

Length of Lesson: 45 minutes
(can be adjusted by eliminating
* items)



Check out SC's Learning
and Literacy Profile of
the ready kindergartner

Objective/Brief Description:

Explore movement and play
through acting out characters
doing a variety of tasks and
recognizing "stop" & "go"



Materials Provided: stop/go sign, 2 scarves

Materials from Home: paper, crayons



INTRODUCTION

At a location where the students come to you instead of traveling to their classroom:

Begin outside the room and give each student a "Magic Key" (a crayon). This is their key to their imagination. At the door, each student is asked the question, "What do you think it would be like to be a _____?" Then they act it out as they travel into the room and join our group circle.

Offsite where student(s) are already in the classroom or at home:

Have them sit in a circle in their regular "group" space. Ask the question, "How many of you have dogs?" "Do you know what it sounds like when a dog barks?" "What would a big dog sound like?" What about a little dog?" Then go around the circle as each student takes a turn acting like the dog of their choice.

*Each student is given a piece of paper and additional crayons to draw a picture of the house they would make for their dog. Students then take turns going behind a curtain, shelving unit, or whatever is available to create an entrance and exit stage area. The student then enters, crosses to center, says their name, and shares the picture of the doghouse they drew. Afterwards, the audience applauds and the student bows and exits.

Ask each child to tell you what color dog they are based on choosing a color from their shirt. Have them say the sentence, "I am a ___ dog." Then ask what dogs need. The students will call out things like "food, water, toys, etc." When you get the answer, "doghouse," tell them you need to build the dogs a house. Where do we get wood? "Trees!" Then go back around and ask each child what color tree they are based on the color of their pants.



INTRODUCTION CONTINUED

After the students tell you what color tree they are, say "Oh, you are a (color based on their shirt) dog under a (color based on their pants) color tree!" Pretend you are chopping down the tree (say "chop" and pretend to swing at their legs). The students typically will giggle and fall to the ground. Then pretend to gather up the wood to use to build a dog house

LET'S GET MOVING

Have the students act out building a doghouse. "First we need to collect the wood!" Ask, "What else do we need to build the doghouse?" You should get answers like, "nails, saw, hammer, etc."

Pretend to build the doghouse. Then ask, "what color should we paint our house?" Let each student tell you what color they want to paint their house. Then have each student show how they will act like a dog going to sit in their house.

Decide you are hungry. "What do dogs eat?" Let them call out things dogs like. Then decide to make dog biscuits. Pretend to mix ingredients in a bowl and then you have to wait for the biscuits to bake. "What can we do while we wait?"

Students can act out playing fetch with a ball, digging in the yard, and any other ideas they suggest.

Then remind the students of their biscuits cooking. Drive back to get them out of the oven. You made it just in time! Eat a couple of biscuits and save the rest for later.

TRANSITION/ACT IT OUT

"Let's drive to the library to get a book." Drive our cars to the library. Don't forget to put seat belts on, make car sounds, and drive around corners and up and down hills.

READ THE STORY

Read the book *Go Dog, Go!* by P.D. Eastman

DRAMATIC PLAY/IDENTIFY THE PROBLEM AND HOW TO SOLVE IT

What did the dogs do that dogs don't normally do? Where did the dogs go? Where did the dogs climb the tree?



DRAMATIC PLAY/IDENTIFY THE PROBLEM AND HOW TO SOLVE IT CONTINUED

Using the student's answers, we decide we should take our biscuits and share them at a dog party. Pretend to pack them in your car. Buckle up, and drive to the dog party, playing "Red Light/Green Light."

Use the included Stop/Go sign or the scarves provided in the kit to play Red Light/Green Light. Students can pretend to drive around in cars, honking, and driving fast/slow when the sign says "Go," but they have to freeze when the sign says "Stop."

When you get to the party, pretend to get out, climb the tree, and share biscuits.

END OF LESSON

End with a dance party. Play music and use the Stop/Go sign to tell them when to freeze or when to dance. At the end of the song everyone takes a turn clapping as the audience, and bowing as an actor.



Thank you for taking a few minutes to fill out this brief survey!