

Hello Stories Teacher's Guide

Baby Bird is Lost (Lesson 1:)

Textbook Page	Activity Description	Flashcards/ Materials
	<p style="text-align: center;">My Name is...</p> <ol style="list-style-type: none">1. Students write their name in the new book!	
	<p style="text-align: center;">Having Fun</p> <ol style="list-style-type: none">1. Teach the vocabulary by holding up the flashcards saying the words together and acting out each action.	Can You Flashcards
	<p style="text-align: center;">Having Fun BINGO</p> <ol style="list-style-type: none">1. Print out the bingo cards.2. Use the flashcards. Put them in a bag. Let the students take turns picking a card and saying the word.3. The students who have the action on their BINGO card do the action and say, "I can..." or "I can't ..." Then sit down and put a color chip on the bingo card.	Can You Flashcards and BINGO cards
	<p style="text-align: center;">Read a Book</p> <ol style="list-style-type: none">1.	Book of choice

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Baby Bird is Lost (Lesson 2:)

Textbook Page	Activity Description	Flashcards/ Materials
	<p style="text-align: center;">Review Vocabulary</p> <ol style="list-style-type: none">1. Use the flashcards, say the words and acts out each action together.	
	<p style="text-align: center;">Can you ... ?</p> <ol style="list-style-type: none">1. Hold up the 'Yes' flash card and say yes. Then hold up the 'No' card and say no.2. Place the Can you flashcards face down. Pick a card and ask your students "Can you ...?" Model how to answer by saying "Yes, I can" and making a circle with your hands like in the 'Yes' card or saying, "No, I can't and making an X with your hands like on the 'No' card.3. Now place the 'Yes' and 'No' cards on opposite sides of the room. Have your students touch a wall on one side of the room. Hold up a Can you card and ask your students, "Can you...?" Your students will run and stand next to the Yes or No card depending on their answer. Go to each group and ask the question again, "Can you...?" Your students will answer together in big voices.	<p style="text-align: center;">Can You Flashcards</p> <p style="text-align: center;">Yes / No Cards</p>
1-2	<p style="text-align: center;">Can You ... ?</p> <ol style="list-style-type: none">1. Open the book to pages 1-2. Ask a question. For example, "Can you ride a scooter?"2. Your students try to find the picture. If they can they circle the picture. If they cannot, they draw an X through the picture. They also answer out loud.	
	<p style="text-align: center;">Read a Book</p> <ol style="list-style-type: none">1.	<p style="text-align: center;">Book of choice</p>

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Baby Bird is Lost (Lesson 3:)

Textbook Page	Activity Description	Flashcards/ Materials
	<p style="text-align: center;">Can you ... ?</p> <ol style="list-style-type: none">1. Place the 'Yes' and 'No' cards on opposite sides of the room. Have your students touch a wall on one side of the room. Hold up a Can you card and ask your students, "Can you...?" Your students will run and stand next to the Yes or No card depending on their answer. Go to each group and ask the question again, "Can you...?" Your students will answer together in big voices.	<p style="text-align: center;">Can You Flashcards</p> <p style="text-align: center;">Yes / No Cards</p>
1-2	<p style="text-align: center;">Can You TAG!</p> <ol style="list-style-type: none">1. Have your students stand on one side of the room. You stand on the opposite side as far away as possible. Ask your students, "Can you ...?" and hold up the action card.2. Students answer yes or no. If they answer yes, they take one jump forward.3. Continue the game until your students get closer. Then yell Can you RUN! Whenever you ask this, your students will RUN AWAY! You will chase your students and try to catch 1 or more student to join your team.4. Play the game again, but let the student(s) you captured ask the questions.	<p style="text-align: center;">Can You Flashcards</p>
	<p style="text-align: center;">I Can Poster</p> <ol style="list-style-type: none">1. Students choose a big piece of colored paper. They write I CAN at the top.2. They look at the coloring sheets and put out the things they can do. They color the pictures and paste them to their poster.3. They can decorate their posters too.4. finally they can show the teachers their posters and tell them what they can do.	<p style="text-align: center;">Colored paper Crayons</p> <p style="text-align: center;">Black and white coloring sheets for the actions</p>
	<p style="text-align: center;">Read a Book</p> <ol style="list-style-type: none">1.	<p style="text-align: center;">Book of choice</p>

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Baby Bird is Lost (Lesson 4:)

Textbook Page	Activity Description	Flashcards/ Materials
1-2	<p style="text-align: center;">Can You TAG!</p> <ol style="list-style-type: none">1. Have your students stand on one side of the room. You stand on the opposite side as far away as possible. Ask your students, "Can you ...?" and hold up the action card.2. Students answer yes or no. If they answer yes, they take one jump forward.3. Continue the game until your students get closer. Then yell Can you RUN! Whenever you ask this, your students will RUN AWAY! You will chase your students and try to catch 1 or more student to join your team.4. Play the game again, but let the student(s) you captured ask the questions.	Can You Flashcards
	<p style="text-align: center;">The Zoo Animals Can...</p> <ol style="list-style-type: none">1. Lay the 'run' 'jump' 'swim' 'walk' and 'fly' cards on the floor.2. Hold up an animal card. Say the name of the animal together and then decide what it can do. Example: Frog "It can jump. It can swim." Choose an action card to place the frog card under.3. Continue the activity with as many animals as you can.	run, jump, swim, walk & fly cards Zoo animal cards
	<p style="text-align: center;">Musical Cards</p> <ol style="list-style-type: none">1. Lay the Zoo animal cards in a big circle on the floor. Each student stands on or next to an animal card.2. Play the music and have the students walk around the circle. When the music stops, the kids stop.3. Pick an action card. For example, swim. If the kids are standing on an animal card of an animal that can swim they say, "It can swim!" Then you help them say the animal name too. They can say " (anima name) can swim! "too.	Zoo Animal Flashcards
	<p style="text-align: center;">Read a Book</p> <ol style="list-style-type: none">1.	Book of choice

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Baby Bird is Lost (Lesson 5:)

Textbook Page	Activity Description	Flashcards/ Materials
	<p style="text-align: center;">Musical Cards</p> <ol style="list-style-type: none">1. Lay the Zoo animal cards in a big circle on the floor. Each student stands on or next to an animal card.2. Play the music and have the students walk around the circle. When the music stops, the kids stop.3. Pick an action card. For example, swim. If the kids are standing on an animal card of an animal that can swim they say, "It can swim!" Then you help them say the animal name too. They can say " (anima name) can swim! "too.	Zoo Animal Flashcards
	<p style="text-align: center;">Teach Zoo Animal Vocabulary</p> <ol style="list-style-type: none">1. You have already started to teach the zoo anima vocabulary in context with the games, but now sit down and teach the animal vocabulary with the flashcards.	Zoo Animal Flashcards
3-4	<p style="text-align: center;">The ZOO Board Game</p> <ol style="list-style-type: none">1. Use a dice and toy figures or some other game piece and play the board game on pages 3-4. When the students land on each animal they say the animal name and what the animal can do.	
6-20	<p style="text-align: center;">Baby Bird is Lost</p> <ol style="list-style-type: none">1. Read the story together.	

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Baby Bird is Lost (Lesson 6:)

Textbook Page	Activity Description	Flashcards/ Materials
	<p style="text-align: center;">Zoo Animal KARUTA</p> <ol style="list-style-type: none">1. Lay the Zoo animal cards on the floor all over the room.2. Call out an action. Let the students find a card of an animal that can do the action you called.3. Each student brings the card to you and makes a sentence to keep the card. For example: "A zebra can run."4. Who can get the most cards?	Zoo Animal Flashcards
3-4	<p style="text-align: center;">The ZOO Board Game</p> <ol style="list-style-type: none">1. Use a dice and toy figures or some other game piece and play the board game on pages 3-4. When the students land on each animal they say the animal name and what the animal can do.	
5	<p style="text-align: center;">My Favorite Animal</p> <ol style="list-style-type: none">1. Students Draw a picture or pictures of their favorite animal(s).	
6-20	<p style="text-align: center;">Baby Bird is Lost</p> <ol style="list-style-type: none">1. Read the story together.	
21-22	<p style="text-align: center;">Story Activities</p> <ol style="list-style-type: none">1. Do the find it and What can they do activities at the end of the story.	

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Baby Bird is Lost (Lesson 7:)

Textbook Page	Activity Description	Flashcards/ Materials
	<p style="text-align: center;">Can You TAG!</p> <ol style="list-style-type: none">1. Have your students stand on one side of the room. You stand on the opposite side as far away as possible. Ask your students, "Can you ...?" and hold up the action card.2. Students answer yes or no. If they answer yes, they take one jump forward.3. Continue the game until your students get closer. Then yell Can you RUN! Whenever you ask this, your students will RUN AWAY! You will chase your students and try to catch 1 or more student to join your team.4. Play the game again, but let the student(s) you captured ask the questions.	Can you Cards
	<p style="text-align: center;">Zoo Animal KARUTA</p> <ol style="list-style-type: none">1. Lay the Zoo animal cards on the floor all over the room.2. Call out an action. Let the students find a card of an animal that can do the action you called.3. Each student brings the card to you and makes a sentence to keep the card. For example: " A zebra can run."4. Who can get the most cards?	Zoo Animal Flashcards
	<p style="text-align: center;">Color Animal Puppets</p> <ol style="list-style-type: none">1. Each student chooses a different puppet to color. Students can color the same animal or more than one animal if there are extras or not enough.2. Cut out the puppet and tape to a paper bag or something else that can be used as a puppet.	Animal Puppet printouts
6-20	<p style="text-align: center;">Baby Bird is Lost</p> <ol style="list-style-type: none">1. Read the story again together. But have the students hold up their puppets and try to read along with you when it is their part of the story.	

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Baby Bird is Lost (Lesson 8:)

Textbook Page	Activity Description	Flashcards/ Materials
	<p style="text-align: center;">Review Games</p> <ol style="list-style-type: none">1. Play favorite games to review the vocabulary and language from the book.	
	<p style="text-align: center;">Puppets</p> <ol style="list-style-type: none">1. Play with the puppets and ask each other "Are you my mommy/daddy?" or "Can you ... ?"2. Play Can you tag with the puppets	Puppets
	<p style="text-align: center;">Animal Crafts (Optional)</p> <ol style="list-style-type: none">1. Make animal crafts of the students favorite animal.2. Look at attached examples.	Craft supplies