

Unit 1 I can jump!

LESSON 1: Sing and learn

Materials

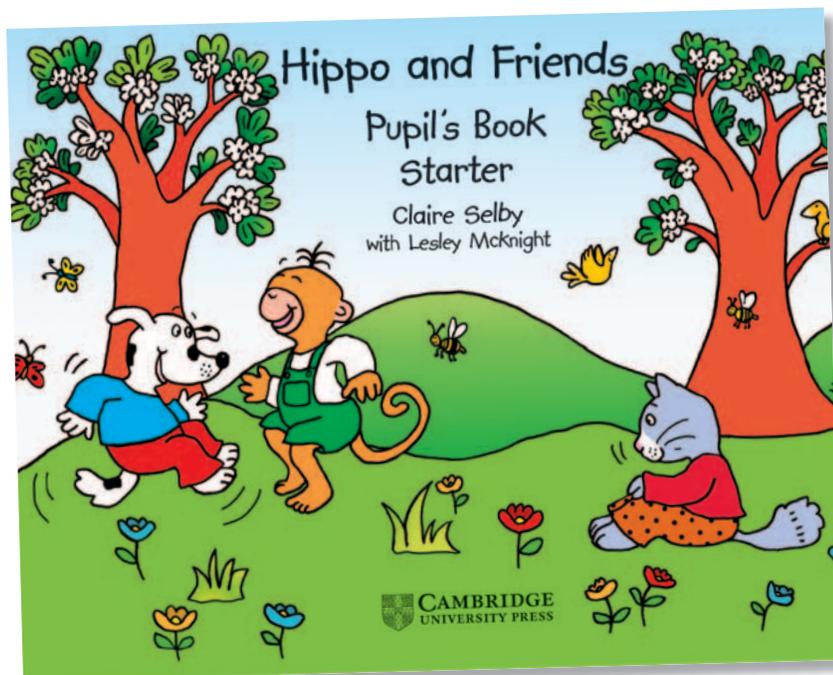
- **Flashcards:**
 - head
 - hands
 - feet
 - Hippo
 - Monkey
 - Dog
 - Cat
- CD and player
- The Hippo puppet
- A bag
- Pupil's Book page 1 and sticker for each child

Main language

jump, clap, nod my head, hands, feet

Revised language

hippo, monkey, dog, cat



Song text

*I can jump, I can clap,
 I can nod my little head,
 I can jump, I can clap, you see.
 I can jump, I can clap,
 I can nod my little head,
 Come along, come and jump with me.*

Hello time

Sing the *Hippo says hello* song (track 02) to start the lesson. If you wish, use some of the assembly ideas outlined in the Introduction to the Teacher's Book (page 12).

Vocabulary and song time presentation

Greet the children with the puppet. Use the puppet to bring out the flashcards from the bag. Point to the flashcard of the head. Say *Head* and encourage the children to touch their heads. Do the same with hands and feet. Sit Hippo on a chair or on the floor. Jump up and down and say *Look, Hippo! I can jump*. Clap and say *I can clap*. Nod your head and say *I can nod my head*. Repeat the procedure, encouraging the children to join in.

Song time

Sing the *I can jump!* song (track 04). Jump, clap and nod your head as appropriate. Sing the song again and encourage the children to join in.

Worksheet presentation

Show the children Pupil's Book page 1. Point to the pictures of the three characters. Say *Look! Monkey can jump. Dog can jump. Cat can nod her head. And Hippo? Where's Hippo?* Show the children the sticker of Hippo clapping. Say *Hippo can clap*. Explain that they must stick the sticker of Hippo clapping onto the worksheet. Say *Use the sticker*.

Move to the tables

Point to five children and say *Jump. Go to your table, please*. The children jump to their tables. Repeat the procedure until all of the children are sitting at the tables. Hand out the worksheets and stickers and say *Use the sticker*.

Table time

The children stick the sticker onto the worksheet. As a child finishes, say *Monkey can jump* and encourage the child to point to Monkey on the worksheet. Do the same with the other characters.

Goodbye time

Say *It's time to say goodbye*. Lay the flashcards of the characters on the floor. Sing the *Hippo says goodbye* song (track 03) and encourage the children to wave goodbye to the appropriate character.

Extra activities

- 1. Game** Stand in a circle with the children. When you say *I can ...* and an action, the children do the action. If you say *Hippo can ...* and an action, the children do not do the action. If they do, they are 'out' and sit down. The winner is the last child standing.
- 2. Game** Stand in a circle with the children. When you say *Head*, the children touch their heads. When you say *Hands*, they touch their hands etc. Once the children understand the game, you can make it eliminatory. If they touch the wrong part of their body, they are 'out' and sit down.

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LESSON 2: Listen and learn

Materials

- **Flashcards:**
 Hippo
 Monkey
 Dog
 Cat
- CD and player
- The Hippo puppet
- A bag
- Story poster 1

Extra materials

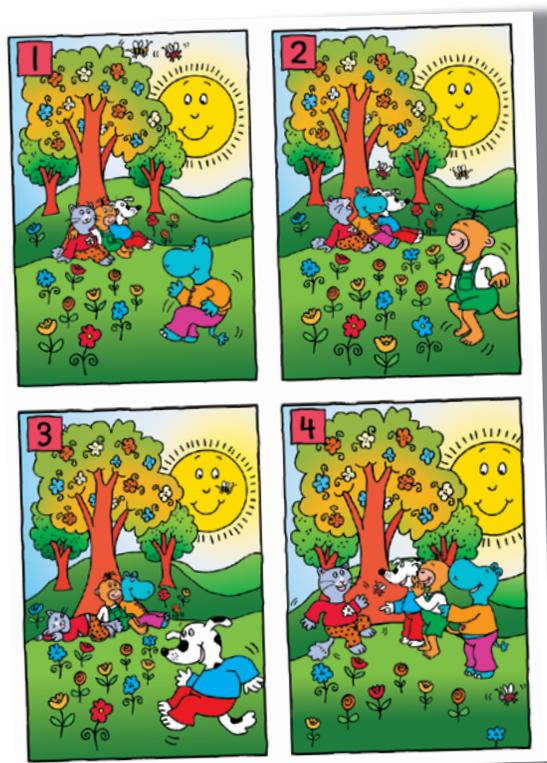
1. **Flashcards:** head, hands, feet
2. Paints and craft paper

Main language

jump, clap, nod my head, hands, feet

Revised language

hippo, monkey, dog, cat



Hello time

Sing the *Hippo says hello* song (track 02) to start the lesson. If you wish, use some of the assembly ideas outlined in the Introduction to the Teacher's Book (page 12).

Story time presentation

Greet the children with the puppet. Say *I can jump. Can Hippo jump? Yes? No?* Make Hippo jump and say *Yes, Hippo can jump.* Hippo whispers in your ear. Say *Hippo says look in the bag again.* Take out Story poster 1 from the bag and say *Look! Hippo has a story. It's a story about Hippo, Monkey, Dog and Cat.* Listen (point to your ears). Look (point to your eyes). *Are you ready? Good.*

Story time

Tell the story or play the CD track 05. As the children listen, point to the corresponding pictures on Story poster 1.

1
*Hippo, Monkey, Dog and Cat are in the garden.
 Hippo says, 'I can jump. Look! Jump, jump, jump.'*

2
Monkey says, 'I can jump. Look! Jump, jump, jump.'

3
*Dog says, 'I can jump. Look! Jump, jump, jump.'
 'Can Cat jump?' says Hippo.
 'Zzz.'
 'No,' says Monkey.*

4
*'Yes. Cat can jump,' says Dog.
 'Look! Woof!'
 'Miaow!'*

Story time activity

Repeat the story. Encourage the children to join in with *Jump, jump, jump*.

Song time revision

Sing the *I can jump!* song (track 04) again.

Goodbye time

Say *It's time to say goodbye*. Lay the flashcards of the characters on the floor. Sing the *Hippo says goodbye* song (track 03) and encourage the children to wave goodbye to the appropriate character.

Extra activities

1. Game Stand in a circle with the children. Use the flashcards of head, hands and feet. When you hold up the flashcard of head, the children nod their heads. When you hold up the flashcard of hands, they clap. When you hold up the flashcard of feet, they jump. Change the order in which you show the flashcards and speed up the pace.

2. Craft Make a handprints mural with the children. Prepare trays of different coloured paints. Help the children to dip their hands in the paint and then onto the craft paper.

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LESSON 3: Do and learn

Materials

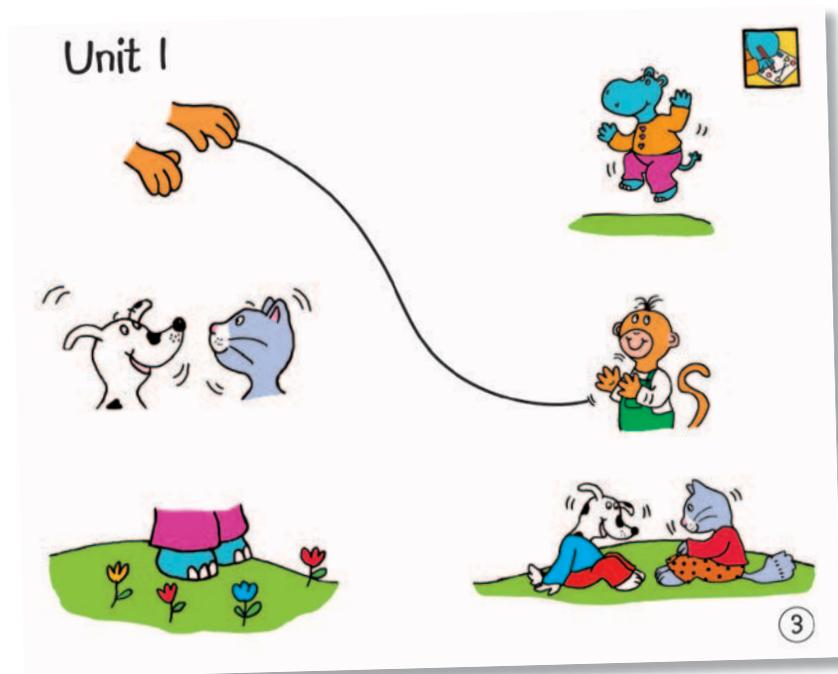
- **Flashcards:**
 head
 hands
 feet
 Hippo
 Monkey
 Dog
 Cat
- CD and player
- The Hippo puppet
- A bag
- Story poster 1
- Pupil's Book page 3 and a pencil for each child

Main language

jump, clap, nod my head, hands, feet

Revised language

hippo, monkey, dog, cat



Hello time

Sing the *Hippo says hello* song (track 02) to start the lesson. If you wish, use some of the assembly ideas outlined in the Introduction to the Teacher's Book (page 12).

Song time revision

Greet the children with the puppet. Make the puppet jump to elicit *I can jump*, clap her hands to elicit *I can clap* and nod her head to elicit *I can nod my (little) head*. Sing the *I can jump!* song (track 04) again.

Story time revision

Say *Listen to the story again. Listen* (point to your ears). *Look* (point to your eyes). *Are you ready? Good.* Using the story poster, retell the story or play the CD track 05. Pause to elicit *Jump, jump, jump*, using mime if necessary.

Worksheet presentation

Use the puppet to bring the flashcards of the head, hands and feet out of the bag again. Lay the flashcards on the floor. Say *Head, hands, feet. Head, hands, feet* as you touch your head, hands and feet. Encourage the children to do the same and to join in with the chant. Touch your head. Say *Head. I can nod my head.* Join your hands. Say *Hands. I can clap my hands* and clap your hands. Touch your feet. Say *Feet. I can jump* and jump up and down.

Show the children Pupil's Book page 3. Point to the hands, heads and feet and elicit the words. Explain that the children should match the pictures of the hands, heads and feet to the appropriate action pictures. Point to the picture of the hands. Say and mime *Hands. I can jump? ... No.* Elicit the correct response. Say *Draw a line to match.*

Move to the tables

Point to five children and say *I can nod my head. Go to your table, please.* The children nod their heads as they go to their tables. Repeat the procedure until all of the children are sitting at the tables. Hand out the worksheets and say *Draw a line to match.*

Table time

The children draw lines to match the body parts with the actions. As a child finishes, encourage him/her to point to the pictures as you say the words and sentences.

Goodbye time

Say *It's time to say goodbye.* Lay the flashcards of the characters on the floor. Sing the *Hippo says goodbye* song (track 03) and encourage the children to wave goodbye to the appropriate character.

Extra activities

1. Game Put the flashcards of head, hands and feet in different places around the classroom. Say *Head. Where's the head?* Use mime if necessary. A volunteer fetches the flashcard of the head and gives it to you. Repeat the procedure with hands and feet.

2. Game Sit in a circle with the children. Use the puppet to bring the flashcards of Hippo, Monkey, Dog, Cat, head, hands and feet out of the bag. Shuffle them and lay them on the floor face down. A volunteer comes out and turns a flashcard over. He/She says the word or, if you prefer, the whole class can give the answer.

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LESSON 4: Say and learn

Materials

- **Flashcards:**
 - head
 - hands
 - feet
 - Hippo
 - Monkey
 - Dog
 - Cat
- CD and player
- The Hippo puppet
- A bag
- Story poster 1
- Pupil's Book page 5, pieces of pink or brown paper and glue for each child

Extra materials

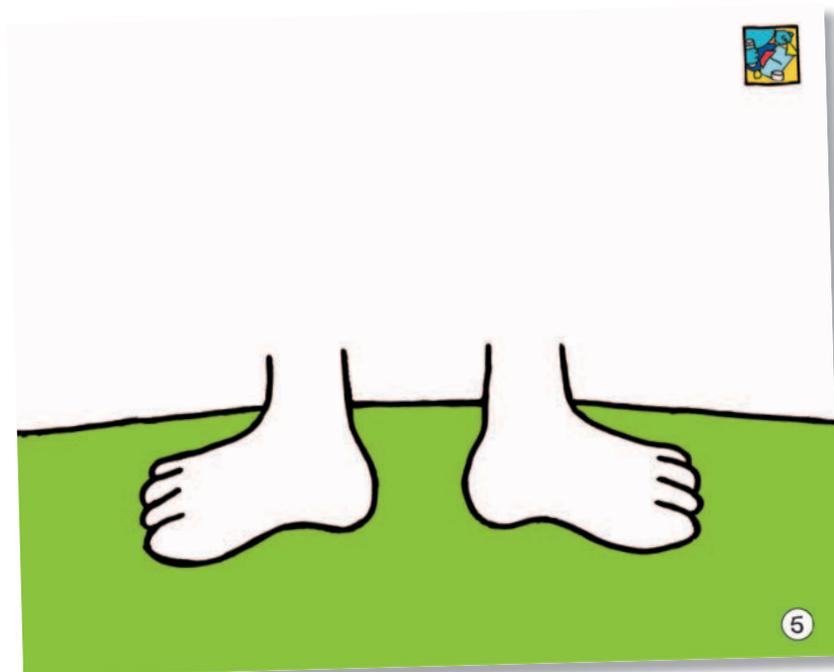
2. Photocopiable Extras, pages 6 and 7

Main language

jump, clap, nod my head, hands, feet

Revised language

hippo, monkey, dog, cat



Hello time 🎧

Sing the *Hippo says hello* song (track 02) to start the lesson. If you wish, use some of the assembly ideas outlined in the Introduction to the Teacher's Book (page 12).

Song time revision 🎧

Greet the children with the puppet. Sing the *I can jump!* song (track 04) again. Encourage the children to join in.

Talk time

Use the puppet to bring the flashcards out of the bag. Lay the flashcards on the floor and, as you point to the feet, hands and head, say *I can jump, jump, jump. I can clap, clap, clap. I can nod my little head. I can jump, jump, jump. I can clap, clap, clap. I can nod my little head.* Encourage the children to join in with the chant. Say *Stand up* and repeat the chant as you do the actions. Encourage the children to join in.

Story time revision

Say *Listen to the story about Hippo, Monkey, Dog and Cat again. Listen* (point to your ears). *Look* (point to your eyes). *Are you ready? Good.* Retell the story or play the CD track 05. Point to the corresponding pictures on the story poster. Pause to elicit the names of the characters and encourage the children to join in with *Jump, jump, jump.*

Worksheet presentation

Show the children Pupil's Book page 5. Point to your feet and say *Feet*. Point to the feet on the worksheet and elicit *Feet*. Explain that the children should decorate the feet with pieces of pink or brown paper. Say *Glue and stick* and demonstrate what they should do.

Move to the tables

Point to five children and say *Clap. Go to your table, please.* Show the children that you want them to clap as they go to their tables. Repeat the procedure until all of the children are sitting at the tables. Hand out the worksheets and say *Glue and stick.*

Table time

The children glue and stick the pieces of paper to the feet. As a child finishes, encourage him/her to say *Feet*.

Goodbye time

Say *It's time to say goodbye.* Lay the flashcards of the characters on the floor. Sing the *Hippo says goodbye* song (track 03) and encourage the children to wave goodbye to the appropriate character.

Extra activities

- 1. Game** Stand in a circle with the children. A volunteer goes into the middle of the circle and jumps, claps or nods his/her head. The rest of the class do the same action. Encourage the children to say *I can jump, I can clap* or *I can nod my little head.*
- 2. Game** Stand in a line with the children to form a train. Say *Choo choo! Clap, clap, clap, clap! Clap, clap, clap, clap!* Move around the room in a clapping train. Then change the action to form a nodding train and then a jumping train.
You can also prepare the game with pages 6 and 7 of the Photocopiable Extras booklet.

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LESSON 5: Moving on

Materials

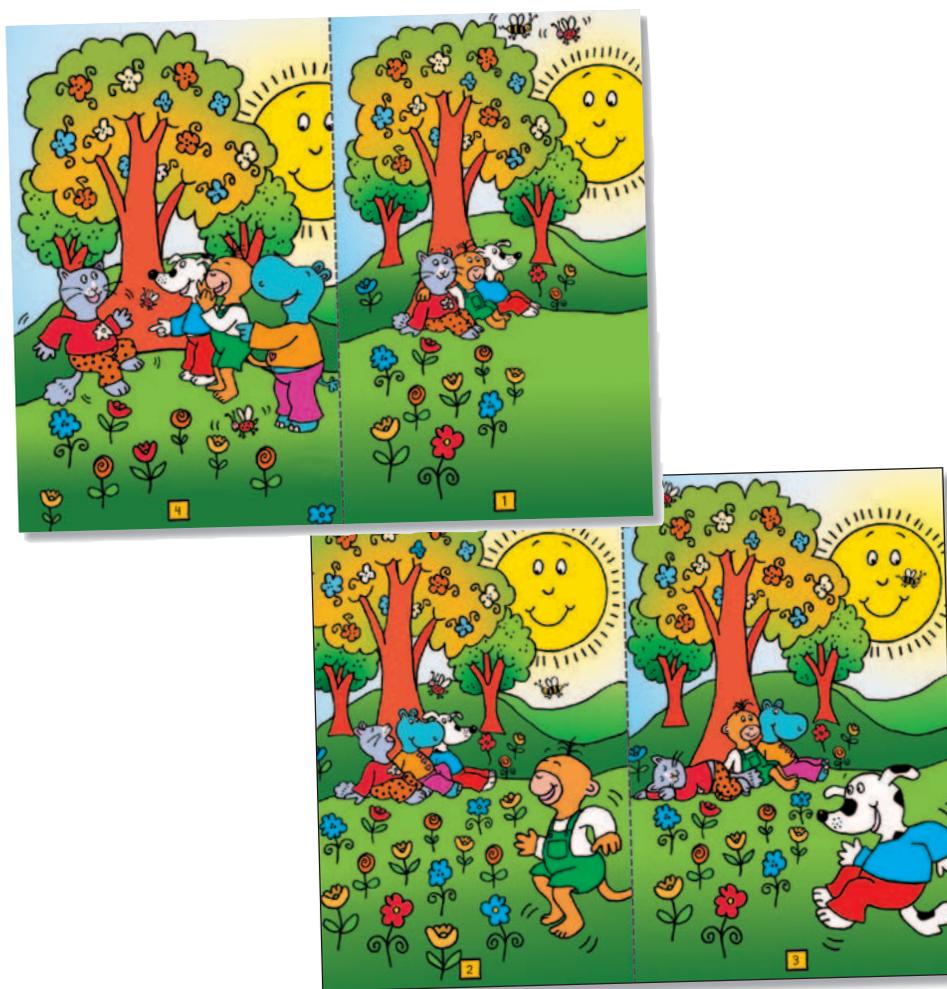
- **Flashcards:**
 Hippo
 Monkey
 Dog
 Cat
- CD and player
- The Hippo puppet
- A bag
- Pupil's Book page 7 (folded) and sticker for each child

Main language

jump, clap, nod my head

Revised language

hippo, monkey, dog, cat



Hello time

Sing the *Hippo says hello* song (track 02) to start the lesson. If you wish, use some of the assembly ideas outlined in the Introduction to the Teacher's Book (page 12).

Song time revision

Greet the children with the puppet. Sing the *I can jump!* song (track 04) again.

Talk time

Do the actions again, saying *I can jump. I can clap. I can nod my head.* Repeat the sentences, but wait for the children to do the actions. Then do an action and elicit *Jump, Clap or Nod (my head).*

Make a storybook (presentation)

Use the puppet to bring out a copy of Pupil's Book page 7 from the bag. Look happy and surprised and say *Thank you, Hippo. Thank you. What's this?* Hippo whispers in your ear. Look happy and say *Oh, thank you, Hippo! Look, children!* Look very excited as you fold your story worksheet and show it to the children. Say *Look! A storybook.* Show the children the pictures in the storybook. As you show them page 1, say *Where's Hippo?* Show the children the sticker of Hippo. Say *Use the sticker.*

Move to the tables

Point to five children. Say *Jump like Cat. Go to your table, please.* Show the children that you want them to jump as they go to their tables. Repeat the procedure until all of the children are sitting at the tables. Hand out the folded story worksheets and the stickers. Say *Use the sticker.*

Make a storybook

The children stick the sticker into page 1 of their storybooks. As a child finishes, ask him/her to sit back down in the circle again with the storybook.

Story time revision

Say *Listen* (point to your ears). *Look* (point to your eyes). *Are you ready? Good.* Retell the story using one of the folded story worksheets. Encourage the children to join in with the words they know. The children can then take their storybooks home.

Goodbye time

Say *It's time to say goodbye.* Lay the flashcards of the characters on the floor. Sing the *Hippo says goodbye* song (track 03) and encourage the children to wave goodbye to the appropriate character.

Extra activities

- 1. Story activity** Retell the story, but this time encourage the children to do the actions to the story. Every time they hear *Jump*, they should jump.
- 2. Song activity** The children sing the *I can jump!* song to you, with the actions.