

Dinosaurs



Lesson Overview:

Students will encounter a dinosaur, and interact in an imaginary situation that involves all the senses. This class is designed to foster children's capacity for:

- Imitation
- Symbolic play
- Number sense
- Gross and fine motor actions
- Impulse control

Objectives:

Encourage student's imaginative play, self expression, understanding of dinosaurs and ability to engage and interact with others.

Resources:

- Inflatable dinosaur or large cut out Dinosaur image/ picture
- Zip-lock bags
- Ground graham crackers
- Green vegetable snacks or pretzels
- Fabric
- Music

Warm Up

Dinosaur Roar!

This game is an adapted version of stop/go. Demonstrate the rules of the game, showing the class how they can move like a dinosaur to the music but once the music stops they need to dinosaur roar and freeze.

Group Activity

Preparation:

Wrap inflatable dinosaur in fabric

Ask the class if they would like to meet your pet dinosaur. Place the wrapped dinosaur next to you and ask the class on the count of three to roar like a dinosaur. Reveal the dinosaur to the group, inviting them to come one at a time to meet the dinosaur and gently stroke him. During the interaction tell the class the dinosaur is really hungry and he needs them to make him a snack.

Table Top Activity

You will need:

- Large Clear container with ground Graham Crackers
- Spoons
- Green Vegetable Straws or pretzels
- Zip-lock bags

Give each child a zip-lock bag. Tell the class this is the Dinosaur bag of snacks.

Invite one child at a time to choose a number. That number is the number of spoonfuls of Dino cereal they can put into their bag. Once every child has spooned the cereal into the bag ask them to choose another number. This number is for the Dino plant or grass and the children can add the pretzels or Vegetable straws to their bag.

Conclusion

Once every child has a bag they can return to the dinosaur with his snack. The students can feed the Dino and try some of his food too! If you have a digital camera it is fun to take their picture with the special guest.

LESSON PLAN: DRUM



Overview:

The drum brings people together, to listen to its sounds and to make drum beats. Children will be involved in an interactive session that will involve all the senses, listening to the drum beat, making their own rhythms and discovering how they make their own drum with edible ingredients!

Objectives:

Students will develop their understanding of the following:

- Cause and Effect
- Imitation
- Attention Maintenance
- Gross Motor
- Fine Motor
- Social understanding with both adults and peers
- Understanding of their ability to use both verbal and non verbal forms of communication to effect their environment.

Resources:

- Gathering drum or drum instrument
- Mallets
- Flash light
- Containers
- Food items such as raisins, cereal, jelly beans, crackers, pretzels and popcorn

Introductory Activity:

Invite the class to join you on the floor. Ask students if they have ever played a drum before-introduce them to the instrument describing its shape and its soft surface.

Show the children how they play the drum, with their hands or with mallets.
Give each student a turn playing the drum.

Once each child has an understanding of how to play the instrument ask the students to play a game with you or another student. The listening game involves two players. They can drum a beat only when they hear their name. Once the other student's name is called they must freeze their mallets until they hear their name again.

Activity 2 :

Tell the class that they can make their own drums. Place the different foods in open containers or plates. Show each student how the different items make different sounds when put inside the drum. A popcorn drum makes a soft sound. Give each child a container and ask them to choose the food they would like to put inside their drum.

Once every child has made their drum, give them pretzels to use as mallets. Have the students play their drums along with you as band. Once the drum session is over the class can eat the contents of their drum.

Wrap-up:

Finish the session by placing the drum on its side and placing a flash light inside the hollow part of the instrument. Using your fingers make shadows on the drum screen. You make the shapes of the animal crackers or cereal as this will reinforce the names of the contents in the drums.

Assessment:

Students were able to-

- play the drum in the way demonstrated by the class teacher
- take turns
- use the instrument collaboratively with another student
- indicate their choices using gesture or words to build their drum