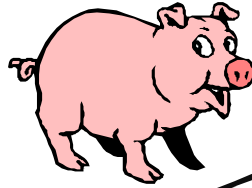


# OLD MACDONALD'S FARM PLANNER

## Years 1 - 2

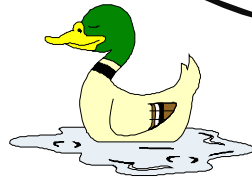
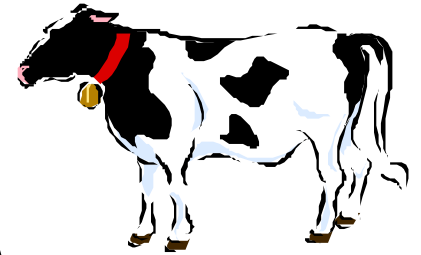
### MATHEMATICS

**Number:** counting activities; group items as a basis for multiplication; addition and subtraction problems; ordinal numbers; divide animals into equal groups, e.g. twos, threes, tens, etc.; solving problems using number sentences **Money:** farm animal sale poster - use coins and notes to match the price tag of animals displayed on a poster **Time:** telling time - half past, quarter to & quarter past **Measurement:** compare and order the size of the children to various farm animals **Location:** blindfold a child, hide an egg or animal puppet & have the children give directions how to find the egg/puppet **Data:** picture and graph interpretation; record how many farm animals were sold on market day



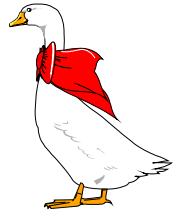
### CREATIVE ARTS

make a farm scene using play dough or clay; grow sprouts in egg shells; make a farm animal mobile; construct & paint a barn/shed/stables using boxes & other scrap materials; design a large wall mural depicting a farm scene; draw pictures of funny looking creatures and give them a name, e.g. a horse with duck feet could be called a "huck", a sheep with a pig head could be a "shig", etc; make finger puppets for action poems ; make collages and pig masks (refer Foundation booklet)



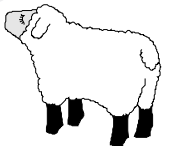
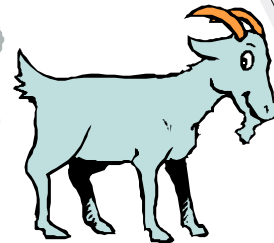
### SCIENCE

**Living Things:** name the different parts of farm animals; compare & group similarities and differences of the body parts of these animals; describe how the animals use their body parts for eating, moving, etc.; discuss and identify how various farm animals are born; compare the life cycle stages of a chicken (eggs) to a horse/cow/pig (non egg laying), etc.; construct a graph of "egg laying" and "non egg laying" animals; draw various pictures of various animals and draw various skills to pose questions, e.g. "What would happen if.....?", e.g. farm animals knocked over their water supply?, cows were not milked every day, fences were knocked down and not repaired, etc.



### ENGLISH

**Language:** build word families; spelling; identify rhyming and missing words; picture close; use doing words, describing words and naming words in sentences; make a "farm animal" dictionary as new words are introduced; in pairs, plan a conversation between a new piglet and the other farm animals asking what life is like on the farm using words like "who", "what", "where", "when", "why", etc.; class letter to Old Macdonald's Farm thanking them for bringing the animals to school; dictionary work; picture close activities; matching & naming animals **Literature:** discuss how authors create characters using certain words; use a series of photos to develop a story which includes a beginning, a problem and a solution; create a class poem beginning "Little lambs come out to play", etc. **Literacy:** listen for specific details in stories; research different farm animals; role-play the farmer doing various jobs on the farm, e.g. feeding the pigs, milking a cows, shearing a sheep, riding a horse, etc.



An animal theme day incorporates all the above areas. (Refer to the Year 1-2 booklet)