

Trinity Stars Stage 1 – Activity plan – Farm animals

Stage: 1

Language aims:

- ▶ Farm animal vocabulary
- ▶ Speaking in chorus

Performance aims:

- ▶ Expressive movement and mime
- ▶ Using musical instruments to create mood and atmosphere

A note about timing:

With any improvisation activities, it is hard to be exact about timing as the children may get very involved and want to continue for longer, or may not respond as you expected. However as a rough guideline, you could spend approximately 15 minutes on each activity. With very young learners it is better to do a little and often.

When rehearsing for a performance, spend at least one lesson making sure everyone knows where to move and when.

For Trinity Stars Stage 1, performances should last from 5-15 minutes.

Materials needed:

- ▶ Musical instruments
- ▶ Card
- ▶ Glue
- ▶ Scissors
- ▶ Flashcards
- ▶ Pegs or paperclips
- ▶ Coloured pens or pencils

Activity

In this lesson we will be focusing on six animals:

- ▶ Donkey
- ▶ Sheep
- ▶ Cow
- ▶ Horse
- ▶ Duck
- ▶ Hen

These concepts will be introduced over the following sections of the activity plan. You will also find links to additional resources from the web that you can use.

Teaching the vocabulary

1. Introduce the vocabulary by showing flashcards or drawings of the animals and saying their names clearly. You can use the flashcards [here](#).
2. When you are teaching very young children remember that, when first teaching the vocabulary, it is clearer to say just the name, not the name in a sentence. Say 'donkey' rather than 'This is a donkey'.
3. Once they have become familiar with the words, you can make your language more natural.
4. Place the flashcards on a table or on the board.
5. Now make one of the animal noises and encourage the children to point to the correct picture.
6. Once you have demonstrated all of the animal noises, let the children take turns.

Online resources: [Farm animals flashcards](#)
[Animal noises song](#)

Wake up donkeys game

1. This is a game which can be played with large numbers of children in a crowded classroom. They can all be active and involved without moving around too much.
2. To begin: the children sit at their desks and rest their heads on their arms, pretending to be asleep.
3. When they are all quiet, call out 'Wake up, donkeys!' They open their eyes, sit up straight and make donkey noises. Then call out, 'Go to sleep, donkeys!' and they pretend to sleep again. Repeat with the other animals.

Mime

1. Now that the children are familiar with the animal names and their noises, introduce mime.
2. If you have access to the internet in your school, find short videos of animals (prepare this beforehand). If not, use your collective knowledge of how these animals move. For example:
 - ▶ Donkeys flare their nostrils. They trot. They are very strong and they sometimes walk backwards if they are feeling stubborn. It is not easy to pull a donkey in the direction you want to go, if they do not want to co-operate.
 - ▶ Sheep follow each other. They move in a group and are easily frightened. They have very good hearing and become nervous when they hear unexpected noises.
 - ▶ Ducks waddle and flap their wings when they are out of water. They paddle their feet when they swim and they dive their heads down suddenly into water to find food.
 - ▶ Hens bob their heads up and down and peck on the ground for food. They walk in a slow and stately fashion with very deliberate steps.
 - ▶ Cows move slowly and spend a lot of time munching their food. They have big eyes and mouths and they are heavy animals.
 - ▶ Horses can run very fast or trot slowly. They toss their heads and can look very proud and strong.
3. Once you have established the basics of the animals' movement with the children, you can play at miming the different creatures. Let each child interpret the animals in his or her own way.

Online resources:

[Noisy donkeys video](#)

[Ducks video](#)

[Sheep video](#)

[Cow video](#)

[Horse walking video](#)

[Chicken video](#)

Animal parade game

1. Put the children into groups and let them choose an animal each by picking a flashcard from a pile. Call out the colours, one by one and get the children to point to items of that colour, saying the word as they do so.
2. Show the children where they will parade to and from. Now call out the animals one by one and let the groups parade, miming as they do so. Encourage the other children to applaud as they watch their friends.
3. If you have some musical instruments at the school you could let the children play with them, creating sounds which they think represent the animals and the way they move. Encourage them to think about whether they want fast or slow music. Maybe they would like some funny percussion sounds for the ducks and hens? You could also encourage the children to create sound for when they sleep and when they wake up.
4. You don't have to wear costumes or masks but if you would like to include a visual element to the activity you could make simple animal badges. Cut out a large card circle and paste a picture of an animal onto it. Attach the badge to the child's clothing using a clothes peg or paper clip.

Performance

1. Use this song/chant as it is or as a basis for your own ideas.
2. Incorporate musical interludes if you would like to use music in your performance.
3. Divide the children into groups of animals. The children could end their performance by pretending to curl up asleep.
4. The script and directions can be found on the next page.

Project ideas

Below are some ideas for projects that could be used with this activity plan:

- ▶ Make animal badges. Photocopy outlines of animal heads and let the children colour them in. Help them to paste the pictures onto card circles and use these as badges. Attach them to the children's clothing with wooden pegs or paper clips. You could write the animal names faintly in pencil and help the children to trace over the letters.
- ▶ Make a class animal farm. Give the children cut-outs of animals to colour. Label a large one-dimensional farm with labels for the animals in different areas. Help the children to recognise the animal words and to paste their animals in the correct spaces.

Farm animals performance

The children sing or chant:

Listen, listen!

Children make donkey noises.

Look, look!

Children mime donkey movements

Donkeys! Donkeys! Donkeys on the farm. Donkeys! Donkeys! Walking round and round.

The 'donkeys' parade.

Repeat with other animals:

Donkeys, donkeys, go to sleep.

Hens, hens, go to sleep.

Ducks, ducks, go to sleep.

Cows, cows, go to sleep.

Horses, horses, go to sleep.

Sheep, sheep, go to sleep.

As their animal names are called out, the groups mime sleeping.

Goodnight!

At the end of the performance, the children hold hands and take a bow.