

**Topic: Let's have fun!**

**Grade: first, second**

**Duration: 90 min**

Teacher: Mgr. Katarína Vajkai

**Physical education: Movement games focused on walking, running, jumping.**

**Imitating animal movements and human activities.**

**English language: Easy English. Animals. Bodyparts.**

**Verbs: run – jump – swim – dance – walk**

**Aim:**

- the student expands their vocabulary with new simple instructions in English
- the student is able to understand instructions in English
- the student is able to perform a movement on a given instruction
- the student is able to name animals in English
- the student is able to simply describe the parts of an animal's body

**Teaching aids:** picture cards with English names: dog, cat, owl pig

**INTRODUCTION:** 10 min

***Sound game.***

Pupils sit in a circle on the carpet. The teacher has picture cards of animals with their names hidden in a box. Pupils take out one card, look at it and do not reveal it to their classmates. On the signal, they begin to move around the classroom and make their animal sounds. The pupils' task is to form groups with the same sounds: dog, cat, owl, cow and pig. Pupils name their group aloud and say the sentence: *We are dogs*, etc.

**MOTIVATION:** 10 min

**WARM UP!**

Pupils sit in a circle so that the animals are next to each other in turn. The teacher will give different instructions: *Dogs, change places!* At this instruction, all the dogs must quickly change places. The teacher continues until all the animals have changed places with each other. However, if he shouts the word: **ANIMALS**, then all the animals must change places completely. No one can remain standing in his place.

## MAIN PART: 65 min

### 1. Movement activity. Teamwork – *in the classroom* 30 min

We will need a large space in the classroom. If possible, we will remove the desks from the classroom or put them against the walls. Children remain in their groups. The task of the groups will be to invent and create a "Fantasy Animal" out of their bodies, so that each member of the group has to be part of the invented animal. The teacher will warn the pupils to be careful during this activity. As this is a creative assignment, pupils can combine different animals. For example, a fish head, a snake body with wings. At the end, each group will describe the parts of their animal in English.

### 2. Outdoor activity 35 min

a) The pupils move outside. The lesson continues in the schoolyard. The teacher gives the pupils different tasks:

*Jump like a frog.*

*Fly like a butterfly.*

*Walk like an elephant.*

*Run like a horse.*

*Swim like a fish.*

*Crawl like a caterpillar.*

*Stand like a stork.*

Pupils listen to the instructions, perform the given movements while imitating the animals.

### b) Evolution Game

This game mimics the process of evolution. Pupils will go through the stages of evolution: **egg - chicken - dog, elephant, monkey and human**. The struggle for a new evolutionary stage will be done using the familiar **rock-paper-scissors** system. In the course of the game, everyone looks for a partner at the same stage of development as themselves (i.e. egg and egg only, hen and hen, dog and dog, ... etc.). If the pupil wins the fight, he/she moves to a higher stage of development. If the pupil loses the fight, he remains in the stage he was in. Whoever reaches the stage of man first becomes the winner.

## CONCLUSION: 5 min

At the end of the lesson, the teacher will do short relaxation and breathing exercises with the pupils.

