

RELATIONAL TEACHING FRAMEWORK

Title : Introduction to the topic on Animals

Area : Curriculum

Process

Check in

“Elephant”

Pupils will describe about *one* characteristic of an elephant without mentioning the name of the animal. They will begin their response by saying “*This animal...*”

Mixer

“Find Your Way Home”

Pupils will each be given the name of an animal: Chicken, Snake, Tiger and Duck. They will then stand in the centre of the circle, be blindfolded and make the sounds of the given animals to be grouped together with other similar animals. The group that successfully finds all the other similar animals wins.

Main Content

“Outer Beauty”:

Pupils will take turns to name an animal according to the type of body covering they have.



Energizer

“Fire, Fire!” (A la Vege Cart)

Pupils will swap seats according to the name of the animal called: Chicken, Snake, Tiger and Duck.

For example when “Chicken” is called, all the “chickens” (named in the earlier Mixer game) will swap seats. When “Fire, Fire!” is called, all the pupils will swap seats.

Check out

“Today, I learnt...”

Pupils share about what they have learnt during Circle Time, beginning their response with “Today, I learnt...”