Month : AUGUST

Theme: Competition: Lesson 29A

**I. Objective of lesson:**

1. Academic /communication skills/following direction/Listening

2. Sportsmanship

3. Stay active and healthy

**II. Activities and Key learning points Time: 30-45 min**

[ ]  Red (Center based program)

1. A table with Sensory/Large single letter/Large single number/Large Animal Picture place on the table spaced out so that people can stop in front of it. (turn card upside down to make it more exciting)(same number of items that there are people)
2. Demonstrate going around the table while music is playing and stop in front of the item on the table once the music stops.
3. Demonstrate to interact/identify item.
4. Encourage peers to celebrate each other’s accomplishments. (Sportsmanship skill)
5. Staff turn on music and state GO
6. Staff turn off music state Stop. Assure everyone is lined up with item on the table.
7. One at a time, allow the person to grab /identify item. Reinforce
8. Take one item away off the table.
9. Do steps 5-7. One person will be eliminated each time until there is a winner. Encourage people to acknowledge those that are eliminated “Good Job, its ok”
10. When done celebrate everyone’s achievement and play again as time allows.

[ ]  Blue (Center/community based programs)

1. A table with Site words/Large Animal Pictures/ Anything place on the table spaced out so that people can stop in front of it. (turn card upside down to make it more exciting)(same number of items that there are people)
2. Demonstrate going around the table while music is playing and stop in front of the item on the table once the music stops.
3. Demonstrate to interact/identify item.
4. Encourage peers to celebrate each other’s accomplishments. (Sportsmanship skill)
5. Staff turn on music
6. Staff turn off music. Assure everyone is lined up with item on the table.
7. One at a time, allow the person to identify item. Reinforce
8. Take one item away off the table.
9. Do steps 5-7. One person will be eliminated each time until there is a winner. Encourage people to acknowledge those that are eliminated “Good Job, its ok”
10. When done celebrate everyone’s achievement and play again as time allows.

[ ]  Green (Community Based)

Center based program)

1. A table with Work Rules listed/Basic math problems/Work related item place on the table spaced out so that people can stop in front of it. (turn card upside down to make it more exciting)(same number of items that there are people)
2. Demonstrate going around the table while music is playing and stop in front of the item on the table once the music stops.
3. Demonstrate to interact/identify item.
4. Encourage peers to celebrate each other’s accomplishments. (Sportsmanship skill)
5. Staff turn on music
6. Staff turn off. Assure everyone is lined up with item on the table.
7. One at a time, allow the person to read or answer card Reinforce
8. Take one item away off the table.
9. Do steps 5-7. One person will be eliminated each time until there is a winner. Encourage people to acknowledge those that are eliminated “Good Job, its ok”
10. When done celebrate everyone’s achievement and play again as time allows.

Supplies needed

1. Sensory items
2. Pictures of different items (animals are highly preferred)
3. Letters/Numbers (identifying)
4. Words (enhance reading skills)
5. Music box

Feedback on Lesson what went right/wrong?

1.

2.

3.