

The Magic Mitten

Age: 7-9

Aims:

- Communicative acquisition of the phrases from the story in funny atmosphere.
- Realizing interdisciplinary relations.
- Communicative skills development using the dialogue from the story in the story context and in another context.

Objectives:

- **Vocabulary:** animals, colours
- **Grammar:**
indefinite article + adjective + noun (a grey mouse, a brown bear, a white rabbit, a green frog, etc.);
without explanation – passively: modals can / may; Present Simple, Present Progressive, Past Simple; imperative; special and general questions
- **Social language:** asking for permission, inviting to come in
- **Skills:** listening (and understanding), speaking, asking and answering questions

Time: 3 classes

Materials: the story The Magic Mitten*, pictures of the animals, books with the story.

Interdisciplinary relations: Environment// The world around; Literature; Arts

Topics: animals, relationships, friendship, help, hospitality

*Five Funny Tales About Fellows with Tails Colouring & Storybook 2001, Fyut Publishing House, Bulgaria

Lesson 1

I Warm up

Discussion - preparation for listening

II Introducing the characters, key words and phrases. The characters are introduced through pictures and the question *What's this?* The students answer in various ways: mouse, a mouse, this is a mouse. The characters are written in column on the blackboard, leaving space on the lefthand side of the column. The characters are repeated adding the question *What colour is ... (the mouse)?*. An indefinite article and an adjective for colour are added in front of the noun.

a grey mouse
a green frog
a white rabbit
an orange fox
a grey wolf
a brown bear.

Draw a big mitten on the board in order to paste all the characters (pictures) in it and announce the title of the story **The Magic Mitten**.

III Storytelling 1 – using the pictures for the characters and uhu-tack to paste them in the mitten.

The phrases are repeated 5-6 times and the students remember them, so they take part in storytelling.

IV Storytelling 2 with the active participation of the class.

V Dramatization – the class is divided into groups and each student draws a ticket with role.

VI Close up

Lesson 2

I Warm up

II Storytelling 3 – the students take active part.

III Discussion about animals, relations (reach the conclusion why the mitten is magic – it hosts all the animals and nobody is hurt – they are friends (the fox doesn't eat the rabbit) – thus the story demonstrates tolerance and friendship), intertextual relations with other stories (Suttev's Under the Mushroom).

IV Filling in **comics** with key words.

V Close up

Lesson 3

I Warm up

II Storytelling 4 - the students take active part.

III Roleplay The students receive tickets with roles and play an episode using the words from the story in another situation (pair work). There are 2 situations – each of the students has to practice all the phrases.

IV Making an **illustration** to the story

V Close up