



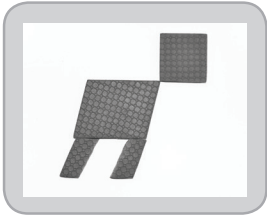








# On the farm

## MONDAY

 <b>Arrival</b> 15-30 mins	<p>Welcome each learner.</p> <p>Ask parents to allow learners to bring a toy farm animal to school for the theme table. (For help on preparing a theme table, refer to LSF, The Theme Table).</p>	
 <b>Health check</b>		
 <b>Morning Circle</b> 10-15 mins	<p>Ask learners to tell you what they had for Sunday lunch. Ask where the food came from, e.g. roast chicken comes from a chicken, ice-cream comes from milk which comes from a cow. Look at poster 14 called 'On The Farm' and ask learners to identify each animal. Ask what food/s they provide. Learners must understand that many food products come from the different animals.</p>	
 <b>Work Time Activities</b> 30-35 mins	<p><b>Mathematics focus</b> Learners make animals using flat plastic shapes provided.</p> <p><b>Creative focus</b> Let learners create picture with egg shells collected from the peelings of hard-boiled eggs.</p>	
 <b>Small Group Time Activity</b> 10-15 mins	<p><b>Life Orientation focus</b> Show learners an egg and ask them to tell you what it is and which birds give us eggs to eat (chickens and ducks). Crack an egg open for learners to look at and describe. Cook some eggs in various ways, e.g. boil, fry and scramble. Let learners smell, taste and even touch each type. Discuss why they think each egg is different.</p>	
 <b>Tidy-up time</b>		
 <b>Hand washing</b>		
 <b>Snack time</b>		
 <b>Music and Movement Ring</b>	<p>Introduce the theme related song 'Old MacDonald' to the learners on page 77 of this Teacher's Guide. You can also use the LEAP audio lesson Term 3-08 Sing along. The song can be sung every day of the teaching week.</p>	
 <b>Outdoor Play</b>	<p>Include the activity below as one of your daily outdoor activities.</p> <p>Learners play 'Stuck In The Mud'. Learners pretend to be pigs. One learner is a naughty pig and when he/she catches other pigs, they are stuck. One learner is the farmer and only he/she can free the stuck pigs. If the farmer is caught by the naughty pig, then he/she becomes the naughty pig and the game continues.</p>	
 <b>Story Time</b>	<p>Use the farm picture on pages 32 and 33 in the Workbook to tell a story. Learners can add their input as well. Take note of what learners say and write these simple sentences on sentence cards.</p>	