

Give and Learn Day

Lesson Activities EYFS and KS1

At Child of Hope, we do not have many resources to help with teaching. Our teachers use a blackboard- they do not have any technology in their classrooms, such as computers, projectors, etc. The teachers try to use objects found in the environment to support teaching and use games, songs, dance and oral storytelling. Below are a few examples...

Learning Numbers (See video)

The children are learning numbers 1-10. They use stones found in the environment to make the numbers. As they make the numbers, they sing a local song:

Aniamanyi okubala yenze babala bati (x2)

Who knows how to count- it's me! This is how they count (x2)

Kale balatulabe emu, birii, satu, nya, tanu, mukaga, musanvu, munana, mwenda, kumii Ok count and we see one, two, three, four, five, six, seven, eight, nine, ten

Butterfly

Making a butterfly using bottle tops, glue and paper:



FishMaking a fish using leaves, glue and paper:



Phonics Games (See video)

Phonics Game 1:

What you need- flashcards with words on; flashcards with letters on.

Instructions: Lay out the flashcards with sounds on. Have the flashcards with words on a chair at the end. Teacher counts 1, 2, 3, and the children pick up a word and place it next to the first letter of that word. Repeat until all the words have been placed. The children then read the words.

Phonics Game 2:

What you need- plastic cups with sounds on, mat with words on Instructions: Say a word and the children find the sounds for that words and place on the write word. When all sounds have been picked the children read the words.

Dance Game (see video)

Instructions: Children stand in 2-3 rows. The children start clapping their hands then the teacher starts the song. She calls out different children to come in front and dance.

I went to the market to see Auntie Irene (x2)
She told me to dance digi digi (x3)
Robert to dance digi digi (x2)
Bethany to dance digi digi (x2)
Jethro to dance digi digi (x2)
Tim to dance digi digi (x2)
All of us to dance digi digi

Other words can be added eg I went to the market to buy an avocado etc

Song (see video)

Watch the video and see if you can learn the song and actions!

PE – singing, dancing and kicking with one leg like a sheep eating sim-sim from the garden (see video)

Instructions: Children make a circle with the teacher in the middle. Children sing the song after the teacher:

Mee (x3) Amere, Amere nyami kanyum (x2)

Mee (x 3) A sheep, a sheep eats sim-sim (x2)

Petor keju tei kuju amere nyami kanyum (x2)

Kicks the leg up, a sheep eats sim-sim (x2)

Role Play (see video)

Instructions- Watch the video. What can they see that is the same when you have visitors in the UK. What is different? Make up own role play about visitors coming.

Food Game (see video)

Instructions- The children are in a circle. Teacher asks questions on food they eat eg Do you eat rice? If the answer is yes they jump up and say 'Yes I do' If the answer is no they stay down and say 'No, I don't.' Children can then take it in turns to be in the middle and ask questions.

Other Ideas:

- Child of Hope's motto is 'Breaking Every Chain.' Discuss what that means. Think of things that COH is trying to help the children with, e.g. sickness the class can make a paper chain with words on to hang up in the classroom.
- Write letters to COH or make cards for them
- If you have African drums, do some drumming
- Watch *Home Lives* video from the COH website- what is the same/different from their homes? Can they make a mud hut out of paper, sticks etc?
- What would they miss if they had no technology or electricity at home?