



Session One, Who. Theme: Animals

Materials
Sound lotto or pages
 10-11
Paper and crayons,
 Page 12
Surprise Tin plus an
assortment of toy
animals
Hoop
Assortment of simple
books
Story.

- **'Who' Story Component Card** should be on display throughout the session.
- **Introduction.** Use Makaton signs as you say "I amWho are you?"
- **Use a sound lotto game** - obtainable from high street shops and/or educational suppliers - based on recognising animal sounds. As the children listen to the sounds, ask, "Who makes that sound?" Alternatively, if these resources are difficult to obtain, a picture sheet of animals is provided on pages 10-11, which can be used as the adult imitates the sounds made by the animals.
- **Who is this?** Each child is provided with paper/pencils and is asked to draw a picture of someone. Adult then asks, "Who have you drawn?" (Page 12.)
- **'Surprise tins'.** Place a toy animal in a tin, as the children hide their eyes. Say, "You have to guess *who* is inside my tin", then give clues.

Examples:

"I have whiskers and I say miaow. *Who* is in the tin?"

"I wag my tail and say woof, woof. *Who* is in the tin?"

"I am very big and I have a trunk. *Who* is in the tin?" Etc.

- **Jump in the magic circle.** Place a hoop in the middle of the room.

Say:

"Jump in the magic circle if....

you have a hair bobble

you wear glasses

your jumper is blue etc."

- **Who is it about?** Give each child a simple book. From the cover and pictures, can they tell you *who* the book is about?
- **Story.** End the session with a story from the class library e.g. 'The Three Bears' or similar, with lots of emphasis on '*Who*'.