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Key learning outcome: identify and say wild animals vocabulary Target vocabulary: crocodile, elephant, flamingo, giraffe, lion, monkey, ostrich, penguin



Key learning outcome: read, understand and sing a song about wild animals Target language: I think it's a (giraffe). It can (run).



Key learning outcome: predict story content, read and understand a story about a safari park Story vocabulary: beautiful, favourite, feed, problem



**Story language:** Wow, it can (run fast). Let's see the (ostriches). She can't (ride her bike now).









Key learning outcome: have a dialogue about abilities **Resources:** ability cards **Target language:** Can it (swim)? Yes, it can. No, it can't.

## Critical thinking

Look, listen and read.  $(1)_{1:43}$ 



Design a new safari park.



l can see another problem, Squirrel.



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l can see a problem, Squirrel.

**LESSON** 

Life skills 🛃





2 Listen and say the *Problems to solve* rap. 
3 Think and circle: Which animal can't live with the others?

Great, Squirrel.

Problems solved!



Match the animals to the places in the safari park. Think and answer: Do you solve problems on your own? I can solve problems. I'm a hero.

Life skill: Critical thinking: solving problems Key learning outcome: learn to solve problems



Target vocabulary: climb, dive, fly, sit, stand, walk



Target language: Can it (fly)? Yes, it can. No, it can't.

## Wild animals

## Show what you know

STAGE 1 Think, order and stick. Write. 🔗
crocodile
f maerin of S.
STAGE 2 Look and write.
1 She can <u>climb</u> .
2 She can't
<b>3</b> He swim. 3 . 4
4 He

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Watch the video At the safari park. Number. 🗾 💉



## STAGE 4 Watch again and check.

