

Baby animals and their parents

Grade: Preschool-K

Purpose/Objective: Students will learn the names of farm animals and the name of the corresponding baby animal name.

Lesson Plan:

1. Write the following animals up on the board, with a picture of each. Read the name of the animal aloud and ask the students if they know what the baby's name is.
 - a. Cow/calf
 - b. Chicken/chick
 - c. Dog/puppy
 - d. Duck/duckling
 - e. Goat/kid
 - f. Sheep/lamb
 - g. Pig/piglet
 - h. Cat/kitten
 - i. Goose/gosling
 - j. Horse/foal
1. Activity 1: (Matching game) Have children form two teams. Write the names of mother and baby animals on pieces of paper and distribute them randomly. When you give the signal, adult animals must find the corresponding baby animal. When the students find each other, they will raise their hands together. Alternate—have the students make the correct sounds of the animals.
2. Activity 2: (Matching game) Establish where the barn is (for example, at the front of the room) and randomly hand out names of mother and baby animals. When you say, "The barn door is open," all the baby animals can escape the barn and scatter to various spots in the room. The adults must stay in the barn. To get everyone back to the barn safely, the baby animals must say their mothers' name correctly as you call on them. The baby animal must then find its mother in the barn. The two then raise their hands together and make the right sound.
3. Activity 3: (Living tic-tac-toe) Make a tick-tack-toe pattern on the floor with masking tape. Have children form teams of X's and O's. As you call the name of a mother animal for a team, the player who is up must correctly name the offspring. If the player answers correctly, she or he takes a place in the boxes. The first team to make a line of three gets to make all the noises at once. Games continue until all children have had at least one turn.

(Source: <http://www.eduplace.com/ss/act/farm.html>)