celebrations

THURSDAY

	Arrival 15-30 mins	Welcome each learner. Give each learner a card with either a happy face or a sad face on it. Ask them to bring their card to the Morning Circle.
+	Health check	
	Morning Circle 10-15 mins	Talk about how celebrations are happy times. Allow learners to speak about their best celebration memory. Learners put their happy or sad face face-down on the carpet. Mix up the faces. Learners have turns to pick up a card. If it is a happy face, they say, 'I feel happy when' If it is a sad face, they say, 'I feel sad when'
.s.f.	Work Time Activities 45 mins	Literacy activity Learners make the letter `r' out of red modelling clay. Creative focus (Part I) Learners make an Eid star and crescent. Provide a cardboard template of each, glue, glitter, gold paint, a punch, string and cardboard for them to use. Learners trace around the templates and cut out a star and moon. They paint both sides gold. They let it dry.
	Small Group Time Activity 10-15 mins	Mathematics focus Learners complete pages 46 and 47 in the Workbook. They write their name in the block. Learners find the correct stickers and talk about what is happening in the picture. They answer the questions on page 47.
	Tidy-up time	
	Hand washing	
ď	Snack time	
U	Music and Movement Ring	Sing the song 'If You're Happy And You Know It'. You can also use the LEAP Songs: If You're Happy and You Know It. Learners do the actions as they sing.
	Outdoor Play	Include the activity below as one of your daily outdoor activities. Provide skittles made from empty plastic containers half-filled with sand. On each one write a number from I-IO. Provide soft balls which the learners use to roll along the ground to knock down the skittles. See if learners can roll a 'strike', i.e. knock all ten skittles down at once.
	Story Time	Divide the learners into groups and give each group a different type of celebration to draw. Learners think of a sentence to be written underneath their picture. These pages will be made into a class weather book.



