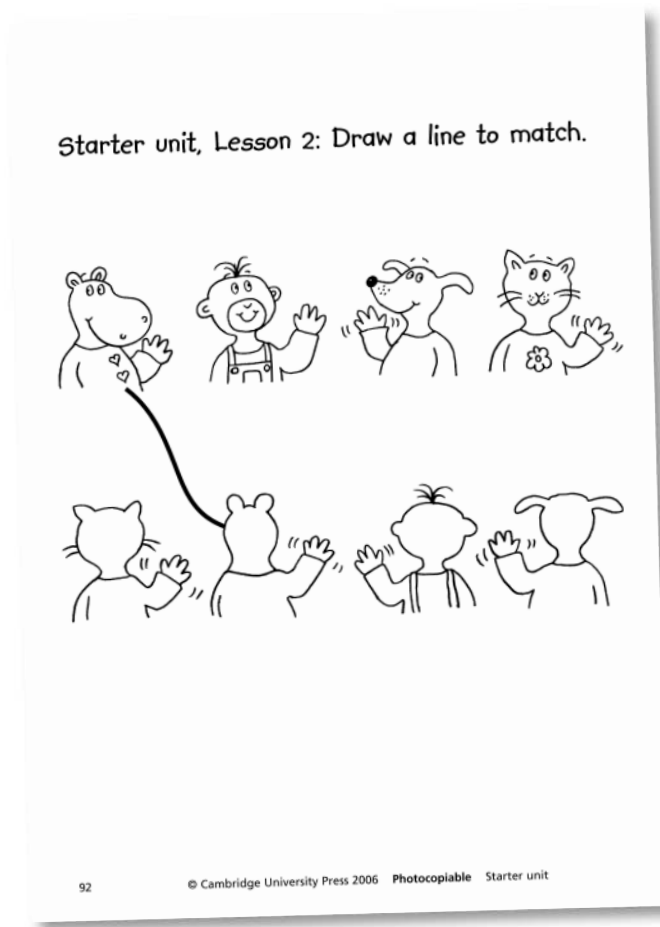
LESSON 2: Do and learn

Materials

- Flashcards:
 - Hippo
 - Monkey
 - Dog
 - Cat
- CD and player
- The Hippo puppet
- A bag
- A copy of the template on page 92 of the Teacher's Book and a pencil for each child

Main language

hippo, monkey, dog, cat, hello, goodbye



Hello time

Point to the bag and say *Who's in the bag?* Elicit *Hippo*. Encourage the children to say *Hello, Hippo*. Bring Hippo out of the bag and greet the children with Hippo. Sing the *Hippo says hello* song (track 02) and encourage the children to join in.

Worksheet presentation

Show the children a copy of the template on page 92 of the Teacher's Book. Point to the characters facing forward at the top of the page and elicit or say their names. Point to the characters' backs across the bottom of the page and elicit the names again or remind the children of the words. Explain that the children must draw a line with a pencil to match the character's front and back. Say *Draw a line to match*.

Move to the tables

Hold up the Hippo puppet. Point to five children and say *Hello, Hippo*. The children respond *Hello, Hippo*. Say *Good. Go to your table, please*. Repeat the procedure until all of the children are sitting at the tables. Hand out the worksheets. Say *Draw a line to match*.

e Table time

The **e** symbol shows that this activity is an opportunity for evaluation (see Introduction page 10).

The children draw lines to match front and back views of the characters. As a child finishes, encourage him/her to point to the characters as you name them.

Goodbye time

Put Hippo back in the bag. Say *Goodbye, Hippo. Goodbye, Hippo*. Encourage the children to join in with you. Make Hippo say goodbye as you put her back in the bag. Repeat for the flashcards of Dog, Cat and Monkey. Sing the *Hippo says goodbye* song (track 03) and wave goodbye to the children throughout. Sing it again and encourage the children to join in. At the end, say *Goodbye, children*.

Extra activities

- 1. Game** Hide the flashcards of Cat and Dog behind your back. Show one of them. If you show Cat, the class should reply *Miaow!* If you show Dog, they should say *Woof!* You may like to speed the activity up for added fun.
- 2. Song activity** Sing the *Hippo says hello* song (track 02) with the children again. This time, as you sing it, go round the class with Hippo so that the children can stroke or touch her.

Unit 1 I can jump!

LESSON 1: Sing and learn

Materials

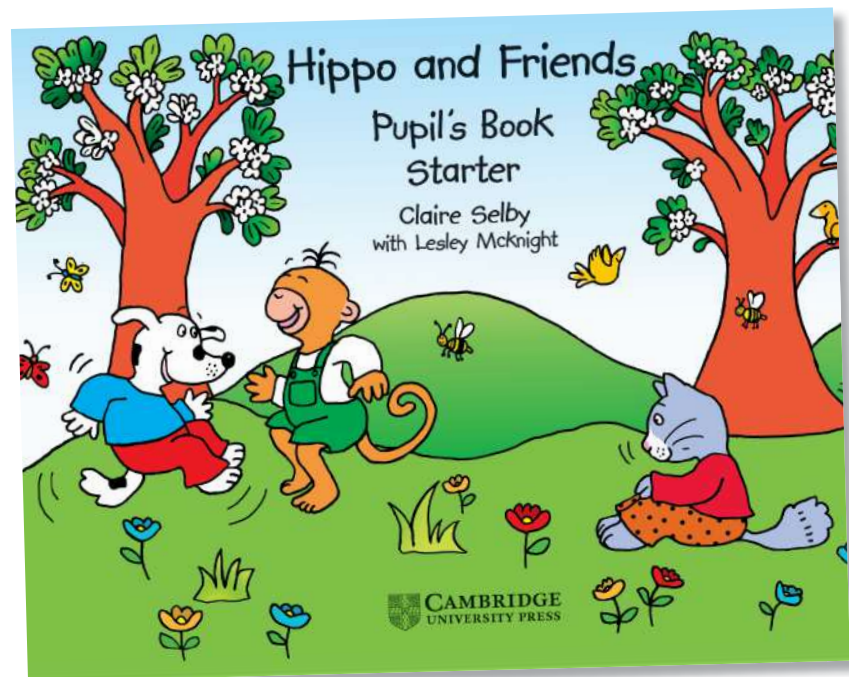
- Flashcards:
 - head
 - hands
 - feet
 - Hippo
 - Monkey
 - Dog
 - Cat
- CD and player
- The Hippo puppet
- A bag
- Pupil's Book page 1 and sticker for each child

Main language

jump, clap, nod my head, hands, feet

Revised language

hippo, monkey, dog, cat



Song text

*I can jump, I can clap,
 I can nod my little head,
 I can jump, I can clap, you see.
 I can jump, I can clap,
 I can nod my little head,
 Come along, come and jump with me.*

Hello time

Sing the *Hippo says hello* song (track 02) to start the lesson. If you wish, use some of the assembly ideas outlined in the Introduction to the Teacher's Book (page 12).

Vocabulary and song time presentation

Greet the children with the puppet. Use the puppet to bring out the flashcards from the bag. Point to the flashcard of the head. Say *Head* and encourage the children to touch their heads. Do the same with hands and feet. Sit Hippo on a chair or on the floor. Jump up and down and say *Look, Hippo! I can jump*. Clap and say *I can clap*. Nod your head and say *I can nod my head*. Repeat the procedure, encouraging the children to join in.

Song time

Sing the *I can jump!* song (track 04). Jump, clap and nod your head as appropriate. Sing the song again and encourage the children to join in.

Worksheet presentation

Show the children Pupil's Book page 1. Point to the pictures of the three characters. Say *Look! Monkey can jump. Dog can jump. Cat can nod her head. And Hippo? Where's Hippo?* Show the children the sticker of Hippo clapping. Say *Hippo can clap*. Explain that they must stick the sticker of Hippo clapping onto the worksheet. Say *Use the sticker*.

Move to the tables

Point to five children and say *Jump. Go to your table, please*. The children jump to their tables. Repeat the procedure until all of the children are sitting at the tables. Hand out the worksheets and stickers and say *Use the sticker*.

e Table time

The children stick the sticker onto the worksheet. As a child finishes, say *Monkey can jump* and encourage the child to point to Monkey on the worksheet. Do the same with the other characters.

Goodbye time

Say *It's time to say goodbye*. Lay the flashcards of the characters on the floor. Sing the *Hippo says goodbye* song (track 03) and encourage the children to wave goodbye to the appropriate character.

e Extra activities

- 1. Game** Stand in a circle with the children. When you say *I can ...* and an action, the children do the action. If you say *Hippo can ...* and an action, the children do not do the action. If they do, they are 'out' and sit down. The winner is the last child standing.
- 2. Game** Stand in a circle with the children. When you say *Head*, the children touch their heads. When you say *Hands*, they touch their hands etc. Once the children understand the game, you can make it eliminatory. If they touch the wrong part of their body, they are 'out' and sit down.

Unit 1 I can jump!

LESSON 2: Listen and learn

Materials

- **Flashcards:**
 Hippo
 Monkey
 Dog
 Cat
- CD and player
- The Hippo puppet
- A bag
- Story poster 1

Extra materials

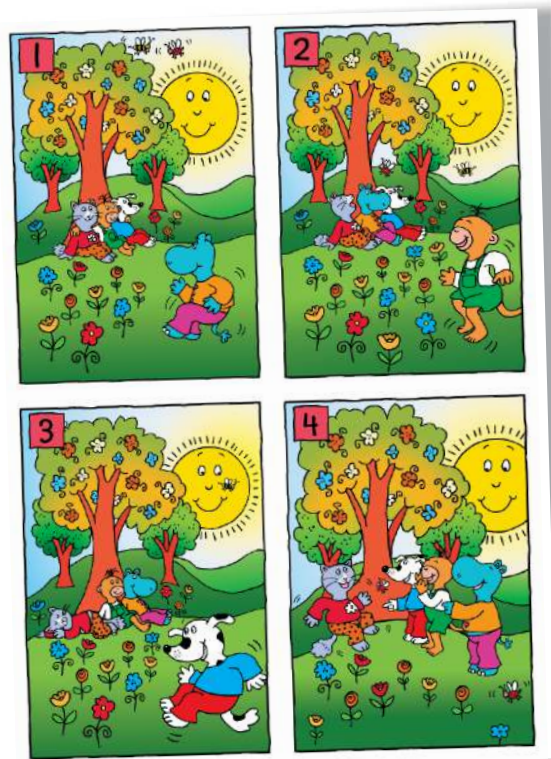
1. **Flashcards:** head, hands, feet
2. Paints and craft paper

Main language

jump, clap, nod my head, hands, feet

Revised language

hippo, monkey, dog, cat



Hello time

Sing the *Hippo says hello* song (track 02) to start the lesson. If you wish, use some of the assembly ideas outlined in the Introduction to the Teacher's Book (page 12).

Story time presentation

Greet the children with the puppet. Say *I can jump. Can Hippo jump? Yes? No?* Make Hippo jump and say *Yes, Hippo can jump.* Hippo whispers in your ear. Say *Hippo says look in the bag again.* Take out Story poster 1 from the bag and say *Look! Hippo has a story. It's a story about Hippo, Monkey, Dog and Cat.* Listen (point to your ears). Look (point to your eyes). Are you ready? Good.

Story time

Tell the story or play the CD track 05. As the children listen, point to the corresponding pictures on Story poster 1.

1

Hippo, Monkey, Dog and Cat are in the garden. Hippo says, 'I can jump. Look! Jump, jump, jump.'

2

Monkey says, 'I can jump. Look! Jump, jump, jump.'

3

Dog says, 'I can jump. Look! Jump, jump, jump.' 'Can Cat jump?' says Hippo. 'Zzz.' 'No,' says Monkey.

4

'Yes. Cat can jump,' says Dog. 'Look! Woof!' 'Miaow!'

Story time activity

Repeat the story. Encourage the children to join in with *Jump, jump, jump*.

Song time revision

Sing the *I can jump!* song (track 04) again.

Goodbye time

Say *It's time to say goodbye*. Lay the flashcards of the characters on the floor. Sing the *Hippo says goodbye* song (track 03) and encourage the children to wave goodbye to the appropriate character.

Extra activities

- 1. Game** Stand in a circle with the children. Use the flashcards of head, hands and feet. When you hold up the flashcard of head, the children nod their heads. When you hold up the flashcard of hands, they clap. When you hold up the flashcard of feet, they jump. Change the order in which you show the flashcards and speed up the pace.
- 2. Craft** Make a handprints mural with the children. Prepare trays of different coloured paints. Help the children to dip their hands in the paint and then onto the craft paper.

Unit 1 I can jump!

LESSON 3: Do and learn

Materials

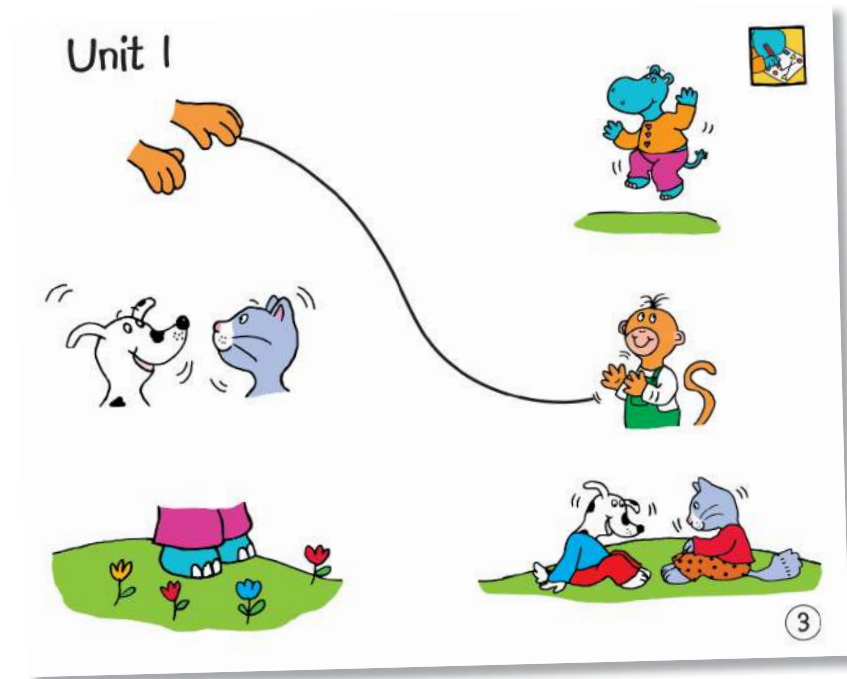
- **Flashcards:**
 head
 hands
 feet
 Hippo
 Monkey
 Dog
 Cat
- CD and player
- The Hippo puppet
- A bag
- Story poster 1
- Pupil's Book page 3 and a pencil for each child

Main language

jump, clap, nod my head, hands, feet

Revised language

hippo, monkey, dog, cat



Hello time

Sing the *Hippo says hello* song (track 02) to start the lesson. If you wish, use some of the assembly ideas outlined in the Introduction to the Teacher's Book (page 12).

Song time revision

Greet the children with the puppet. Make the puppet jump to elicit *I can jump*, clap her hands to elicit *I can clap* and nod her head to elicit *I can nod my (little) head*. Sing the *I can jump!* song (track 04) again.

Story time revision

Say *Listen to the story again. Listen* (point to your ears). *Look* (point to your eyes). *Are you ready? Good.* Using the story poster, retell the story or play the CD track 05. Pause to elicit *Jump, jump, jump*, using mime if necessary.

Worksheet presentation

Use the puppet to bring the flashcards of the head, hands and feet out of the bag again. Lay the flashcards on the floor. Say *Head, hands, feet. Head, hands, feet* as you touch your head, hands and feet. Encourage the children to do the same and to join in with the chant. Touch your head. Say *Head. I can nod my head.* Join your hands. Say *Hands. I can clap my hands* and clap your hands. Touch your feet. Say *Feet. I can jump* and jump up and down.

Show the children Pupil's Book page 3. Point to the hands, heads and feet and elicit the words. Explain that the children should match the pictures of the hands, heads and feet to the appropriate action pictures. Point to the picture of the hands. Say and mime *Hands. I can jump? ... No.* Elicit the correct response. Say *Draw a line to match.*

Move to the tables

Point to five children and say *I can nod my head. Go to your table, please.* The children nod their heads as they go to their tables. Repeat the procedure until all of the children are sitting at the tables. Hand out the worksheets and say *Draw a line to match.*

Table time

The children draw lines to match the body parts with the actions. As a child finishes, encourage him/her to point to the pictures as you say the words and sentences.

Goodbye time

Say *It's time to say goodbye.* Lay the flashcards of the characters on the floor. Sing the *Hippo says goodbye* song (track 03) and encourage the children to wave goodbye to the appropriate character.

Extra activities

1. Game Put the flashcards of head, hands and feet in different places around the classroom. Say *Head. Where's the head?* Use mime if necessary. A volunteer fetches the flashcard of the head and gives it to you. Repeat the procedure with hands and feet.

2. Game Sit in a circle with the children. Use the puppet to bring the flashcards of Hippo, Monkey, Dog, Cat, head, hands and feet out of the bag. Shuffle them and lay them on the floor face down. A volunteer comes out and turns a flashcard over. He/She says the word or, if you prefer, the whole class can give the answer.