

Lesson 18

## Zoo animals 2



### General:

Level:	1 – BEAR CUBS (ages 3-5)
Time:	40 mins - 1 hour
Objectives:	Saying zoo animals and animal noises.
Structures:	“What animal is that?”, “What noise does it make?”, “What colour is that?”
New vocab:	zebra, bear, panda, zoo, farm.
Review vocab:	cow, dog, sheep, duck, pig, lion, elephant, monkey, tiger, snake, bird.

### You will need to download:

Flashcards:	<ul style="list-style-type: none"> <li>• Farm animals flashcards (cow, dog, sheep, duck, pig, farm)</li> <li>• Zoo animals flashcards (lion, elephant, monkey, tiger, snake, bird, zebra, bear, panda, zoo) – 2 sets per group</li> </ul>
Printables:	<ul style="list-style-type: none"> <li>• Sammy Snake's birthday party reader worksheet</li> <li>• Match the animals worksheet</li> </ul>
Readers:	<ul style="list-style-type: none"> <li>• Sammy Snake's birthday party</li> </ul>
Songs:	<ul style="list-style-type: none"> <li>• Hello Song</li> <li>• Goodbye Song</li> <li>• Let's go to the zoo</li> </ul>

These can be downloaded at <https://www.eslkidstuff.com/esl-kids-lesson-plans.html>

### You will also need:

- name tags for each student
- name cards for each student
- a glove puppet
- coloured crayons / pencils
- a large cloth bag
- plastic zoo animal toys (in a small cloth bag)
- play-doh
- cushions (1 per student)
- CD / Tape player or something to play the song on

## Notes:

Students learn 3 more zoo animals and the noises they make. They also read a fun story about zoo animals. There are lots of fun games and activities based around this theme.

## Lesson overview:

### Warm up and maintenance:

1. Greetings
2. Name tags
3. Glove puppet greetings
4. Sing "The Hello Song"
5. Homework check
6. Do "Exercise routine" activity
7. Do the "What's in the bag?" activity
8. Play the "Zoo or farm" game
9. Sing the "Let's go to the zoo" song

### New learning and practice:

1. Review/Teach the zoo animals vocab
2. Play "Pass the animals"
3. Play "Animals match-up concentration"
4. Play "Animals walk" game
5. Do "Zoo animals play-doh"
6. 5-minute play time
7. Read classroom reader "Sammy Snake's birthday party"

### Wrap up:

1. Assign homework: "Match the animals"
2. Say goodbye to glove puppet
3. Sing "The Goodbye Song"
4. Do "Quick check" and say goodbye

## Lesson procedure:

### Warm up and maintenance:

#### 1. Greetings

Greet the students by name as they enter the classroom and gesture for them to sit down (on cushions if you have them) in a fan-shape around you.



#### 2. Name tags

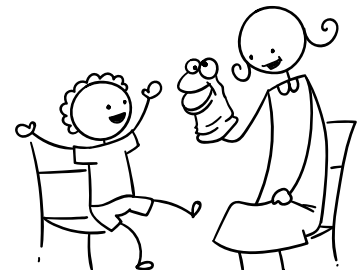
Before class, prepare some blank name tags (stickers or pin-on tags) and some cards, each with a student's name written on clearly – students will use them to copy their names onto their name tags. Sit down with your students and lay out the name cards in front of you. Pick up each card and encourage the student to recognize his/her name. Do this for everyone.



Finally, have everyone take out a crayon or pencil and copy their name on their tags and stick them on.

#### 3. Glove puppet greetings

Bring out your glove puppet bag and have everyone shout "Hello!" into the bag until he wakes up and jumps out of the bag. Then model chatting with the glove puppet ...



*Puppet: "Hello", What's your name?"*

*Teacher: "My name is..."*

*Puppet: "How are you?"*

*Teacher: "I'm fine, thank you".*

... and then have the puppet say hello to each student and ask them the same questions. Finally, go around saying "Goodbye" and "See you" before going back into the bag to sleep.

#### 4. Sing "The Hello Song"

Sit in a circle and sing the song (clap along or pat knees).

##### Lyrics for "The Hello Song"

Hello, hello,  
How are you today?  
Hello, hello,

##### Gestures for "The Hello Song"

Sit in a circle and listen to the song (clap along or pat knees).

- Wave as you sing the "Hello, hello" parts.

How are you today?

I'm fine, thank you,  
I'm fine, thank you,  
I'm fine, thank you,  
And how about you?

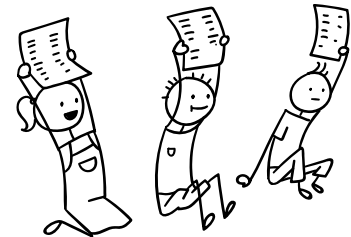
Hello, hello,  
How are you today?  
I'm fine, thank you,  
And how about you?

- Gesture to others as you sing "How are you today?"
- Point to yourself as you sing "I'm fine, thank you"
- Hand gesture towards another student as you sing "And how about you?".



## 5. Homework check

Check each student's homework that you set in the last lesson. Ask each student some questions about their homework worksheet (e.g. "What animal is this?", "What noise does it make?", etc.), give lots of praise, and then put some kind of mark on the homework sheet (e.g. a sticker, a stamp or draw a smiley face).

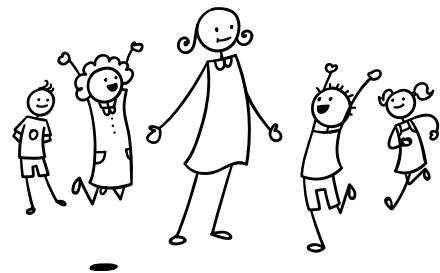


Finally, tell your students to put their homework back into their bags.

## 6. Do "Exercise routine" activity

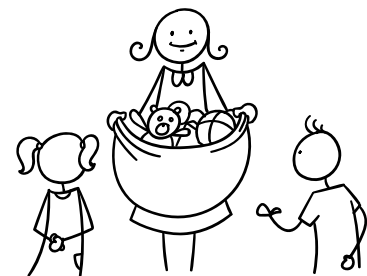
Say the following and have the students follow your lead:

"Stand up (T stands and so does everyone else)  
"Hands up / hands down" (do 4 or 5 times)  
"Jump" (4 or 5 times)  
"Kick (4 or 5 times)  
"Run! / Stop!" (4 or 5 times)  
"Turn around! / Stop!" (4 or 5 times)  
"Wiggle!" (a few seconds)  
finally "Sit down".



## 7. Do the "What's in the bag?" activity

Before class, put a couple of new objects (e.g. a crayon, a plastic bottle, a sock, a paper cup, a leaf, a ball, a teddy, etc. - anything lying around (and safe!)) into the bag.



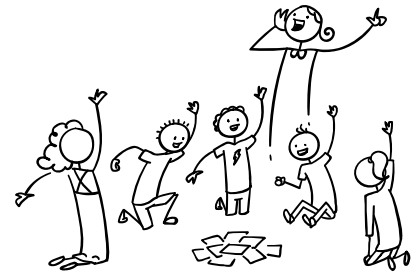
Show the bag to your students, shake it to rattle the objects inside, and ask, "What's in the bag?".

Randomly pull out different objects and teach/ elicit the words – in each case, have students hold and pass the objects around. You can even have students pull the objects out of the bag instead of you taking them out – with eyes closed to make it fun!

Finally, place/throw the objects around the classroom and have each student retrieve an object as you call out its name and put it back in the bag.

## 8. Play "Zoo or farm" game

Let's play a fun game to review the farm and zoo animals. First get everyone to sit in a circle with you. Hold up the farm and zoo flashcards and teach/ elicit the words "zoo" and "farm". Chorus each word x3. Place the cards in the circle.



Next, shuffle all the farm and zoo flashcards from previous lessons and hold up the first card (e.g. a cow) and elicit what it is. Then ask if it belongs in a zoo or on a farm – elicit the answer and then place the card under the farm card.

Continue through all the animals until the end of the game.

This can also be played as a team game with points for the first to shout out the correct answer.

## 9. Sing the "Let's go to the zoo" song

Let's review the song from last lesson. It will help to have the flashcards in order on the board. Play the song and have everyone doing the actions as they sing along.



*"Birds, we will see some birds"*

Lyrics for the "Let's Go to the Zoo" song	Gestures for the "Let's Go to the Zoo" song
<p><b>Chorus:</b> Zoo, zoo, Let's go to the zoo, What will we see at the zoo?</p> <p>Zoo, zoo, Let's go to the zoo, What will we see at the zoo?</p> <p><b>Verse 1:</b> Lion, we will see a lion, Elephant, we will see an elephant, Monkey, we will see a monkey, Let's go to the zoo!</p> <p><b>Chorus</b></p> <p><b>Verse 2:</b> Tiger, we will see a tiger, Snake, we will see a snake, Birds, we will see some birds, Let's go to the zoo!</p>	<p>The gestures are fun and mimic the animals being sung about:</p> <ol style="list-style-type: none"> <li>For the "Zoo, zoo, Let's go to the zoo", have everyone walking on the spot as they walk to the zoo.</li> <li>For the next line "What will we see at the zoo?", have everyone put their hand above their eyes as they search for animals.</li> <li>For the animal parts do the following: <ul style="list-style-type: none"> <li>lion: look fierce and roar</li> <li>elephant: make a trunk with your arm and make the trumpet noise</li> <li>monkey: do the monkey scratching head and armpit gesture whilst saying "ooh-ooh"</li> <li>tiger: look fierce and roar</li> <li>snake: make a snake shape with your hands and hiss like a snake</li> <li>birds: flap your arms like wings and say "tweet-tweet"</li> </ul> </li> </ol>

## New learning and practice:

### 1. Review/Teach the zoo animals vocab

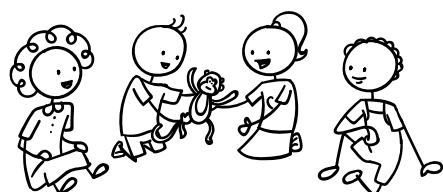
If you have plastic toys for the animals you can use them or you can use zoo animal flashcards. Before the class put the toys or flashcards in a bag – use last lesson's zoo animals plus 3 more: zebra, bear, panda.

Bring out the bag and peer in – make surprised noises to get the full attention of your students. Slowly, inch by inch, pull out the animals – elicit /teach/chorus the animal name "e.g. What's this? It's a (lion). (Lion), (Lion), (Lion)". Then teach/chorus the animal noise (E.g. "What noise does a lion make?" "Roar!").



### 2. Play "Pass the animals"

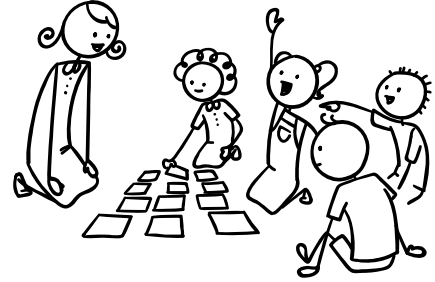
Pass one of the animals or animal flashcards to the nearest student. As you pass, say "(lion) (roar)". Have



the students pass all the animals around the circle, all the while saying the animal name and noise.

### 3. Play "Animals match-up concentration"

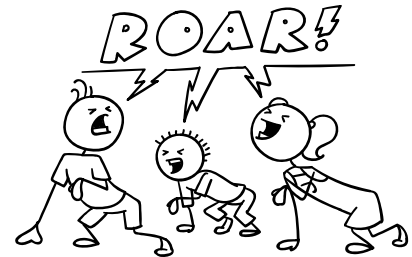
You'll need two sets of zoo animal flashcards per group. Shuffle them and spread, face-down, on the floor or table. Turn over one card and then another. The object of the game is to find the same two cards – which wins you a point. If you turn over the same pair of cards (e.g. two tigers) you keep the cards and remove them from the game. If you turn over two different cards, turn them back over and the next player gets a turn. The game ends when all cards have been removed and the player with the most cards is the winner.



If your students can cope, you can include the farm animals flashcards as well from the previous lesson.

### 4. Play "Animals walk" game

Have everybody stand at one end of the classroom. First model: hold up a flashcard of a lion. Shout "Run like a lion!" – then get down and crawl across the room like a lion all the time roaring. Then have everyone do it. Now that everyone understands what to do, show the other zoo animals flashcards and get everyone walking across the room like those animals, making noises as they go.



You can also include the farm animals flashcards for more variety.

### 5. Do "Zoo animals play-doh"

You'll need different coloured play-doh for this fun activity. Sit your students down in groups and show them how to make simple models of animals. Let everyone make the animals that they want and as they are doing so circulate and ask lots of questions (e.g. What's that? Is it a lion? What noise does a lion make? etc.).



### 6. 5-minute play time

This is an optional segment that can be part of all your lessons at this level. Allow your students to play with any games or toys you have. If possible, use large tubs or boxes to hold the toys and bring them out for a few minutes each lesson. Tubs filled with animals, plastic fruit, building blocks, kitchen sets, plastic food, cars & vehicles, Mr. Potato Head dolls and so on.

Encourage your students to ask you for the toy they want to play with, circulate during the play time and ask students about their toys. It's also a good opportunity for a quick rest room break!

## 7. Read classroom reader "Sammy Snake's birthday party"

This classroom reader ties in perfectly with the lesson vocab. Before class, download and print off the reader "Sammy Snake's Birthday Party" from our website. As you go through each page, point to the animals and elicit the vocabulary and the noises each animal makes:

*Teacher: "What animal is this?" (pointing at the monkey on page 2)*

*Students: monkey!*

*Teacher: Yes, that's right! It's a monkey! And what noise does a monkey make?*

*Students: Ooh-ooh-ooh-ooh!*

*Teacher: Right! And what is the monkey holding? (pointing at the bananas)*

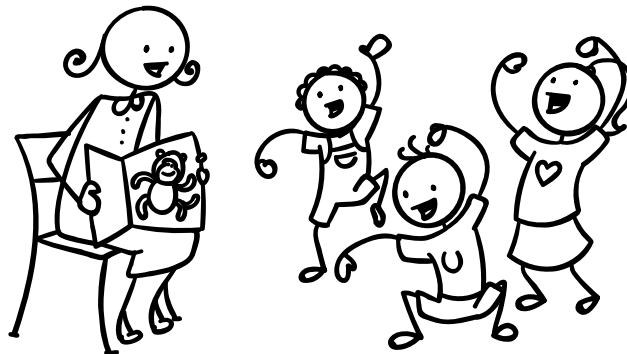
*Students: bananas!*

*Teacher: Yes, good job! Bananas! And do snakes like bananas?*

*Students: No!*

*Teacher: Let's check ... (reading from page 2) ... "The monkey brings some bananas. But Sammy doesn't like bananas". You're right. Poor Sammy!*

*etc.*



There are some new animals in the story which haven't been introduced in the lesson yet (zebra, bear, panda) - this is fine: elicit and teach the animal vocabulary and noises they make. Your students will pick these words up quickly as the story progresses (and when you read the story again in later lessons).

Try to get the students really involved in the story by asking lots of questions - e.g. by eliciting the food items, colours and even asking students to speculate what food Sammy the Snake will want at his party.

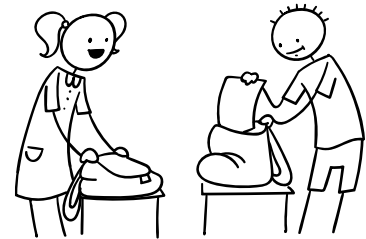


After reading the story, give out a reader worksheet to each student and have everyone match the animals to the food they gave to Sammy Snake. Then go through the answers as a class.

## Wrap up:

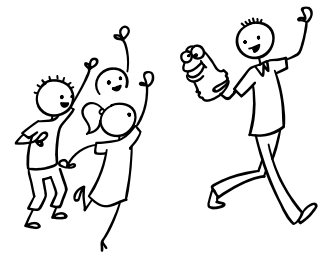
### 1. Assign homework: "On the farm"

Hold up the homework worksheet – this is a simple and fun colouring in activity. Model colouring in the animals while saying what they are and the colours you are using. Give out the worksheets and say, "Put your homework in your bags" and help them to do so - this is important as they will probably want to start colouring them right away.



### 2. Say goodbye to glove puppet

Take out the bag again and get everyone to wake up the glove puppet by shouting its name into the bag (e.g. "Cookie Monster!"). Bring out the puppet and go through the same routine - go to each student and say hello, ask their name and the say goodbye / see you.



Then put the puppet back in the bag (back to sleep).

### 3. Sing "The Goodbye Song"

Sit together in a circle and sing and clap along.

#### Lyrics for "The Goodbye Song"

Goodbye, goodbye,  
See you again.  
Goodbye, goodbye,  
See you again.

It's time to go,  
It's time to go,  
It's time to go,  
See you next time.

Goodbye, goodbye,  
See you again.  
It's time to go,  
See you next time.



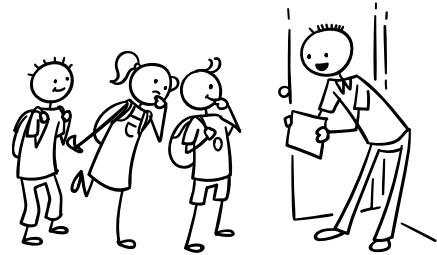
#### Gestures for "The Goodbye Song"

Have everyone do the gestures with you.

- Wave as you sing the "Goodbye, goodbye" parts.
- Hold your hand above your eyes (as you would when you are looking into the distance and keeping the sun out of your eyes) and look at another student as you sing "See you again".
- Tap watch (or imaginary watch) and then point to the door as you sing "It's time to go".
- Point towards another student as you sing "See you next time".

#### 4. Do "Quick check" and say goodbye

Time to leave the class. Make sure everything is put away and the students have gathered their belongings. Have them line up at the door and place yourself between the door and the students.



For each student hold up an animal flashcard from today's lesson and ask them to say what it is and its noise.

When they say the words correctly say goodbye and let them leave. If they make a mistake, have them go back to the end of the line - they will have to try again once they reach the front!

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- All flashcards, worksheets, craft sheets, readers and songs used in this lesson plan can be downloaded at [eslkidstuff.com/esl-kids-lesson-plans.html](http://eslkidstuff.com/esl-kids-lesson-plans.html)
- More free Lesson Plans are available at [eslkidstuff.com/esl-kids-lesson-plans.html](http://eslkidstuff.com/esl-kids-lesson-plans.html)

Can you suggest any additions to this lesson plan? If you know of any great games, activities, teaching points, links to other sites or any other ideas that can be added to this lesson plan, please email us: <https://www.eslkidstuff.com/contact.htm>

Please report any mistakes at <https://www.eslkidstuff.com/contact.htm>

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