

## 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