#### 2. Animal Sounds

Prior Knowledge: It is helpful if children already know the names of some animals in German

### Objectives

Listen attentively to spoken language and show understanding by joining in and responding.

Explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words.

Appreciate stories, songs, poems and rhymes in the language.

## <u>Support</u>

For the soundscape activity, ensure children are in mixed ability groups.

## **Extension**

Children play Pictionary in pairs with mini-whiteboards.

#### Main

Sing the song Kuckuck, Kuckuck, ruft's aus dem Wald (Cuckoo, cuckoo calls from the forest) from Session 1.

Play 'Human Phonemes' to help the children build phonetically regular words. Give out large phoneme cards such as *sch*, *a*, *f*, *i*, *w*, *a*, *n*, say a word and ask children to arrange themselves to form the word. Possible words include *Schaf*, *Fisch*, *Schwan*.

Revise animal vocabulary from the previous session by playing Pictionary. Draw pictures on the board, asking after each stroke *Welches Tier ist das?* Children guess the animal and say the word.

Children have a selection of coloured pens or pencils. Give a sentence which describes the colour of an animal and ask children to draw it, for example, *die Schildkröte ist grün*. They draw this on paper or a mini-whiteboard.

Make an animal sound in the way that would be familiar to a German child at primary school. Ask *Welches Tier ist das?* Children guess.

<u>ICT Opportunities:</u> Embed sound files into the words for the animal noises so that the children can click to check if they have matched the English and German correctly.

Discuss the job of the orchestra conductor. Teach the adverbs *laut* (loud), *leise* (softly), *schnell* (quickly), *langsam* (slowly) with hand signals, as a conductor might.

'Conduct' the class as they make one of the German animal sounds. Give them instructions using the German adverbs and hand signals.

Divide the class into groups. Give each group a different animal sound to make. Give them a few minutes to choose a rhythm for their sound. Conduct the class, using instructions, e.g. *schnell*, creating a soundscape. Individual children can then take the role of conductor.

#### Grammar

#### For teachers:

Adjectival agreement and position - when asking children to draw animals, using a full sentence in which the colour follows the noun rather than precedes it, avoids the need to add an ending to the adjective.

#### Grammar

#### For children:

Adverbs – remind children that they have already been using some of these adverbs when talking to the teacher *Sprechen Sie langsamer*, bitte.

Asking questions – Welches Tier ist das?

#### Phonics focus

#### For teachers:

ö – tr**ö**röö

ie – p**ie**p

ei - *lei*se

au – *miau, wau, laut* 

### **Phonics focus**

#### For children:

sch – Fisch, Schwan, Schildkröte, Schaf, schnell

### 2. Animal Sounds

	Children should by now be familiar with the rising	ä - m <b>ää</b> hhh	
Adverbs – these adverbs are the same	intonation of this question form.		
as the adjective form, eg: schnell –			
quick, quickly; langsam – slow, slowly;			
laut – loud, loudly; leise – soft, softly.			

## **Learning Outcomes**

Children can:

- name some animals
- recognise some words to describe the music

## Throughout the week:

Practise animal words and sounds through games. For example, children find the animal card which corresponds to a given sound.

## **Teaching Tips**

- For the sorting game the items do not need to be familiar to the children since you say the words.
- Use picture symbols for support when comparing animal sounds in German and English

## **New National Curriculum Links**

**Music** – Key Stage 2

Appreciate and understand a wide range of high-quality live and recorded music from different traditions and from great musicians and composers

### Resources

- Song words Kuckuck, Kuckuck, ruft's aus dem Wald
- Large phoneme cards
- Flipchart or notebook page with sound files embedded into the words for the animal noises
- Animal sounds in German:

roarr! (lion)
kikeriki! (cock)
tröröö! (elephant)
kuckuck! (cuckoo)
iaah! (donkey)
piep piep! (bird)
gack! (hen)
miau! (cat)
määhhh! (sheep)
wau wau! (dog)

muh! (cow)

## 2. Animal Sounds

Wortschatz für Lehrer	Teacher Language	Wortschatz für Schüler	Children's Language
Singen wir unser Lied, ,Kuckuck,	Let's sing our song, Kuckuck, Kuckuck,	roarr! (lion)	Grrrr!
Kuckuck, ruft's aus dem Wald'	ruft's aus dem Wald	kikeriki! (cock)	Cock-a-doodle-doo!
Ich gebe euch einige Phoneme.	I'm going to give you some phonemes.	tröröö! (elephant)	(trumpet)
Ich werde ein Wort sagen, zum Beispiel ,Schaf'.	I'm going to say a word, for example, 'Schaf'.	kuckuck! (cuckoo)	Cuckoo!
Ihr müsst das Wort machen.	You have to make the word.	iaah! (donkey)	Hee-haw!
Hört zu und zeichnet, zum Beispiel: 'die	Listen and draw e.g. 'die Schildkröte ist	piep piep! (bird)	Tweet tweet!
Schildkröte ist grün'.	grün'.	gack! (hen)	Cluck cluck!
Wählt einen Rhythmus	Choose a rhythm	miau! (cat)	Miaow!
Welches Tier ist das?	Which animal is it?	määhhh! (sheep)	Baaa!
Hört gut den Anweisungen zu.	Listen carefully to the instructions.	wau wau! (dog)	Woof woof!
Diese Gruppe, ihr seid, zum Beispiel, die Esel.	This group, you are e.g. donkeys.	muh! (cow)	Moo!
Animal sounds :			
roarr! (lion)	Grrrr!		

## 2. Animal Sounds

Cock-a-doodle-doo!		
(trumpet)		
Cuckoo!		
Hee-haw!		
Tweet tweet!		
Cluck cluck!		
Miaow!		
Baaa!		
Woof woof!		
Moo!		
conductor		
loudly		
softly		
quickly		
slowly		
	(trumpet) Cuckoo! Hee-haw! Tweet tweet! Cluck cluck! Miaow! Baaa! Woof woof! Moo!  conductor loudly softly quickly	(trumpet) Cuckoo! Hee-haw! Tweet tweet! Cluck cluck! Miaow! Baaa! Woof woof! Moo!  conductor loudly softly quickly