



For all primary levels

Great LESSONS and Ideas

Presenting a selection of practical user-friendly ideas for the primary classroom.

Includes teachers' notes, lesson plans and photocopy master pages for all subject areas.

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Alphabet Mime

Instructions

For this activity two teams of three children are chosen. You will need to write the alphabet letters out on single pieces of paper and place them into a container.

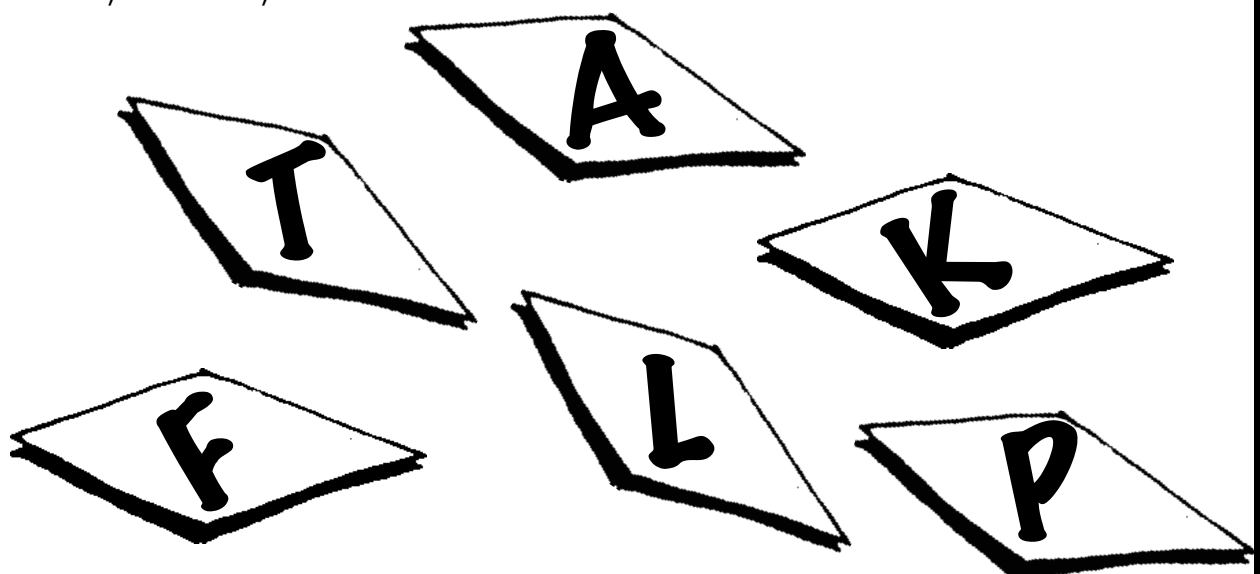
Team One stands out the front. The teacher picks a letter out of the container, e.g. "T". Each member of the team has five seconds to mime something that begins with a "T". The class calls out the word when they think they know the answer.

A successful result scores one point. Scores are kept on the board. Each team has two or three rounds depending on how much time you have.

Variations

Another version requires the person miming to perform for his or her own team. This is a bit more challenging. For older children another variation is to choose a letter and a theme.

For example, "T" and sports. Other themes could be animals, birds, clothes, etc.



Coordination Skills (Wake-Ups)

Wake-ups are so named because they are intended to do just that – get the blood flowing and the brain simulated. A wake-up activity should only last for two minutes and should be conducted just after a long period of inactivity, i.e. 30-40 minutes.

Instructions:

For this activity children stand behind their desk. Instruct students that *left* hand holds nose, *right* hand crosses *left* arm and holds *left* ear. Now swap hands. Do slowly at first to give children a chance to master it and then pick up the speed.

After 20-30 seconds start to march at the same time. Continue marching and then blink one eye at the same time. Continue to march and blink one eye and now poke tongue in and out whilst doing all of the above.

At first it will cause much laughter but children become very adept at this great exercise in coordination. It really gets the brain going and is also great to throw in during those long staff meetings!



Mobile Madness

A great resource for this activity is a real mobile phone – not working of course.

Children are very good at providing the material for this activity based on their experiences of mobile phones but you can get it going with the dinner setting, as described below.

Instructions:

You will need a table and four chairs. Four children are selected to sit at the table. The children are told to engage in a conversation as if they are out to dinner. Nothing special here but what happens when someone's phone rings and they start having a conversation about nothing important?

The other three students try to continue amongst themselves but the phone person dominates with phrases such as "Oh, really?" and "Wow!", which distracts and frustrates the others.

The children can decide where to take it and for a great laugh the other three can receive calls until all four students are talking to their phones.

This is a good activity to use as a stimulus for social skills and personal development discussions. Other variations on the theme can be:

- *The Staff Meeting*
- *The Supermarket*
- *The Bank*
- *Places suggested by children from their own experiences.*

Children are very good at being given an idea and going away for five minutes to plan and then improvise the scenario.

It's Not a Chair

The enjoyable aspect of this activity is the fact that it includes or attracts those shy children who never want to participate in drama.

Instructions:

Use one of the students' chairs and hold it up for all to see and say:

"This is not a chair!"

This, of course, invites many comments. Once you have their attention again, repeat the statement followed by:

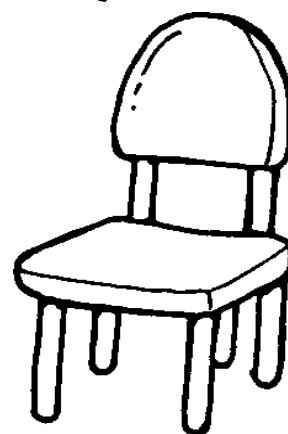
"See if you can guess what it is".

Then bend over the chair, undo the petrol cap, push the primer, adjust the lever, pull the cord and start mowing. By this stage every hand is up and there's always a few excited kids yelling: "It's a mower!"

Then say:

"Who can turn this chair into something else?"

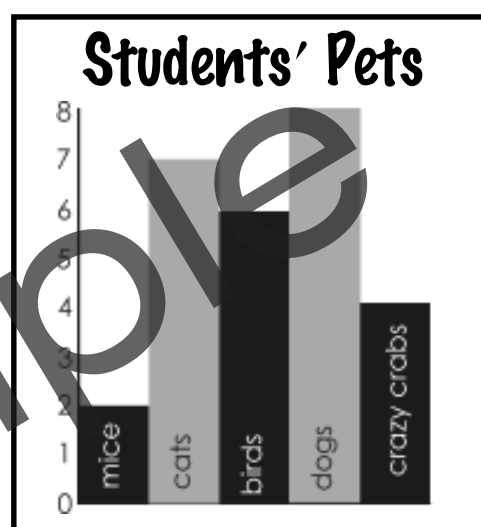
You should have no trouble in attracting children to participate. The only problem is trying to finish the activity in the allotted time!



Graph It

Graphs form an important part of the Maths curriculum but teachers tend to make the same old graphs with their classes. Whether it be pie, bar, column, line, picture or other, here are 20 ideas to keep children's interest levels up. Some graphs may require gathering data first, which only adds to the interest level.

1. How do you get to school?
2. Students' pets
3. Favourite TV shows
4. Favourite movies
5. Favourite songs
6. Favourite foods
7. Favourite drinks
8. Sports
9. Hobbies
10. Types of transport on a nearby road
11. Numbers of siblings
12. Holiday destinations
13. Favourite subjects
14. Pizza toppings
15. Populations of classes
16. Brand or colour of family car
17. Game consoles in families
18. Hair colour
19. Eye colour
20. Nationalities of children or parents



The Shopping Game

The main resource for this activity is derived from shopping brochures and junk mail, so needless to say, there is an endless supply.

Instructions:

Depending on the level of the children, cut out five or six pictures of toys from a toy catalogue, e.g. Target or Big W.

The price of the toy is covered up with a piece of black cardboard which is ideally stuck to the catalogue using Blu-Tack®. Then, two children are selected to come out the front and must attempt to order the toys from the lowest to highest in value (\$). Students write the prices on the board.

The two students can discuss their decisions and listen to the audience. When they are happy with their order, peel off the black cardboard. This can also be done out of order to add to the suspense. A variation is to have two teams going against each other with a small reward to add to the pressure and excitement.

