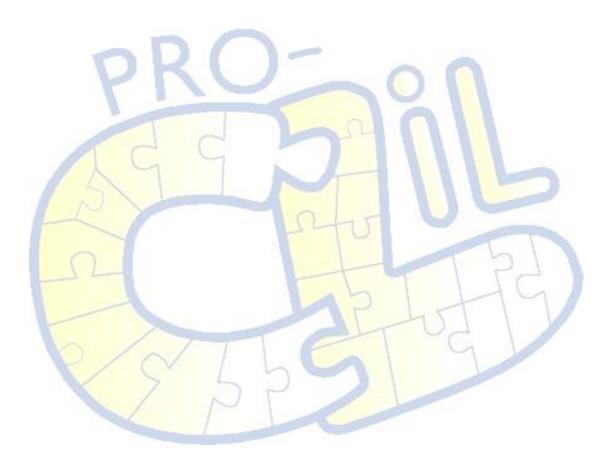
preschool	Story telling	Subject:	
		Brown bear, Brown Be Session 2	ear
Subject Goals:	 Children should: develop observation skills be able to cooperate in pairs acquire positive attitudes towards books and storytelling 		
Linguistic Goals:	 horse, frog, sheep) name at least three of th be able to use colour as retell the story in the for 	an adjective (red b <mark>ird</mark> , blue horse m of a rhyme	.)
Recycling Goals:	The children should consolidate/revise: • Colours: brown, red, yellow, blue, green, purple, white, black		
Materials and Equipment:	 The story book. If you haven't got the story, you might use largeA3 pictures downloaded from: <u>http://www.dltk-teach.com/books/brownbear/index.htm</u> Toy bear (soft toy) – if you don't have one, you can use any of the animals in the story (e.g. a soft toy such as a yellow duck, a green frog, a black sheep, etc.) Music, CD player 		
Procedures:	 The teacher shows the chi them if they remember the Do you remember which The teacher invites the ch animals and adds the pictu- board. When all the pictures are teacher asks the children to then takes one away. The children then open th asks them if they can noti missing. (Kim's game) (The teacher tries to encou- the animal and the colour bear) 	e story. animals are in the story? ildren to remember the ares gradually on the felt on the felt board, the o close their eyes and eir eyes and the teacher ce which animal is arage the children to use	



 3. The children sit in the circle and the teacher shows them the soft toy from the story which came to visit. The teacher plays some music on the CD player, perhaps a known song, such as baa baa black sheep. The children have to pass the toy to the person next to them without stopping but they have to stop when the music stops. When the music stops, the teacher shows a picture to the child that has the toy and the child has to name the animal. 	L2
 4. The teacher retells the story inviting the students to join in whenever they can, e.g. they can join in repeating the animals' names or in asking "What do you see?" The teacher also stops before she turns a page, to see if the children can remember the animal which comes next. 	L2
5. The teacher tells the children that there is a song about this story and invites them to listen to it. The teacher sings the song, which is the exact story sung to the tune of "Frére Jacques / Are you sleeping?"	L2
Frére Jacques, Frére JacquesBrown Bear, Brown BearDormez vous? Dormez vous?What do you see? What do you see?Sonnez les matines! Sonnez les matines!I see a yellow duck! I see a yellow duck!Din Dan Don! Din Dan Don!	
Looking at me! Looking at me!	
Based on observation of the children during the tasks	
The children sing the story/song along with the teacher	L2
 The song is sung at various opportunities during the school day Animals cards are placed at the English corner for the children to play card games such as pelmanism, bingo or snap (see accompanying document for cards) 	
	 them the soft toy from the story which came to visit. The teacher plays some music on the CD player, perhaps a known song, such as baa baa black sheep. The children have to pass the toy to the person next to them without stopping but they have to stop when the music stops. When the music stops, the teacher shows a picture to the child that has the toy and the child has to name the animal. 4. The teacher retells the story inviting the students to join in whenever they can, e.g. they can join in repeating the animals' names or in asking "What do you see?" The teacher also stops before she turns a page, to see if the children can remember the animal which comes next. 5. The teacher tells the children that there is a song about this story and invites them to listen to it. The teacher sings the song, which is the exact story sung to the tune of "Frére Jacques. Frére Jacques. Brown Bear, Sonnez les matines! I see a yellow duck! I see a yellow duck! Din Dan Don! Din Dan Don! Din Dan Don! Evoking at me! Based on observation of the children during the tasks The children sing the story/song along with the teacher if the children to play card games such as pelmanism, bingo or snap (see accompanying)



Contingency Plan	If there is time, the children can visit the English corner with the teacher Or If there is time, the teacher can pick one of the animal	
	cards for the children to guess which animal she has Children are also encouraged, in turns, to come out and pick a card. The rest of the class tries to guess which animal they have	





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