

Primary 4

1. Topic: Learning animal names

2. Learning Outcomes

- Students will be able to name many animals using their Lao names

3. Lao Language:

<u>Vocabulary:</u>	<u>Structure:</u>	<u>Other:</u>
See attached memory cards		

4. Activities (What to do)

- Using a memory style game to learn the names, each group of students has a set of animal memory cards each comprising cards showing pictures of the different animals and cards showing the names of the animals in Lao.
- Initially, all picture cards are placed face up, showing the pictures and the game is played much as you would play bingo.
- The leader calls out the name of the animal and the corresponding animal cards in each group are removed from the table. The first table to remove all their cards is the winner.
- The aim of the game can be then to match the names to the pictures. The students lie out the pictures and the words and have to match them up as the leader calls out the Lao animal names.
- With the cards turned over, the students can then play a memory style game in their small groups.

5. Resources / Materials

- Poster of pictures of the different types of animals and their Lao names
- Bingo cards of the different types of animals and their Lao names.

6. Methods of Assessment of Student Achievement of Learning Outcomes

- Observe to see that students are matching the correct pictures and names during the memory games.
- Verbally ask students to name the different types of Animals in Lao.
- Incorporate the Lao animal names into the Lao TUP - Visit to the Zoo

7. Integration

- Animals Unit - Semester 1
- Memory game can be used during the weekly "Thinking Skills Morning"

Developed by Bruce Knox, 2004 - 2005