THURSDAY

Arrival 15-30 mins	Welcome learners. Remind them to pack things back where they belong throughout the day.
Health check	
Morning Circle 10-15 mins	Play a smelling game. Place the following foodstuffs in margarine containers whose lids have been pierced with several pencil-sized holes. In each container place some cheese, milk, ice-cream, butter and honey. Learners identify the foodstuff by smelling the containers. They name the foodstuff and say which animal gives us that food. Reinforce the sentence for the week: '…give us…', e.g. 'Cows give us milk.' You can also use the LEAP audio lesson Term 3-08 Sentence play.
Work Time Activities 30-35 mins	**Mathematics focus** Learners play 'Muddy Pig'. They will need a picture of a pig, a dice and brown Unifix™ blocks. They must roll the dice, look at the number it lands on, and then place that number of brown Unifix™ blocks on the pig. **Literacy focus** Learners trace the letter 'g' on page 40 of Workbook 3.
Small Group Time Activity 10-15 mins	**Literacy focus** Learners choose one plastic farm animal from the theme table. Ask them to name the animal, make its sound and then say what food comes from the animal. They will complete the sentence: 'We get… from…'
Tidy-up time	
Hand washing	
Snack time	
Music and Movement Ring	Sing 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. Change the words of the song for the learners' amusement. For instance, sing 'Old MacDonald had a truck… And on that truck he had a bull…' Learners can add their own verses. Draw a truck and have cut-out animals for the learners to put into the truck for learners to put into it as they sing.
Outdoor Play	Include the activity below as one of your daily outdoor activities. Have tubs of water and sponges in different shapes and sizes. Learners can create designs with the wet sponges onto the cement/paving.
Story Time	Read the flash cards from the theme table with the learners. Use pictures or objects to help the learners to know what the word is. Jumble up the words on the carpet and ask learners to find a word as you say it.