


# Individual Activity Lesson Plan

## 5 Senses

<b>Date:</b> Monday 4th May 2020	
<b>Activity Title:</b> Matching game 'The smartest giant in town.'	
<b>Learning Intention:</b> Remembers where objects belong. (UTW)	<b>Activity Overview:</b> To match the images of the animals to the images of the items of clothing according to the story 'The smartest giant in town.'
<b>Links to EYFS:</b> <ul style="list-style-type: none"> <li>Remembers where objects belong. (UTW-TW-16-26 months)</li> </ul>	
<b>Resources:</b> <ul style="list-style-type: none"> <li>The worksheet attached.</li> <li>You can listen to this story on this YouTube link: <a href="https://www.youtube.com/watch?v=cfiPrA8E3qE">https://www.youtube.com/watch?v=cfiPrA8E3qE</a></li> </ul> <p><i>Please be strongly advised that these are the direct YouTube links and you are responsible for any subsequent content that may appear around the video. A full screen view often minimises other content, but adverts may still pop up along the bottom of the screen.</i></p>	<b>Key vocabulary:</b> Tie, Giraffe, shirt, goat, shoe, mouse, socks, fox, belt, dog, match, find, look, kind helpful.
<b>ACTIVITY IMPLEMENTATION (including key question)</b>	
	
<b>Introduction:</b>	
*Read through the story of 'The smartest giant in town,' or watch it on the link above.	
*Talk about the different characters in the story and which items of clothing each of the animals use to help them.	
*Print out the pictures attached to this document. Don't worry if you do not have a printer. You can show your child the images on the screen.	
<b>Main Activity:</b>	
<ul style="list-style-type: none"> <li>Lay the pictures of the animals on one side of the table or floor and the images of the items of clothing on the opposite side.</li> <li>Listen/read through the story and every time George gives an item of clothing to an animal, pause it.</li> <li>Test to see if your child can select the animal and item of clothing from the images lay out.</li> <li>If you do not have a printer, test to see if your child can point correctly to the images on the screen.</li> </ul>	
<b>Activity review:</b>	
*Repeat this activity but this time not using the story to help. Lay out the images and test to see if your child can remember which animal takes which item of clothing.	
<b>Additional ways to support your child:</b> <ul style="list-style-type: none"> <li>Use the story throughout to help support your child to remember which animal uses which item of clothing.</li> </ul>	<b>Extension:</b> <ul style="list-style-type: none"> <li>Remove the story book and encourage your child to match the animals and items of clothing independently and in order. For example, the giraffe and the scarf first, the goat and the shirt second etc.</li> </ul>