**ACTIVITY - 1 A**

(A) Which animals can you see in this picture?

(B) Do you know any story about these animals? Come forward and narrate the story in the class.

(C) Do you know how animals are useful to us? Speak about their usefulness.

(D) Come forward and make an animal sound. Ask the class to guess which animal it is.



ACTIVITY - 2

Listen to the part-1 of the story as your teacher reads it.

PART - 1

Once there was a farmer who had a very old donkey. The donkey had worked very hard for the farmer for many years. Now, when he became old, the farmer said, “You are no longer useful to me. Get out from here!” Poor old donkey was very sad. He left the farm and went towards the city.

He walked alone and he sang:

I am very old, you see,
No one cares at all for me,
I have no home or house to go.
What will I do? I do not know.

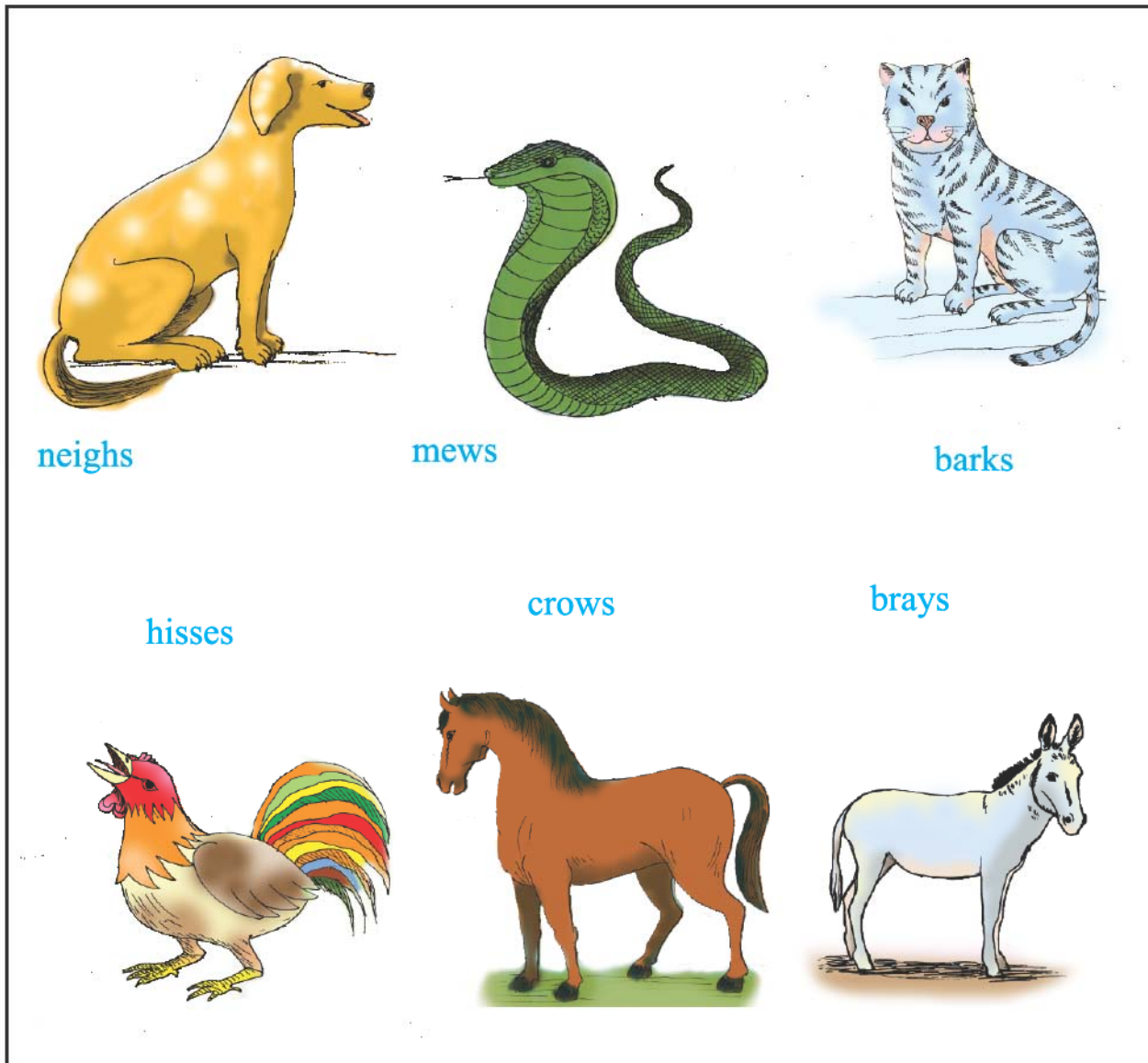
As he walked along, an idea came to his head. “I know what I can do! I can go to Toon Toon Town and become a musician!” So he walked along. A little later, he saw an old dog asleep on the side of the road. “What’s wrong my friend?” asked the Donkey. My master has thrown me out as I am old and slightly deaf,” said the Dog sadly. And he sang:

I am very old, you see,
No one cares at all for me,
I have no home or house to go.
What will I do? I do not know.

“Why don’t you come with me?” said the Donkey. The Dog liked the idea of going to Toon Toon Town and becoming a musician. Now they walked together.

ACTIVITY - 3

Do you know animals make sounds? Work in pairs and draw a line to match each animal with the sound it makes.



ACTIVITY - 4

PART - 2

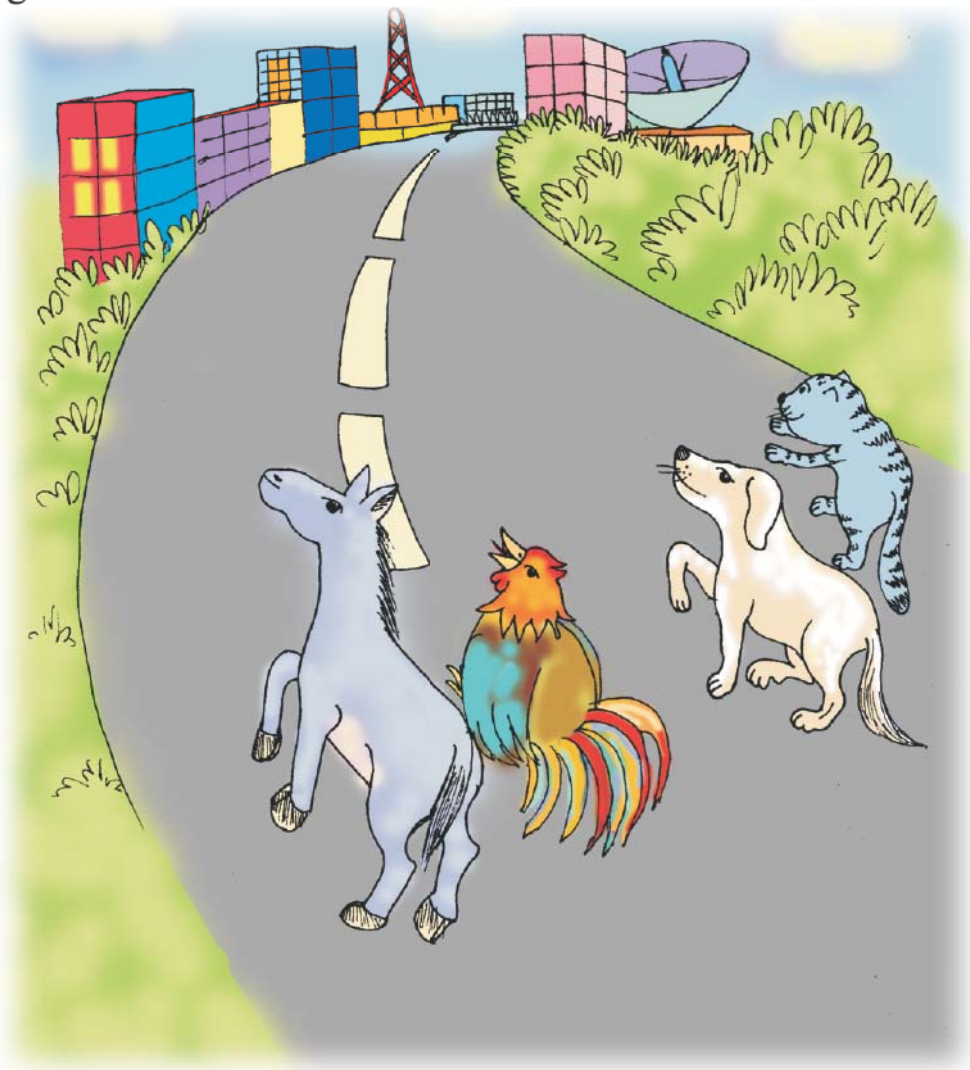
On the way, they saw an old Tabby Cat. She was thin and had stripes on her fur. "What are you doing here?" asked the Donkey and the old Dog. "I am too old to chase mice and my master has thrown me out of the house," said the Tabby Cat sadly. And she sang:

I am very old, you see,
No one cares at all for me,
I have no home or house to go.
What will I do? I do not know.

“Why don’t you come with us to Toon Toon Town to become a musician?” said the Donkey. “Thank you !” said the Cat and joined them. So they walked along together. A little later, they saw an old Rooster on the road. “What are you doing here alone, my friend? Why are you not at your farm?” asked the Donkey. “My master has thrown me out as I oversleep and cannot get up in the morning,” said the Rooster. And he sang,

I am very old, you see,
No one cares at all for me,
I have no home or house to go.
What will I do? I do not know.

“Come and sing with us. We are going to Toon Toon Town to become musicians,” said the Donkey. “I would love to !” said the Rooster and so off they went altogether.



Soon it became dark. They entered a forest and suddenly saw a house. They went near and peeped inside. They saw four robbers sitting by the fire and eating nice hot food. "Let's think of a plan," said the Donkey. So together they thought of a plan. Then they got into position and the Donkey counted "one, two, three...NOW !" They all sang as loud as they could. The Donkey brayed, the Dog barked, the Cat meowed and the Rooster crowed. Then they rushed into the house. CRASH ! BOOM ! One robber saw the Cat's eyes and yelled, "Run ! There are two balls of fire !" The Dog bit a robber and he yelled, "Run ! There is someone with a knife !" The Donkey kicked a robber and he yelled, "Run ! There is a ghost who has thrown me over !" The Rooster crowed "Cock-a-doodle-do" and the fourth robber said, "Run ! Someone is saying, 'I will show you what I'll do !'" and so saying all four robbers ran shouting out of the house. "I'll sleep by the fire," purred the Cat. "I'll sleep under the table," said the Dog. "I'll sleep in the barn," said the Donkey. "I'll sleep on the roof," said the Rooster. And so they remained in this house and often sang together. They went later to Toon Toon Town and even gave concerts.

Helpline

For activity 2 and 4, once you complete your reading, allow students to read the text on their own. Encourage students to mark words that are unfamiliar to them while reading. Don't give meanings directly. When students don't know a word, first encourage them to ask other classmates if they know the unfamiliar word. In this way, the entire vocabulary of the class is raised with a little effort.

ACTIVITY - 5

Answer the following questions.

1. Why did the masters throw their animals out?
2. Do you think the masters did the right thing?
3. Where did the animals want to go and why?
4. How did the animals scare the robbers?

Helpline

Give adequate time to students to read the text for answering questions. Help students to understand questions.

ACTIVITY - 6

Read the story again and find out how many times the following words occur:

old - _____

together - _____

thrown - _____

master - _____

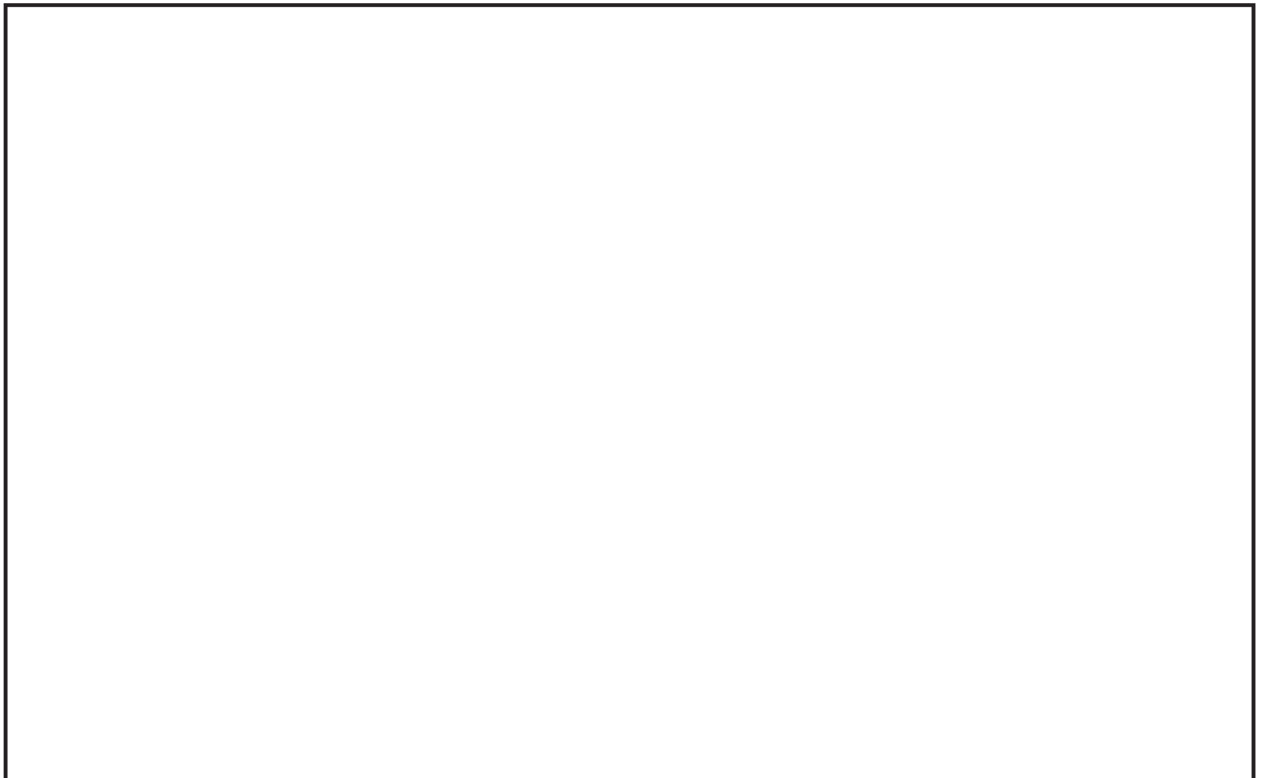
ACTIVITY - 7

Work in pairs. Read the story and complete the following sentences.

- The donkey had worked _____ for the farmer for _____.
- The dog liked the _____ to going to Toon Toon Town and becoming a _____.
- They entered a _____ and suddenly saw a _____.
- And so they _____ in the house and often _____.

ACTIVITY - 8

Draw your favourite animal and colour it.



Now write a few sentences about your favourite animal.

My Favourite animal

My Favourite animal _____

ACTIVITY -9

Write a few sentences about your favourite elderly person and how they treat you.

Helpline

For activity- 8 and 9 provide points for writing answers. Encourage originality of language. Ask students to present their answers in the class.



ACTIVITY - 10

What do you call a group of different animals?

For example: A group of lions is called a pride.

Now find out appropriate words for groups of various animals like bees, sheep, cows and geese

Learning outcomes	
Vocabulary Chase, stripes, fur, peeped, yelled etc. and words related to animal sounds	Language Narrating past events Reciting rhymes Producing language through original ideas
Skills listening and reading speaking and writing	Teaching goals: To make learners narrate the story To enrich language through pair or group work