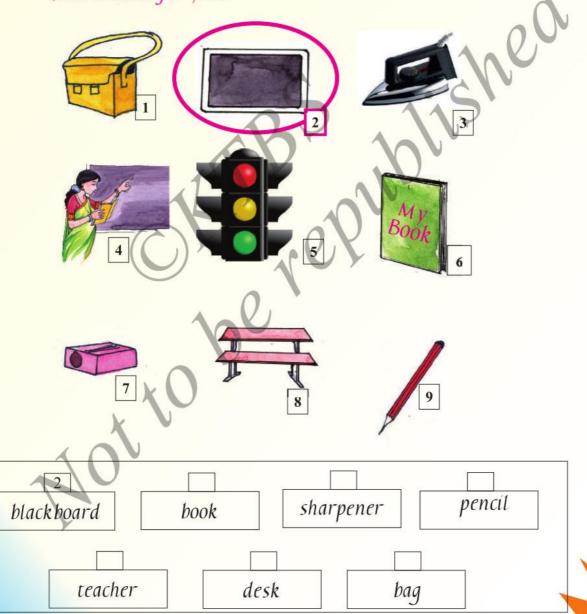


Circle the things that you see in the school.

Match them with the words and write the numbers.

(one is done for you)





My Progress

	Statements	// X
Mary .	l can sing rhymes.	1
	l can introduce myself.	00
	l can name the things seen in the school	
	1 can repeat the dialogue.	P
	1 can trace the letter.	





Language Game

Statue

Objective : To practise action words such as sit, stand, walk, run, jump,

dance.

Time required : 20 minutes

Nature of the game : Whole class.

How

Let the students stand in a circle, singing a rhyme.

 As they keep singing, the teacher should call out an action word. For example: walk.

- The children have to now start walking. Then the teacher should say statue. They should freeze in whatever position they are. Then the teacher can call out another action word. Children show that action. The activity continues like this. As they do the action they can also say what they are doing. For example: 'we are walking, we are walking....'
- Keep changing the action words and continue the game.

Should

- The children should stay still. If they move they are out.
- The children have to begin the action as soon as the action word is called out.

If

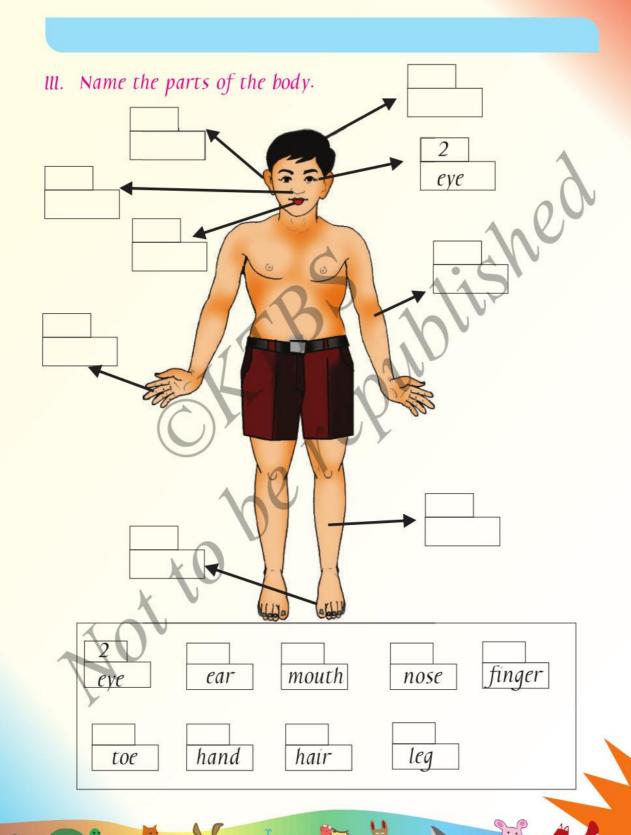
The child who does the wrong action should come out of the circle.

Also

- A new set of action words could be used.
- Actions pertaining to a particular area could be given. Example: Actions inside the house, actions in the street, playground etc.

Summative Assessment

Name of the student:	<i>Marks</i> : 20
Class:	Tíme: 90 mín
	7
1. Use the clues. Name the pictures.	
1. holosc	
2. eartche	115
	10
3. hcarí	
4. okob	
5. gba —	
11. Look, check and fill (one is done for	you).
eg: 1. Ramesh eats grapes.	
2. Manjula likes	
3. Prabhu eats	
4. Geetha likes	
5. Basha eats	
6. Mary likes	
Varanes annles tomatoes notatoes car	rots hananas)



IV. Put the given words in the boxes.

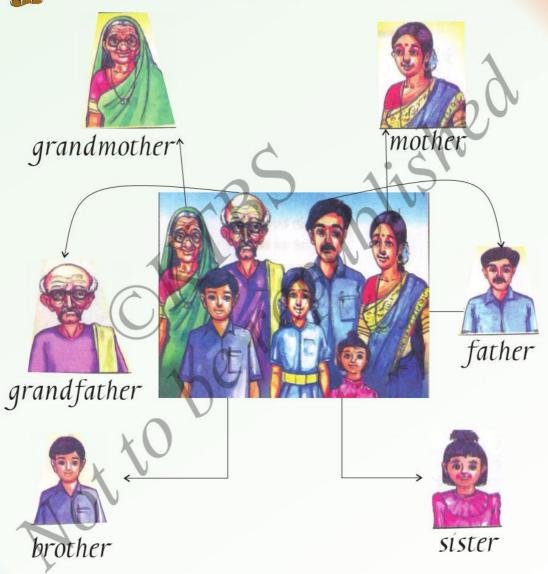
bee	cock	dog	fly
crow	goat	líon	tiger
ant	duck		

Birds	Animals Insects
	60,000
	201
XC	
201	





I am Sahana. This is my family. He/She is my







Enjoy singing this rhyme.

Sarah, Sarah my darling
Sarah don't you cry
Father went to office my darling || 2||
File in his hand || Sarah||
Mother went to market my darling || 2||
Basket in her hand || Sarah||
Brother went to play my darling || 2||
Bat in his hand || Sarah||
Sister went to school my darling || 2||
Bag on her back || Sarah||
Grandpa went for a walk my darling || 2||
Stick in his hand || Sarah ||
Grandma went to temple my darling || 2||
Flowers in her hand || Sarah ||









M M M M M M M M

Know Anjali's Family

Hi, I'm Anjali. I am 6 years old.



Basavaraj is my grandfather.



Lakshmi is my grandmother.



My father's name is Vinay.



My mother's name is Parimala.



Sunil is my brother .



Suma is my sister.















Learn to talk. Answer the questions.





Anjali: What is your name?
You: My name is......

Anjali: What is your father's name? You: My father's name is

Anjali: What is your mother's name?
You: My mother is

Anjali: What is your brother's name?
You: My brother is......

Anjali: What is your sister's name?
You: My sister's name is.....

Who do you like the most in your family?



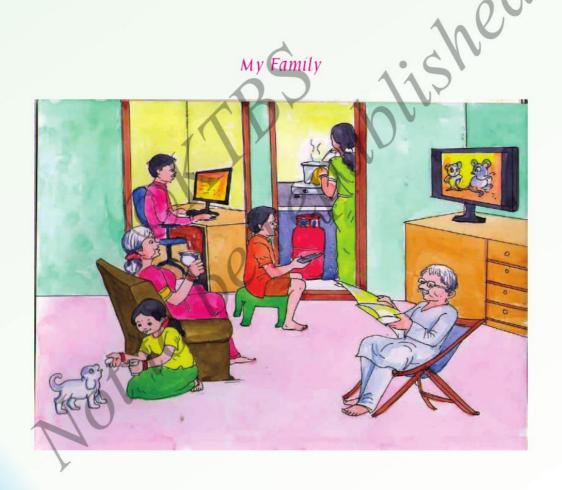






















9	а	d	f	t	e '	
9	а	a	J	 ι	Ε.	A



9	а	d m	t S e

	My Progress:	
	Statements	// ×
3	1 can sing the rhymes.	
	l can say words related to family.	
Š	I can say the names of my family members.	
	I can write the letters of the alphabet.	





Language game

Fishing Animals

Objective : To practise the sounds of animals

Time required : 20 minutes.

Nature of Game : Whole class

TLM : Pictures of animals/nails/thread with magnet

How

- Make the children sit in a circle.
- Keep some pictures of animals with nails stuck behind them, in the centre of the circle.
- Give a child in the circle, a thread/string with a magnet tied to it.
- Ask the child to go near the pictures in the centre of the circle and hold the thread over the pictures.
- . The nail in the picture attracts the magnet.
- The child holds the picture, says the name of that animal and imitates the sound of that animal.
- The child comes back and passes the string to the next child.

Should

- Teacher should only give hints and not announce the actual name.
- The child who shows the card should also tell the name of the animal

lf

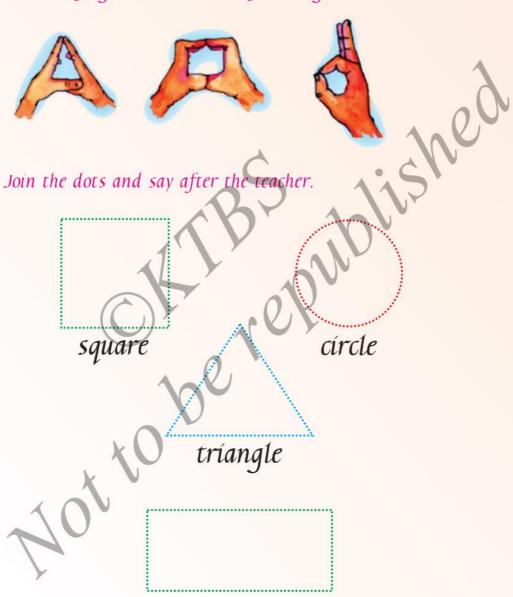
- . The child who does not say the name of the animal is out.
- Each child should be given only one chance.

Also

- The same game can be played with names of vehicles.
- At a higher level, you can ask the child to say the name of the cry of that animal. For example, a donkey brays, a cow moos etc.

7. Shapes and Colours

Use your fingers and show the following.



rectangle





111	Jr. JY A	111	A 27	111	A 17	111	A 27	111
VV		VV	1/4/	VV	1/4/	VV	1/4/	VV
	* Y		* *		- * *			



Enjoy singing this rhyme

1 have a shape Now you quess my name It's round and round and very plain Many things are shaped like that Like a ball and a ring Don't you think I am a CIRCLE?





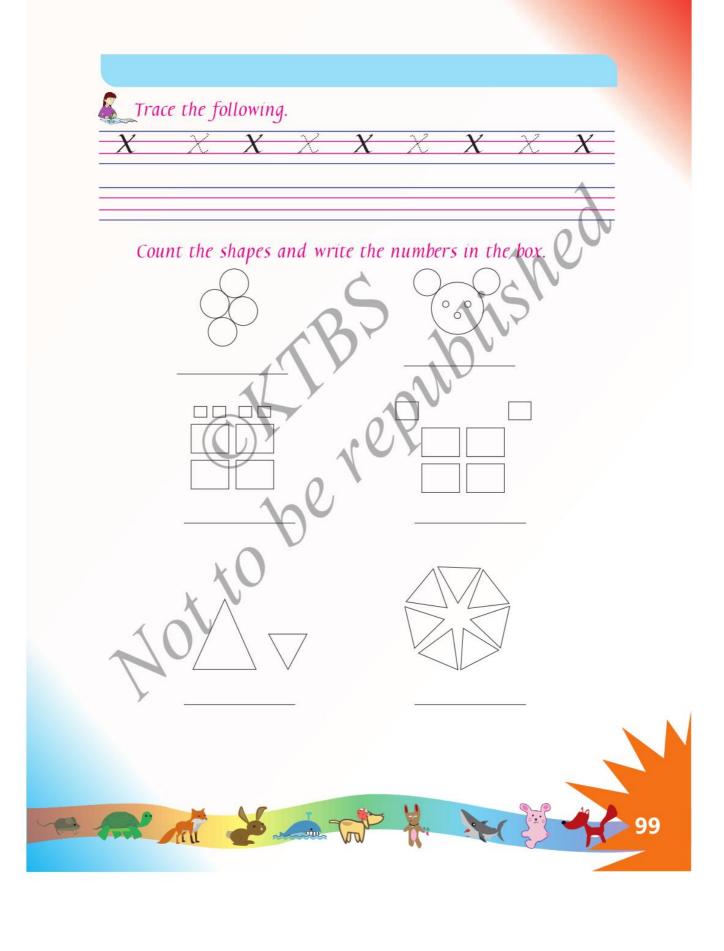
t have a shape Now you guess my name I have four sides all sized the same Many things are shaped like that Like a box and a frame Don't you think I am a SQUARE?

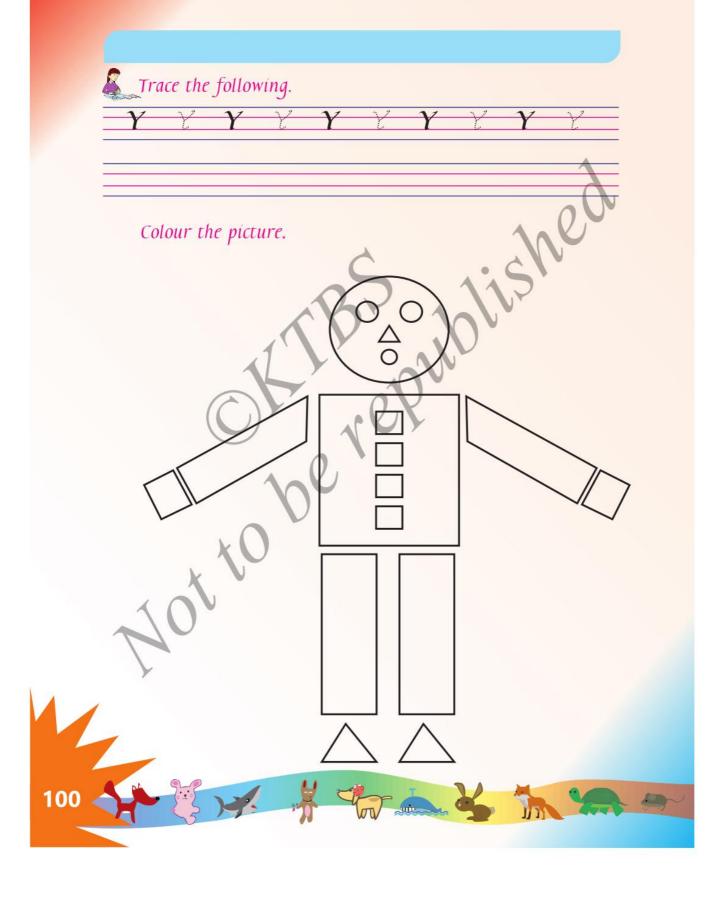
1 have a shape Now you quess my name It goes up one side and down again Many things are shaped like that Like a cake and a cap Don't you think I am a TRIANGLE?













Which colour do you like the most?

Look at the pictures. Repeat the words after the teacher.



red rose



green grass



white rabbit



yellow banana



black board



pink hat



brown cake



blue sky



purple balloon





am act at and

Enjoy singing this rhyme.

Red, red, red, Touch your head. Blue, blue, blue, Tie your shoe. Brown, brown, brown Bend a little down. White, white, white, Take a bite. Black, black, black, Scratch your back. Purple, purple, purple Draw a small circle. Pink, pink, pink, Give a short wink. Green, green, green Say hi to the queen Yellow, yellow, yellow Say bye to the dirty fellow Grey, grey, grey,









Shout hurray!



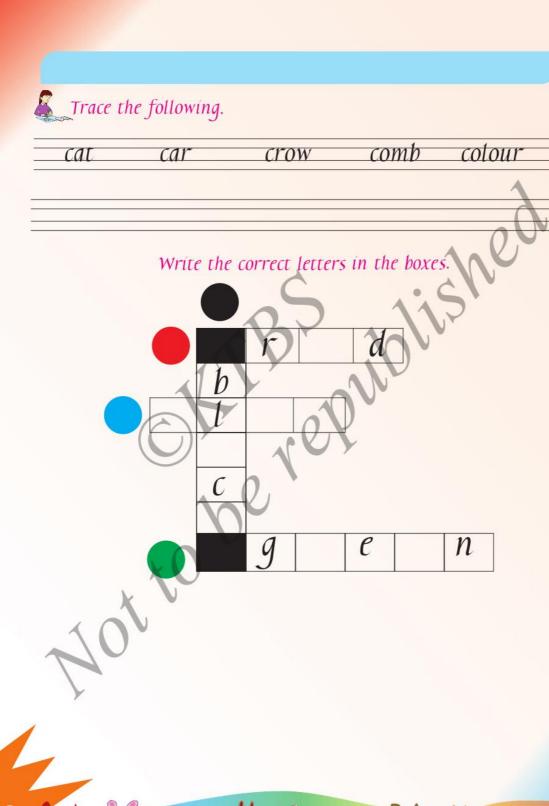






black frock red tomato green tomato purple ball blue crayon pink crayon pink crayon pink crayon cray	apple	anímal
black frock red tomato green tomato green tomato blue crayon purple ball pink crayon pink crayon		1
black frock red tomato green tomato green tomato blue crayon purple ball pink crayon pink crayon	200	0
yellow frock green tomato blue crayon blue crayon pink crayon pink crayon	e right answer.	Me
yellow frock green tomato blue crayon blue crayon pink crayon pink crayon	5 1	(8)
yellow frock green tomato blue crayon blue crayon pink crayon pink crayon) \ \	Con
yellow frock green tomato blue crayon blue crayon pink crayon pink crayon		
yellow frock green tomato blue crayon blue crayon pink crayon pink crayon	of red t	omato
purple ball	101	
brown ball pink crayon	green	i tomato
brown ball pink crayon		A.
brown ball pink crayon		and the same of th
brown ball pink crayon		
	blue	crayon 🔲
	pínk	crayon 🔲
	pink	crayon 🔲
	pínk	crayon 🗀
brown ball		e right answer. red to







dog doll duck door donkey

Say after the teacher.

triangle - rectangle square - bare circle - cycle blue - glue red - bed brown - town white - night black - crack yellow - fellow

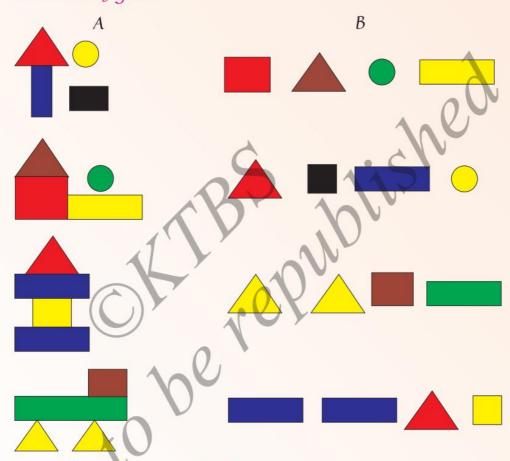
Draw the shapes you learn and fill them with colours.







Match the figures



My Progress:

1	Statements	✓/X
A	1 can identify the shapes and name them.	
	1 can identify the colours and name them.	
	l can sing the rhymes.	



Language Game

Fruits, vegetables and flowers

Objective : To enable the student to say the names of fruits/flowers

Time required : 20 minutes

Nature of Game : Group activity

TLM : Pictures of fruits/flowers/vegetables in flash cards.

How

Collect/draw colourful pictures of fruits and flowers

• Cut them and paste them on card boards/drawing sheets of 4"x3" size.

Let the children sit in a circle.

• Distribute the flash cards such that each child gets 4 or 5 cards.

Let the teacher be outside of the circle.

The teacher has to hint out a fruit/flower by its colour, size or shape.

- On hearing the hint students check their cards. If they have the right card, they show it to the class.
- The student who shows the right card will get one point.

Should

- Teacher should only give hints and not announce the actual name.
- The child who shows the card should also tell the name of the fruit / flower.

If

The student who shows wrong cards more than twice may be asked to sit outside the circle and watch the game closely. His/her cards can be distributed to those who give correct answers.

Also

- When they show cards with fruit/flower of the same colour the teacher can give more hints or ask questions to pinpoint the fruit/flower.
- The same game can be played with things around us.

8. Good Habits

Repeat after the teacher.

brush teeth bath hair



1		- 1000		,
eat	eaa	ears	eves	enaine
	77			

Enjoy singing this rhyme.

Bits of paper.

Bits of paper, Lying on the floor,

Lying on the floor.

Make the place untidy Make the place untidy!

Pick them up.

Throw them out

Pick them up

Throw them out.





comb



USE ME

soap

hair oil

clothes













fox fan fun father finger

Learn to talk. Look and say.



I brush my teeth in the morning.

I have a bath every day.

1 cut my nails every week.



1 comb my hair after bath.

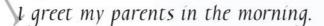


t wash my hands before eating.

I don't drop food while eating.



I care for animals.





How many times in a day do you brush?















	-
	_
	_
*	
	The sea

girl goat grass garlic grapes



1 close the tap after use.

Fill in the blanks with the correct word.

- 1. 1 ______ for animals. (care, caer)
- 2. 1 ______my teeth in the morning. (bursh, brush)
- 3. 1 don't _____food while eating. (dorp, drop)
- 4.1 ____ my hands before eating. (wsah, wash)
- 5. 1 _____ my hair everyday. (comb. cmob)
- 6. 1 _____ the tap after use. (close, colse)

	Trace the following. hat hen hair head	hand
	Learn to talk Can after the teacher	00
	Learn to talk. Say after the teacher. Kishan: Do you cut your nails regularly?	10
	Sumanth: Yes, 1 do.	
	Kishan: Does your mother help you?	•
	Sumanth: No. 1 do it myself.	
	Summer. No, t do to heysety.	
	Ram : Do you help your mother?	
	Thomas: Yes I do.	
	Ram : How?	
	Thomas: 1 wash my plate.	
	Now talk to your friends. You can ask questions like:	
	Do you wash your clothes?	
	Do you wrap your books?	
	Do you clean your room?	
	Number in order. Write in the blanks below.	
	1 walk to school. 1 get up early.	
	1 brush my teeth. 1 take bath.	
1	1 3	
	4	
4		
14	SA TO SA TO SA TO	1
	W W W	1]



1	, 1	-11	,	*
ın	ın k	111	lce	ice-cream



Enjoy singing this rhyme.

Brush, brush, brush your teeth

Brush it everyday

Father, mother, brother, sister

Brush it everyday

Wash, wash, wash your face

Wash it everyday.

Father, mother, brother, sister

Wash it everyday.

Comb, comb, comb your hair

Comb it everyday.

Father, mother, brother, sister

Comb it everyday.

eat, eat your food

Eat it everyday.

Father, mother, brother, sister

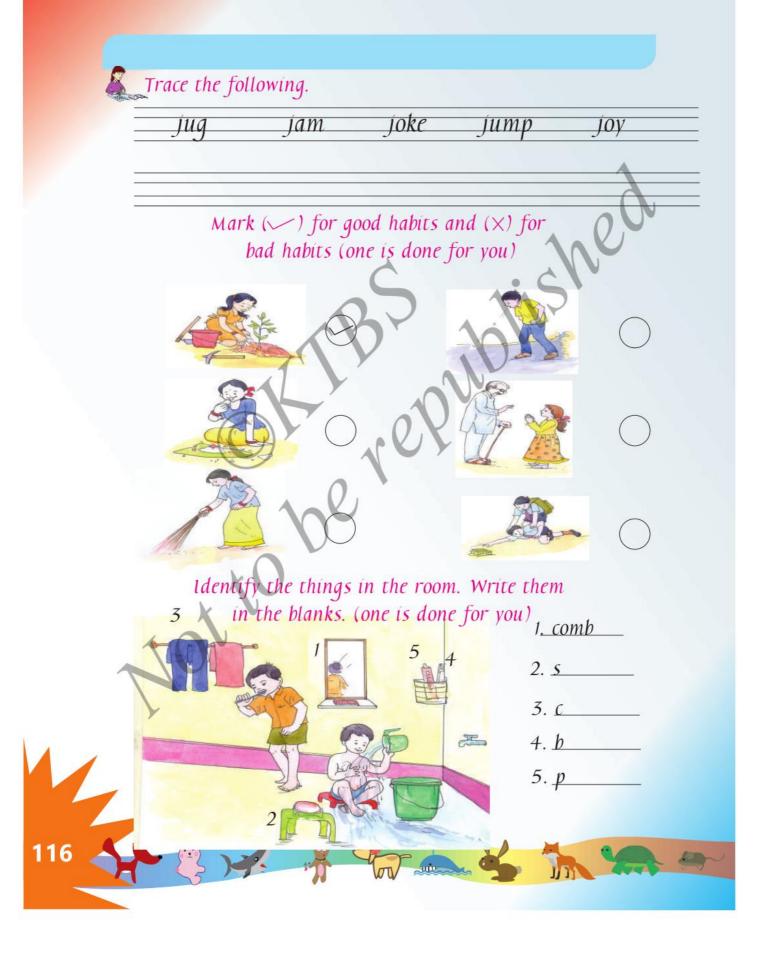
Eat it everyday.













1011	last	laite	lain a	lai ala
RIA	RIL	RILE	RING	RICK
			.)	************

Do as your teacher says.

- * Pick the waste paper. Put it in the dust bin.
- * Drink water. Close the tap.
- * Eat your food. Wash the plate.
- * Brush your teeth. Wash your face.
- * Take the comb. Comb your hair.

Repeat after the teacher.

brush	flush	teeth	teach	bad	sad
comb	tomb	naíl	snail	face	race
food	fool	U cut	but	air	hair

Write in the correct order. (one is done for you)

ruhsb	to	<u>brush</u>
adnh	V—	
mboc		
ofod		
thab		
ainls	-	







lot	late	live	tamb	tímb
				1

Match and write the words in the blanks. [one is done for you]

par	th
morn_	mb
ba	ing
ha	ush
со	nds
br	ents
we	ek

morning

Assessment Activity: Mark (\sim) for good habits and (\times) for bad habits.



My Progress:

	Statements	√/×
V	I can read the words.	
(0)	l know some good habits.	
1	1 can repeat the dialogues.	





Language game

Pick and Run

Objective : To help the students associate actions with words and reinforce the

sense of those words (fly, walk, swim)

Time required : 20 minutes.

Nature of Game : Whole class

How

Make the children stand in a circle.

Ask them to show the actions of walking, swimming and flying

· Ask them to name some animals/birds that fly, walk and swim.

Teacher calls the name of the animals/birds. Then students have to show the
actions. For eg: If the teacher says lion, all students have to show the action
of walking on four legs and move in the circle saying the word walking,
walking, walking....

Continue till all the action words have been practised well.

Should

- All the children have to say and do the action simultaneously.
- They should move in a circle.

If

• The child who does the wrong action, has to make the sound of that animal/bird and do the right action.

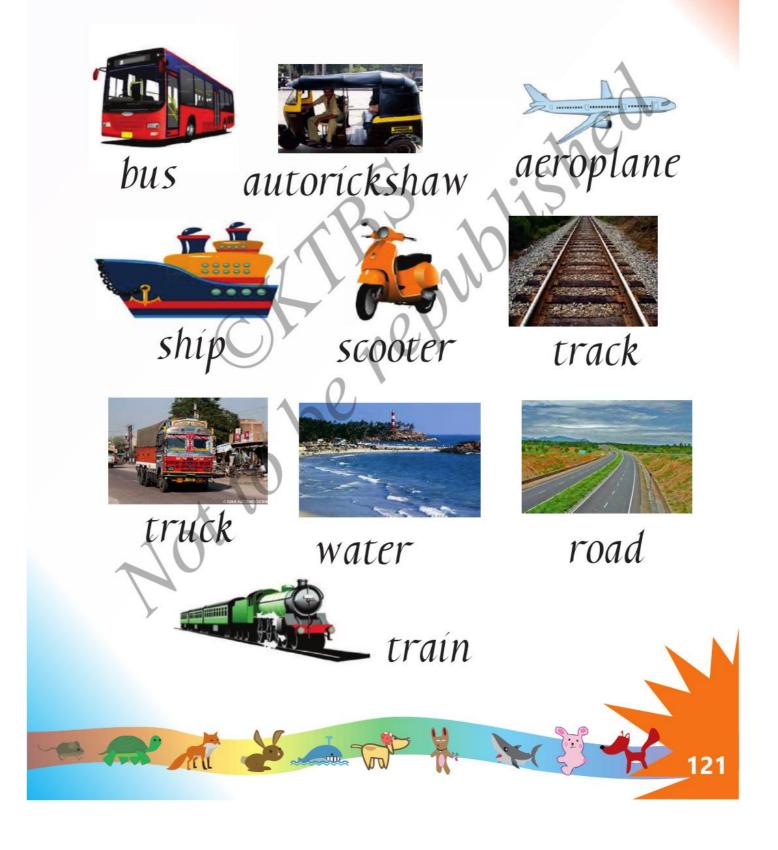
Also

A few new actions like hopping, crawling, climbing etc., could be introduced.



9. Means of Transport

Look at the pictures. Repeat the words after the teacher.





SOURCE WAS IN THE C	L=0.00000000000000000000000000000000000	/11	27 (28 to 28	1	understell i filosofie esta april	
mat	man	mill	mua	mua	meat	Т
HUNU	map	muu	ning	muu	nicore	Τ



Enjoy singing this rhyme.

The wheels of the bus go

Round and round.

Round and round,

Round and round.

The wheels of the bus go

Round and round,

All through the town.

The driver of the bus says

Move on back! Move on back!

Move on back!

The driver of the bus says

Move on back!

All through the town.

The crowded bus goes up and down,

Up and down, up and down.

The crowded bus goes up and down,

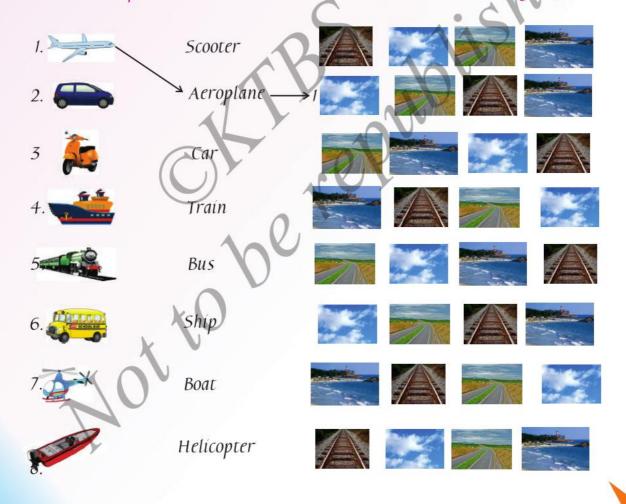
All through the town.





	1.			
ทุกท	nit	net	nut	name
nab	III	IIII	nut	name

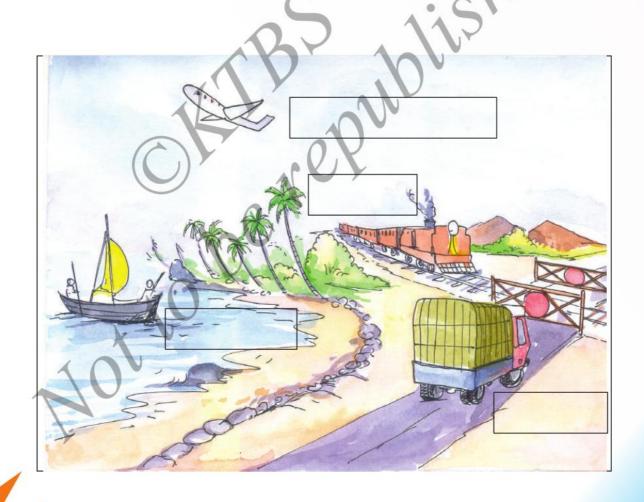
Match the pictures and write the number. One has been done for you.





			11	888 F - 7 - 7 - 2 - 2 - 2	- 1
)n	OX	or	011	out	OWL

Identify the vehicles. Write their names in the boxes.

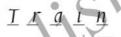




		111			
pan	pet	pill	pot	post	paper
1	P	7	700	PULL	Pupu

Look at the picture. Fill in the blanks. Circle the correct word. (One is done for you)





$$B = u = s$$













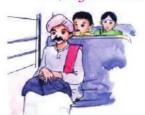






aut	autck	annet	aucen	aueue
- Here		- Julie		Juic de C

Say after the teacher.









1. passenger

2. cleaner

3. driver

4. conductor

Parts of a vehicle. Say after the teacher.













wheel

seat

steering

door

horn

headlights

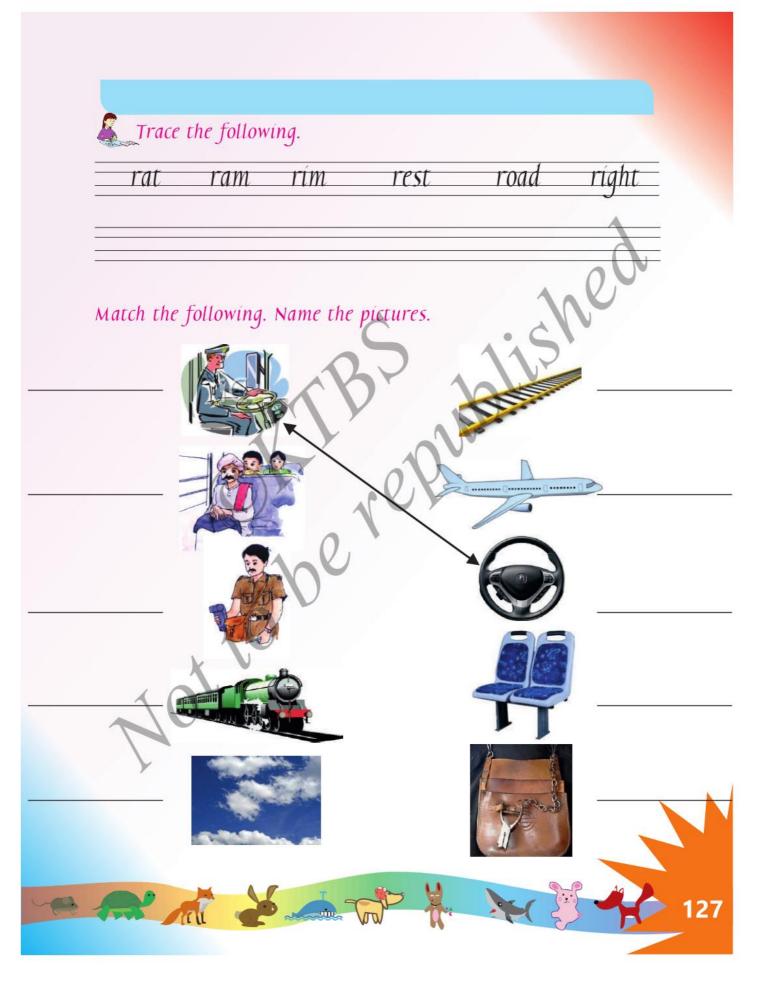
Identify the following. Write the name:









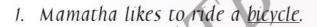




			×	1.	
sav	see	set	SLD	salt	same

Read, check and rewrite. (One is done for you)

e.g. Raju likes to fly a bus. Raju likes to fly an aeroplane.





- 2. Rahim likes to ride a bike.
- 3. Karim likes to drive an aeroplane.



Learn to talk. Say after the teacher.

Amir: Have you travelled by train?

Anu: Yes, 1 have.

Amir: How about you, Chandru?

Chandru: No. 1 haven't.

Sudhir: Have you travelled by bullock cart?

Yash: No. 1 haven't. Have you?

Sudhir: Yes. It is very nice. My father has one.

Yash : Can you take me in it?

Sudhír: Yes.





















	4.4				
tan	tall	ten	Tell	ton	TIMP
- cap		<u> </u>			cunc

Now practise these dialogues with your friends. Use names of different vehicles

Examples:

Have you travelled by aeroplane?
Have you travelled by boat?
Have you travelled by car?
Have you travelled by bus?

Say after the teacher.

Red light, red light, What do you say? I say stop, stop right away.

Amber light, amber light, What do you say? I say wait, till the light turns green.

Green light, green light, What do you say? I say go, go right away.























up uncte under unity umbretta

Say after the teacher:

- 1. 1 cross the road at zebra crossings.
- 2. I don't cross the road when the signal is red.
- 3. 1 cross the road when the signal is green.

Read and colour:

- 1. stop
- 2. wait
- 3. start

Do as your teacher says:

- 1. Fly an aeroplane.
- 2. Drive a bus.
- 3. Row a boat.
- 4. Ride a scooter.

Say after your teacher:

wheel feel horn born chair fair door floor mirror scissor car far



vegetable village vase vote very

Draw or paste a picture of traffic signals.

My corner













Assessment Activity:

Match and write: (one is done for you)

en una write.	tone is done for you	и/	
	The train	moves	on the track
	The helicopter	flies	on the water
X	The boat	sails	on the road
	The bus	runs	in the sky
The bus moves	on the road.	10.00	
		27	
	. 0		
	700		

My progress:

Eg: 1.

2.

3.

4	Statements	V/X
N	l can write a few words.	
>	1 can say the names of the vehicles.	
	1 can read a few sentences.	



Traffic Lights

Objective : To enable children to identify colours, remember the traffic

rules and utter the names of colours

TLM required : Flash cards of red, orange, green colour

: 20-30 minutes

Nature of the game : Group activity/out door /indoor

Time required How

 Make children stand in a circle and let them act as if they are driving a vehicle and move in the circle slowly.

 To start with you can play the role of the traffic police and show the colour cards one by one, first orange, then red, then orange and then green and so on. Orange is shown before showing red or green.

 They must start action as you show green, stop as you show red and reduce the sound as you show orange before red. Show orange even before green. They will start the vehicle when they see orange before green.

 When you show the orange card they will say slow down, slow down. After that show the red card. Children slow down and stop, saying stop, stop.

 When you show the orange card again children should act as if they are getting ready saying ready, ready.

When you show the green signal they should start moving saying go -go.

Should • Children should follow the signals without mistake.

 The police will seize the vehicle of the child who does not follow the traffic signals.

Also

If

 Once children understand the game the teacher can be replaced by children to perform the role of the police.

Gradually drop colour cards and say red, green, orange.

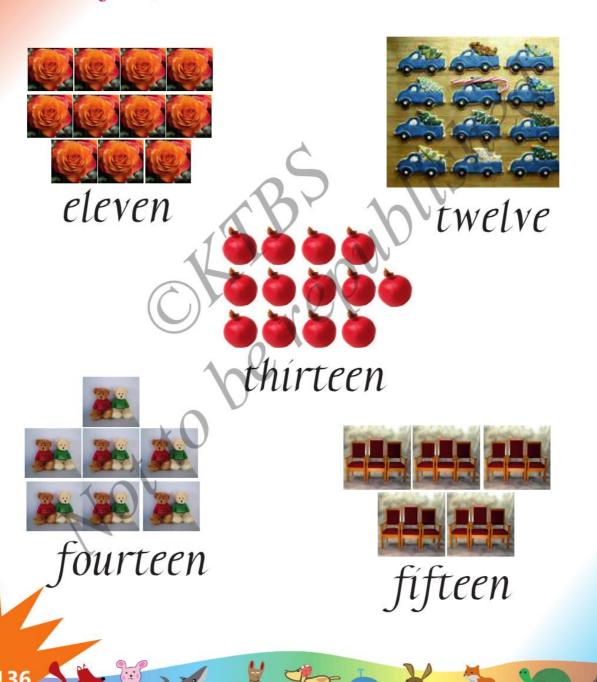
10. Numbers and Days

Say after your teacher.





Say after your teacher.







		202		
WAS	who	will	what	when
WULS	VV LLO	VVIII	WILLIAM	WILLIE



Enjoy singing this rhyme.

One, two, three, four, five,

Once I caught a fish alive.

Six, seven, eight, nine, ten.

Then I let it go again.

Why did you let it go?

Because it bit my finger so.

Which finger did it bite?

The little finger on my right.









ox oxen fix maxi exit

Recall the rhyme. Match pictures with sentences. Write in the blanks and sing. (First line is done for you)



Five, six pick up sticks.

One, two buckle my shoe.



Seven, eight lay them straight.



One, two buckle my shoe.

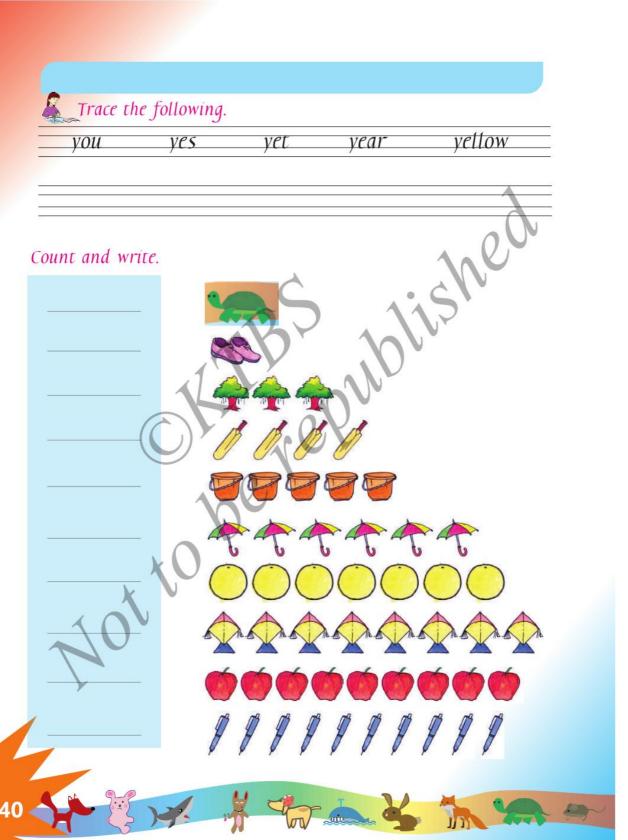


Nine, ten a big fat hen.



Three, four shut the door.







						1
ZL	D .	zen i	700	zero z	700m z	ebra
0.000	_		70.00			

Count and say. Write the numbers.



		4	C	C
one	two	three	tour	tive



Enjoy singing the rhyme.

Two little black birds

Sitting on the wall,

(hold up one finger of each hand)

One named Peter,

The other named Paul.

Fly away Peter!

(put one hand behind your back)

Fly away, Paul!

(put the other hand behind your back)

Come back, Peter!

(bring the first hand from behind your back)

Come back, Paul!

(bring the other hand from behind your back)







six seven eight nine ten

Let us learn to talk. Say after the teacher.

Nalini : Hello Geetha.

Geetha: Hello Nalini.

Nalini : How many sisters do you have?

Geetha: I have two sisters. What about you?

Nalini: 1 have only one sister.

Babu : How many books are there in your bag?

James: Six. How many books are there in your bag?

Babu : Eight. I have two story books too.

Complete the dialogue:

Joseph: How many _____ are there in your kitchen?

Ravish: _____ are there in your

kitchen?

Joseph: ______ . There are _____ in our kitchen.

How many children are there in your class?

















eleven twelve thirteen fourteen fifteen

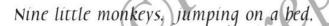
Enjoy singing this rhyme.

Ten little monkeys, jumping on a bed.

One jumped up and bumped his head.

Mom called the doctor and the doctor said,

No more monkeys jumping on a bed.



One jumped up and bumped his head.

Mom called the doctor and the doctor said,

No more monkeys jumping on a bed.

(Count down up to two)

One little monkey jumping on a bed,

He jumped up and bumped his head.

Mom called the doctor and the doctor said,

No more monkeys jumping on a bed.











sixteen seventeen eighteen nineteen twenty

Say after the teacher.

two won one too door three four tree six fix five hive gate eleven eight seven den pine ten nine

Write in order. Jone is done for you)

xisenet- ievf- ighet -

Fill in the missing numbers.









Repeat after the teacher.



Sunday



Monday



Tuesday



Wednesday



Thursday



Friday

Saturday





Sunday Monday Tuesday Wednesday

Enjoy singing the rhyme:

Monday is a busy day. Monday busy day.

For 1 must do the washing And start without delay

Lala lala laala lala lala laa

Lala lala laala lala lala laa.

(Replace the underlined words in the first stanza with the words. given below)

Tuesday ironing.

Wednesday cleaning.

Thursday sweeping.

Friday stitching.

Saturday _____ cooking.

Sunday is a holiday. Sunday holiday.

For 1 must go for walking And start without delay.

Lala lala lagla lala lala lag









	_ / 1	1	
Thursday	Friday	Saturday	
, mar saary	Tribin's	Sucurary	

Use this calendar to ask questions.

January

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	(012	02	03	04
05	06	07	08	09	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	



•
19
others.

Trace the following.

a 1	(,		1 1/1	
Suna	av	15	a	holiday.	

Can you prepare a calendar for February?

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			7	10		01
	-			10		
		\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	1	100		
		-	10			
		0	1			

Prepare a calendar for the month of March.

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
((
216)					
10						



-

Trace the following.

1 go to bed at 10 pm.

Now enjoy speaking to your friends about days.

Teacher: What day comes after Monday?

Student 1: Tuesday.

Teacher : What day comes before Friday?

Student 2: Thursday.

Similarly you can ask questions on numbers too.

What number comes before ten?

Nine.

What number comes after eighteen? Nineteen.

Write the days of the week in order.

Sunday 1.

Tuesday 2.

Thursday 3. _____

Monday 4.

Saturday 5. _____

Wednesday 6.

Fríday 7. —

8

Trace the following.

1 play in the evening.

Do as your teacher says:

(When the teacher says Monday children must enact washing the clothes)

Tuesday __ iron clothes, Wednesday __ clean the room,

Thursday __ sweep the room, Friday __ stitch clothes,

Saturday __ cook food, Sunday __ walk.

Supply the missing letters:

M____ d___ y

W____ n___s d_____

- ur - ay

F_____d ____

_a __u r __ _ __





Assessment Activity:

Look at the pictures. Fill in the blanks.

- 1. Ramu has ______ biscuits.
- 2. Father has _____ pens.
- 3. Mother has _____ plates.
- 4. There are _____ chairs in the hall.
- 5. There are butterflies in the garden.









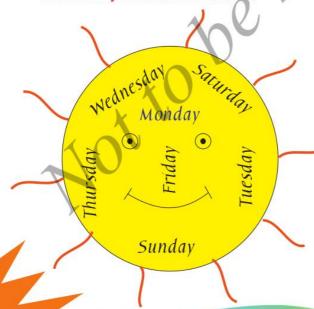






Write the days of the week in an order:

- 1.
- 2. _____
- 3. _____
- 4. _____
- 5. _____
- 6. _____
- 7.

















My Progress:

Statements	//x
1 can sing the rhymes.	. New
l can identify numbers.	13
1 can count one to twenty.	
1 can write the words given.	
1 can name the days of the week	
1 can read the calendar.	



Language game

What's the number?

Objective : To enable the children to learn numbers

TLM required : Flash cards and numbers

Nature of the Game : Group

Time required : 10 minutes

How

- Make the children form a circle. Let them be moving in the circle. Tell them to ask you 'What's the number?' Let them ask two or three times before you actually start the game.
- Call out any number between (1-5) or (0-7)
- Children have to form groups according to the number said by you. If you call
 out one they remain single. If you call out zero they have to keep moving
 without stopping.
- If the members are less than the number called out, that group is out.
 Similarly children who cannot find a group are also out.
- Repeat the game with different numbers.

Should

- Everybody should join in asking for the number.
- Once a group has been formed children should not be dragged or pulled out of the group.

If

- The group that is out should keep clapping till the game is over.
- The group can be asked to count the number of groups that are formed each time a number is called out.

Also

- Instead of calling out the numbers, the teacher could display the numbers using flash cards, or write them on the board.
- As children run in the circle, they can keep chanting 'What is the number?'

Names of months

Objective : To practise names of the months

Time required : 15 to 20 minutes

Nature of the game: Whole class

TLM required : Flash cards with names of the months

How

- Make two children face each other and form an arch holding their hands above their heads.
- The other children pass through this arch in a line. As they are
 passing they must say the names of the months. When they reach
 December, the two children bring their hands down to catch the child
 or children who are passing through the arch at that time.
- The children who are caught from the arch and the students who formed the arch will join the group. The game continues like this.

Should

• All the children should say the names of the months in a sequence.

If

 You can ask them to say the names of the months in the reverse order if you think they are able to say the names in the regular order.

Also

- The arch always closes at December. It could stop at any of the months and continue at later stages.
- This game can be used for days of the week, letters of the alphabet, numbers also.
- You can also ask them to say the names of the months, skipping one name. E.g. January, March, May etc.

The cat and the mouse

Objective: To help learners practise saying the names of the

days of the week

Time required : 15 minutes **Nature of the game** : Group.

TLM required: Flash cards with names of the days of the week.

How

Make the children form a circle.

- Choose two children. One as a cat and another as a mouse.
- The cat is outside and the mouse is inside the circle. The cat ask children "Will you let me in?"
- The children should say "No, only on Monday. The cat goes on asking and the children keep changing the days of the week. (No, only on Tuesday, No, only on Wednesday and so on)
- When the children announce the day on which they are playing the game, the cat says, "Then let me in." They allow the cat in. The mouse has to escape.
- Once the child playing the mouse is caught, they can change the roles. After they finish their turn, the game continues with a new cat and a new mouse.
- If the game is being played on a Monday the children can begin with Tuesday.

Should

- The cat cannot enter until the children say 'yes'. However, the cat can try to break in.
- The mouse should not escape until the cat comes in.
- The children should not break the chain even if the cat tries to break it.

If

If the mouse is caught by the cat, the mouse has to say the days of the week and the day on which it was caught.

Also

 The same game can be played with time, numbers (after 2 days after 3 days etc.,)





STORIES FOR
LISTENING



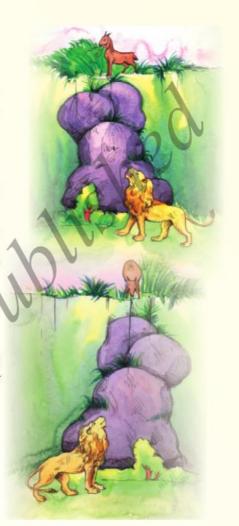
THE GOAT AND THE LION

Listen and enjoy.

One day, a hungry lion was looking for food. He could not get anything to eat. At last, he saw a goat eating grass on a high hill. He could not climb the hill.

"Hello, Goat!" he called out. "Why dont" you come down and taste the grass here? "It's much sweeter than the grass up there." But the goat was clever too. He knew that the lion wanted to eat him.

"Thank you very much," said the goat. "The grass may be sweeter down there. But I would rather live and eat the grass up here."



A CLEVER DONKEY

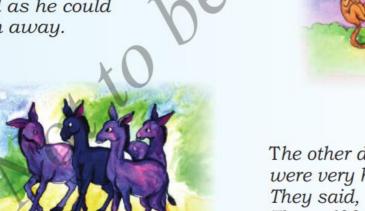
Listen and enjoy.

A wolf was trying to catch a donkey. The donkey saw this. He told the wolf, "You can eat me. But before that please



remove the thorn in my foot. It may trouble you. "The wolf bent down to see."

The donkey kicked the wolf as hard as he could and ran away.



The other donkeys were very happy. They said, "You are very clever." The wolf felt foolish.

A FOOLISH DONKEY

Enjoy listening to the story.

A donkey made friends with a fox. Together they went to a sugar cane field. They ate sugar cane.

They were very happy. The donkey wanted to sing after a good meal. The fox asked the donkey not to sing and alert the farmers. But the donkey did not care for the advice.





He started singing happily. The fox ran away. The farmers heard the donkey singing. They came running. They beat the donkey and chased away.

THE SKY IS FALLING!

Enjoy listening to a story.

A hare heard a loud sound. It was frightened. It shouted, "The sky is falling!"





Other animals heard this.
They saw the hare running.
They were frightened too.

All of them started running. A lion saw them running. He asked, "Why are you running?" They said, "The sky is falling! So we are running."
"Where is the sky falling?"
"There!" they showed.





The lion went there to see.
He saw only a dry branch
of a fallen tree.
"So that is the sky!" he laughed.
The other animals too laughed.
They all returned to their homes.

THE RAT AND THE CAT

Enjoy listening to this story.

A rat saw a piece of cake. "I will take it home and eat it,"





she thought.

Just then a cat came by.

She jumped and caught
the rat by the tail.

The clever rat did not cry. She just smiled at the cat. "It's too bad that you got me," said the rat.

"But you didn't get the cake.
That cake looks good. My friends do need food.
Now they can eat the cake."
The cat let off the rat and jumped on the cake.
The rat ran away. "Good-bye, Cat," said the rat when she was in her hole, "you may eat the cake if you want to. But you shall not eat me!"



THE JACKAL AND THE DRUM

Enjoy listening to this story.

It was a very hot day. A hungry jackal went to a forest in search of food. He walked a long way, but found nothing. Suddenly he heard a loud noise. He was afraid, and he did not know what to do.



He stood quite still for a long time and listened. He heard the noise again. It was louder than ever, and the jackal's fear was greater. But he was a clever jackal. He went slowly towards the noise.

There had been a battle in the forest, and the soldiers had left a drum under the branch of a big tree.



The branch was broken, and it moved when the wind blew. When it moved, it beat the drum and made a loud noise.

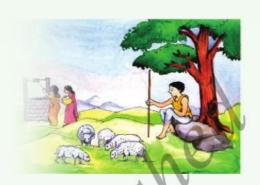
The jackal saw this and he was not afraid now. There was nothing to be afraid of. 'How foolish I have been!' He ran away, laughing to himself.

THE BOY WHO CRIED WOLF

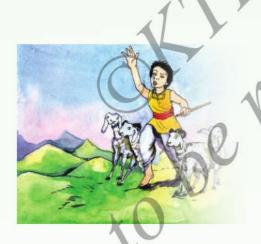
Enjoy listening to this story.

There was once a shepherd boy in a village.

He loved to play jokes on his friends. One day
he was attending to the sheep on the hillside.



He saw some women were collecting water from the well.

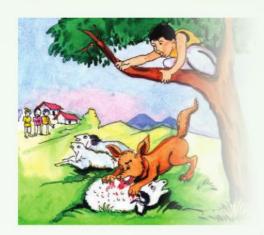


"Help, mother, help!" he shouted,
"wolves are attacking me, come quickly. Help!"
The women ran over the rough ground to help him. But that naughty boy only laughed.
"Fooled you, didn't I?" he shouted.

Another day he waited until all the men sat down to eat their supper after a hard day's work. "Wolves, wolves," he shouted. The villagers rushed to his side but he had fooled them again.



THE BOY WHO CRIED WOLF



This unkind shepherd boy played this trick many times. One day he was alone outside the village with his flock. A wolf silently crept up and attacked his sheep. He screamed and he shouted but the villagers looked at each other and smiled. "He's up to his old tricks," they thought. They did not go to help him. The wolf killed a sheep.

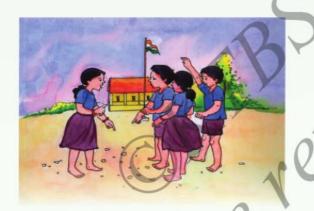
A CLEAN GROUND

Enjoy listening to this story.

Raghu slipped while running and fell on the ground. He was hurt. He was crying. Swathi miss attended to his wounds. The other children were watching.

Mamatha said, "Come let us all remove the small stones from the ground." Rakesh said, "Yes, we should remove all those





sharp stones. They hurt our feet while playing."
All children of class I went to the ground and started removing the stones. Children from other classes saw them. They also came and joined their friends.

In 30 minutes, their ground was neat and clean. Children ran all over the ground and were happy. Raghu also felt happy

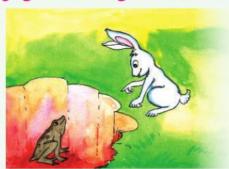




that his friends won't be hurt while playing.

THE HARE AND THE FROG

Enjoy listening to this story.



Once upon a time, a big green frog fell into a deep hole. It tried to jump out, but could not reach the top. It stopped trying and began to shout for help.

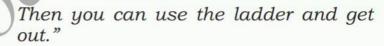
A hare was playing in the tall grass nearby.

He heard the cry, and went near the deep hole.

"I can"t get out of this hole," croaked the frog, "I can"t jump very high."

"Wait a minute," said the hare, " I know where there is a ladder. I'll go and bring it.





"Thank you", croaked the frog, "I'll wait."

The hare ran off to fetch a ladder. When he came back with the ladder, the frog was sitting outside the hole.

"Oh!" said the hare, "you've done it.



THE HARE AND THE FROG

I thought you couldn't get out by yourself."

" I thought so, too," croaked the frog, "but a snake came into the hole, and I just had to get out. So I did."

You do not know what you can do, till you have to.





A HOT GREEN CHILLI

Enjoy listening to this story.

A pumpkin went to see a green chilli. He was very plump and heavy. When he met the green chilli, he rolled over the green chilli. The green chilli got crushed under the pumpkin. He was very angry. He stood up and went near the pumpkin. He asked the pumpkin to apologise. But the pumpkin made fun of the green chilli. The Green chilli danced on the face of the pumpkin. It was very hot. The Pumpkin could not bear it. He ran and jumped into a nearby pond. The burning reduced. Then he apologised to the green chilli.



Learn to talk. Answer these questions.

- 1. How was the pumpkin?
- 2. How was the green chilli?
- 3. Why was the green chilli angry?
- 4. Did the pumpkin apologise?
- 5. Why did the pumpkin jump into the water?

HELP EACH OTHER

Enjoy listening to this story.

An ant fell into a river. It was not able to come out. A bird saw this. It took a leaf and dropped it near the ant. The ant climbed on to the leaf. The winds drove the leaf to the banks of the river. The ant was saved. The ant thanked the bird.

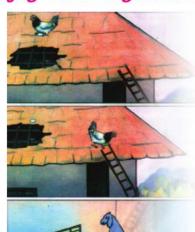


One day a hunter came to catch the bird. The ant saw this. It called all its friends. All the ants started biting the hunter. He ran away in fear. The bird was saved. The bird thanked the ants.



EGG IN A HOLE

Enjoy listening to this story.



A hen had laid an egg up on the roof of the farmhouse. One day, the egg rolled down through a hole in the roof into a room down below.

"Oh my! I hope I haven't lost it!" she said. She ran down the steps to the room below. "Have you seen my egg?" asked Henny.

"Yes, I have," said Billy the goat. "It fell on my plate of rice. Then it rolled along the table and out of the window."

Henny ran quickly to the window. "Have you seen my egg?" she asked. "Yes, I have," said a little bird. "It rolled along the drain pipe and then into a hole."



HENNY AND THE BABY CHICK

Henny ran across the farm. She saw her egg just before it rolled into the hole in the ground.

Just then, from out of the hole, appeared a small mouse. "Henny," he said, "I've found your egg! Something very special happened. It's broken and it's in a lot of little pieces. But, if you look closely you will see that you've a new baby chick in its place!"

Henny was so pleased! She had lost her egg. But now she had a baby chick instead.

