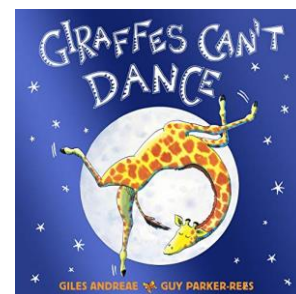


# Individual Activity Lesson Plan

<b>Date:</b> Wednesday 24 <sup>th</sup> June 2020	
<b>Activity Title:</b> Animals Shapes Puzzle	
<b>Learning Intention:</b> <ul style="list-style-type: none"> <li>To create animals out of different shapes.</li> </ul>	<b>Activity Overview:</b> To use various shapes to create African animals.
<b>Links to EYFS:</b> <b>Mathematics-Shapes:</b> <ul style="list-style-type: none"> <li>Notifies simple shapes and patterns in pictures.</li> <li>Uses shapes appropriately for tasks.</li> <li>Selects a particular named shape.</li> </ul> <b>Physical Development:</b> <ul style="list-style-type: none"> <li>Uses one-handed tools, such as scissors.</li> </ul>	
<b>Resources:</b> <ul style="list-style-type: none"> <li>Storybook <i>Giraffes Can't Dance</i> by Giles Andreae (if you don't have the book, use the following video link:  <a href="https://www.youtube.com/watch?v=d43d-ueAOAY">https://www.youtube.com/watch?v=d43d-ueAOAY</a> </li> <li>Printed out template – Animals Out of Shapes (if printer is unavailable, draw your own shapes using our template as an example)</li> <li>Scissors</li> <li>Paper</li> <li>Glue</li> </ul>	<b>Key vocabulary:</b> Zebra, giraffe, monkey, circle, oval, square, rectangle, diamond, triangle, cut.
<b>ACTIVITY IMPLEMENTATION (including key questions)</b>	
<b>Introduction:</b> <ul style="list-style-type: none"> <li>Read '<i>Giraffes can't dance</i>' by Giles Andreae.</li> <li>Talk with your child about the animals from the story. Talk about their appearance, colours and body parts.</li> </ul> <p>*Do you remember which animal was yellow and orange?</p> <p>*Which animal had a long tale and was swinging on the trees?</p> <p>*Do you remember the animal that starts with the "z"? (Say the sound of the letter, not its name)</p>	
<b>Main Activity:</b> <ul style="list-style-type: none"> <li>Get your templates ready and explain to your child that they are going to create African animals by using shapes.</li> <li>Look together at the first animal of their choice and encourage them to name the shapes they can see.</li> </ul> <p>*What does monkey's head look like? Does it remind you of any shape?</p> <p>*Do you know the name of this shape?</p> <p>*Can you show me a bigger/smaller circle?</p> <ul style="list-style-type: none"> <li>After naming the shapes, tell your child that now they need to cut out the shapes.</li> <li>Take the time to explain how important it is to use scissors safely.</li> <li>If needed, model how to hold and use scissors safely first.</li> <li>Encourage your child to be as independent as possible to have a go to cut out the shapes.</li> <li>Once the shapes are cut out or using the shapes pre-cut, invite your child to use them to create their animal, using the provided template as an example.</li> </ul> <p>*What are you going to use this square for?</p>	



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\*Where do you want to stick the triangle?

\*What is this shape called?

- Use glue to stick the shape pieces together to make an animal.
- Model the language: **This is a bit tricky, but I'm going to keep trying; let's do it together!**

## **Challenge:**

- Encourage the development of using one handed tools by cutting out shapes and using their imagination to put things together. You and your child could make a zebra, monkey or giraffe out of junk modelling, using the inside of the kitchen roll, black marker, glue and colourful paper.



## **Additional ways to support your child:**

If your child finds cutting challenging, you may want to do two separate activities: one where you have pre-cut the templates, so the focus is on the shapes and another to focus solely on cutting.

## **Extension:**

Ask your child to go for a 'shape hunt' around your house. 'Can you find a circle?' 'What shape is the table?' 'How many squares have you seen?'