












# Wild Animals

## THURSDAY

 <b>Arrival</b> 15-30 mins	Welcome each learner. Inside each learner's locker place different amounts of coloured counters.
<b>+ Health check</b>	
 <b>Morning Circle</b> 10-15 mins	Talk about wild animals and those that live in captivity. Ask them what the difference is between zoos and game reserves that live freely in the wild and those that live in zoos. Ask them which they think is better for wild animals. They can give their reasons.
 <b>Work Time Activities</b> 30-35 mins	<p><b>Mathematics focus</b> Learners complete page 25 of Workbook 4. They count the objects in each block and trace the correct number. They must say which block has the most objects.</p>  <p><b>Life Orientation/Creative focus</b> Learners make hands prints, cut them out and then decorate them to look like wild animals. Make sure the available colours are suitable.</p>
 <b>Small Group Time Activity</b> 10-15 mins	<p><b>Mathematics focus</b> Learners count to ten as they skip in a circle. At then they turn and repeat the counting activity. Call out a number, for instance five. Ask learners to give a number more than five/less than five. Repeat with other examples. Learners can check each other using counters or a number chart.</p>
 <b>Tidy-up time</b>	
 <b>Hand washing</b>	
 <b>Snack time</b>	
 <b>Music and Movement Ring</b>	Place some plastic animals from the theme table into a basket. Let learners pull out an animal. This is the animal they are for the rest of the lesson. Learners sit in a circle and when you say 'Go!' they walk around the room, making their animal sound. They have to find others who are making the same sound. When they find a partner/s, they sit down in the circle again.
 <b>Outdoor Play</b>	Include the activity below as one of your daily outdoor activities. Play the 'Who Am I?' game again.
 <b>Story Time</b>	Read the big book to the learners. Ask them to think of a name for their story.

