










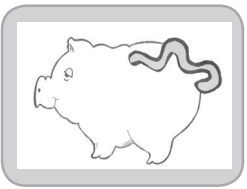



# On the farm

## WEDNESDAY

 Arrival 15-30 mins	Welcome each learner.
 Health check	
 Morning Circle 10-15 mins	Provide items that come from animals, e.g. clean, used milk, butter, yoghurt and honey containers, a wool jersey etc. Learners must say which animals provide each product e.g. milk comes from cows.
 Work Time Activities 30-35 mins	<p><b>Life Orientation focus</b> Learners complete page 38 of Workbook 3. They draw a line from the product to the animal.</p> <p><b>Mathematics focus</b> In small groups learners continue the Morning Circle activity, matching products with the animals that provide them.</p> 
 Small Group Time Activity 10-15 mins	<p><b>Mathematics focus</b> Begin by counting to ten. Revise the names for the previous shapes learnt. (For help on counting with learners, refer LSF, Counting). Give each learner a plastic animal. Ask learners to count how many animals there are altogether, how many of one kind of animal there is, how many legs their animal has, how many legs there are altogether.</p>
 Tidy-up time	
 Hand washing	
 Snack time	
 Music and Movement Ring	<p>Begin by singing a favourite song. Learners listen to instructions of how different animals move and follow the instructions. For instance, say: 'Gallop like a horse/Stomp like a cow/Roll like a pig/Hop like a rabbit/Waddle like a duck/Charge like an ostrich.' etc.</p>
 Outdoor Play	<p>Include the activity below as one of your daily outdoor activities. Learners play Pin The Tail On The Pig. Draw a large tailless pig on cardboard. Cut out a tail from cardboard. Prestik™ the pig to a wall and let learners take turns to be blindfolded and pin the tail on the pig in the correct place.</p> 
 Story Time	Create a sensory story for learners. Assemble items that the learners have mentioned in their story, e.g. water, mealies. The items you choose will depend on the story you are using. As learners help you tell the story ask them to find appropriate items and pass them around for everyone to feel.

