

<b>Date</b>	<b>Class level</b> Junior Infants and Senior Infants	<b>Subject</b> English
<b>Strand</b> Oral Language	<b>Strand Unit</b> Receptiveness to language. Competence and confidence in using language. Developing cognitive abilities through language. Emotional and imaginative development through language.	
<b>Title</b> Ocean Swap Game and Marine Vo-back-ulary		
<b>Objective(s)</b> The aim of the lesson plan is for the children to experience, recognise and observe simple oral commands while participating in games relating to marine animals.		
<b>Skills Required</b> Listening; Understanding; Developing Imagination, Creativity and Confidence in using oral language; Attention, Memory, Logic and Reasoning Auditory Processing, Visual Processing and Processing Speed.		
<p><b>Learning objectives</b></p> <p>The child will be enabled to:</p> <p>Learn a small number of facts about three Irish sea animals.</p> <p>Develop listening skills as they must be attentive as to which marine animal is being called out.</p> <p>Hear and repeat sentences and words modelled by the teacher as they give clues.</p>	<p><b>Learning activities</b></p> <p><b>Talk and Discussion:</b> The children sit in a circle. The children are shown 3 pictures of Irish sea animals and a fun fact is taught about each one e.g. Starfish: A starfish can re-grow its arms. Butterfish: A butterfish is a small fish that lives at the seashore and likes to hide under rocks. Dolphin: Dolphins use a blowhole on the top of their heads to breath.</p> <p><b>Active Learning:</b> The teacher instructs the class to form a circle. A large space such as a hall would be best suited to this task. The children sit cross legged in the circle.</p> <p>The teacher walks around the circle assigning each child one of the marine animal names: starfish, butterfish, dolphin, starfish, butterfish, dolphin etc.</p> <p>The teacher then chooses one child to stand in the centre of the circle. This child then shouts out one of the marine animals names. All the children who</p>	

	<p>have been assigned this animal then must swap places in the circle with another child who has been assigned this animal. The child who is in the centre of the circle must also rush to find a spot. One child will be left without a spot in the circle and this child will be the next person in the centre of the circle.</p> <p>The objective of the game is that the children must try to find a space in the circle to avoid being placed in the centre. The children must listen very carefully to ensure that they get up and swap places at the right time. If the child in the middle calls out 'Ocean Swap', then all the children must swap places!</p> <p><b>Collaborative Learning:</b> A game of vo-back-ulary could be used to support the lesson.</p> <p>A picture of one of the marine animals could be stuck to one of the children's backs.</p> <p>The other children call out clues and the child must guess which marine animal is stuck to their back.</p> <p><b>Resources:</b></p> <p>Large Space Pictures of 3 marine animals ( Animal cards with pictures and facts are attached)</p>
<p><b>Differentiation</b> Differentiate group activities and roles to account of individual needs, by support, task.</p>	
<p><b>Assessment</b> Keen observation of the children to see whether they are listening when the different marine creatures are called out.</p>	
<p><b>Linkage and Integration</b> PE: An alternative way of playing this game is by incorporating a parachute. Science: The children learn facts about marine creatures and their habitats. Geography: The children explore ways to keep seashores clean to protect these creatures.</p>	

Explorers Education Programme  
**Animal Cards**

Dolphin:



Dolphins are marine mammals and feed their babies milk.

They breathe air using lungs and have a blowhole on the top of their head.

There are lots of different types of Dolphins found around Ireland including Bottlenose Dolphins, Rough-toothed Dolphin, Hump-backed Dolphins, Common Dolphins and Pilot Whales - although referred to as whales include the largest members of the dolphin family.

A dolphin has a backbone (vertebrate).

Dolphins communicate through sounds and whistles.

Dolphins eat fish and squid.

Starfish



Starfish have no skeleton or backbone. (invertebrate)

They breathe by pumping sea water through their hollow arms.

They move using tube feet.

We think they have an eye at the end of each of their arms.

They can re-grow their arms.

Butterfish



A butterfish is a fish.

They live in the shallow water at the seashore.

They have scales on the outside of its body, which are slippery like butter.

They have gills to breathe.

They like to hide under rocks and their body is shaped a bit like a snake.