



## Under the Sea!

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<b>Title</b>	<b>Under the Sea!</b>
<b>Thematic category</b>	<b>Summer</b>
<b>Rationale</b>	<ul style="list-style-type: none"><li>• This scenario reinforces children to learn the sea animals in English through a variety of fun activities, including songs and games. Most of the children are already familiar with the sea, and this scenario will help them expand their knowledge in the creatures that live there, learn what they are called in English and what they look like.</li><li>• This scenario also encourages children to participate actively in activities and gives them the opportunity to feel like important members of the group, as everyone will contribute to the lesson in their own way. As a result, they will also learn how to cooperate and respect their classmates.</li><li>• Through these activities, they will learn how to follow instructions carefully, they will have to pay attention and be focused, and enhance their critical thinking.</li></ul>





## Children

- ✓ Know the sea animals in Greek
- ✓ Be familiar with vocabulary concerning the sea in English
- ✓ Know the numbers and the colours in English
- ✓ Be able to follow instructions
- ✓ Be able to cooperate with their classmates

## Teachers

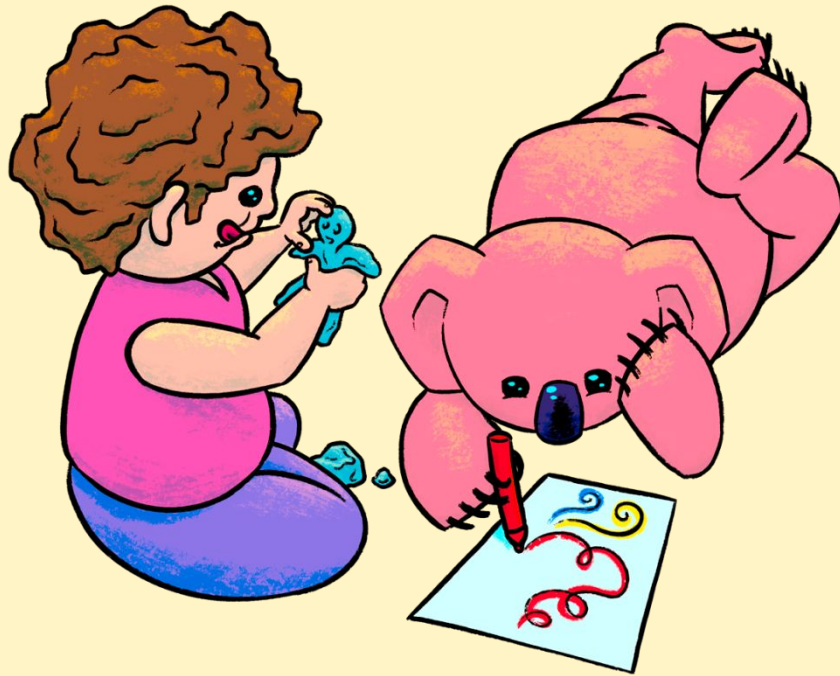
- ✓ The English language teacher (**LT**) should encourage children to participate in the activities, have fun, cooperate with their classmates, be creative and motivate them when they perform well.
- ✓ The preschool teacher (**PT**) should have used activities with sea animals in Greek, so the students are familiar with this topic in their first language.





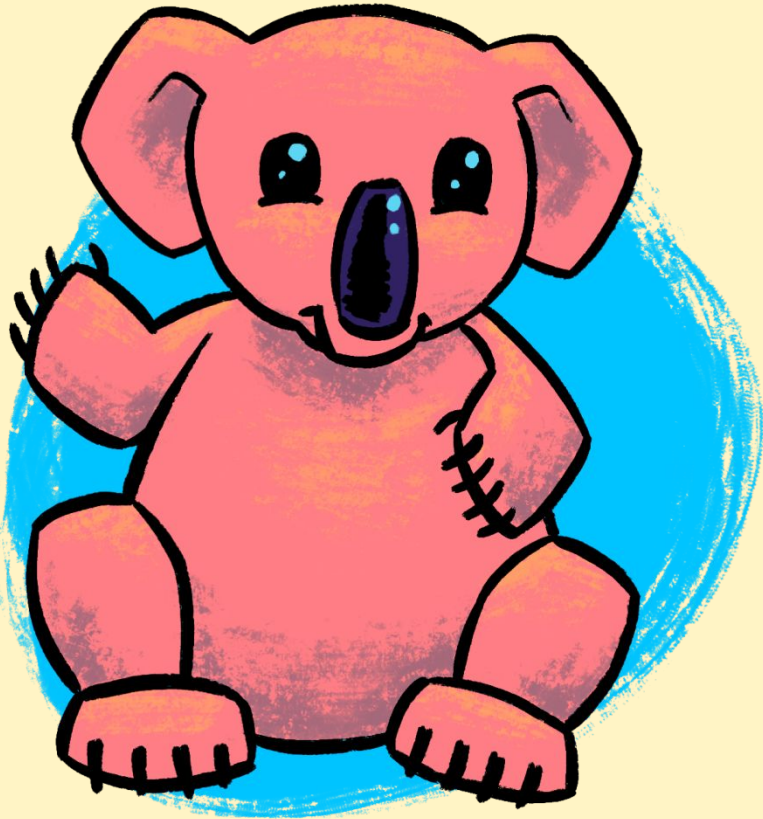
<b>Main Thematic Areas</b>	<ul style="list-style-type: none"><li>• To use basic vocabulary related to sea animals</li><li>• To learn a song in English about sea animals</li></ul> <p><b>Suggested words</b> <b>Crab, octopus, jellyfish, seahorse, turtle, shark, starfish, dolphin, mermaid, pearl</b></p> <p><b>Suggested phrases</b> <b>Can you swim?, under the sea, dive deep</b></p>
<b>Child and Communication (Language)</b>	
<b>Child, Self, and Society</b>	<ul style="list-style-type: none"><li>• To play group games</li><li>• To assume initiative and responsibility</li></ul>
<b>Thematic areas involved</b>	<ul style="list-style-type: none"><li>• To imitate different sea animals with their body movements</li><li>• To express their thoughts through drawing</li><li>• To assume roles in a drama</li><li>• To practise and improvise their movements in groups creatively</li><li>• To describe the means and materials used and the process of creating a piece of art</li></ul>
<b>Child, Body, Creation and Expression</b>	
<b>Child and Natural Sciences</b>	<ul style="list-style-type: none"><li>• To broaden their knowledge about animals, specifically sea animals</li><li>• To count</li></ul>
<b>Developing attitudes</b>	<ul style="list-style-type: none"><li>• To respect the environment and living things, such as sea animals</li><li>• To develop their social skills by roleplaying as sea animals</li><li>• To participate in group activities to achieve a common goal (e.g. winning a board game)</li><li>• To contribute to collaborative activities</li></ul>





- ✓ Kiki the Koala
- ✓ Song
- ✓ Flashcards
- ✓ Digital/physical board game

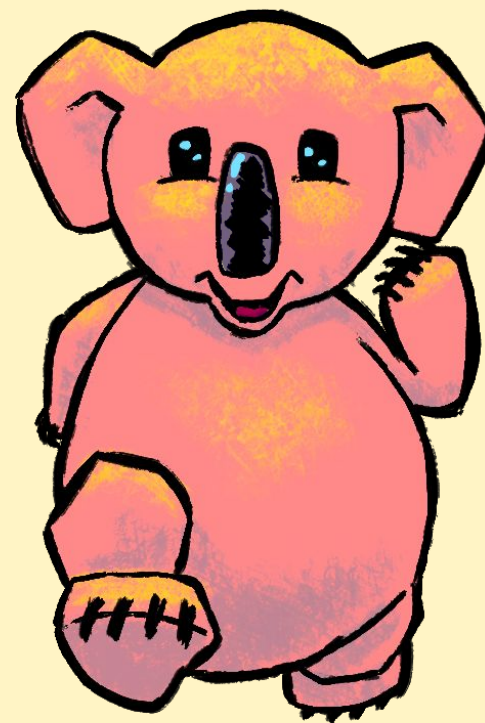




Description of the procedure and  
suggested activities



Kiki comes to class and says hi to the children. She's sad because her friend Mark the Shark came to visit her along with many of his friends, but they cannot leave the water. She tells the kids **“Do you want to go swimming with me?”**





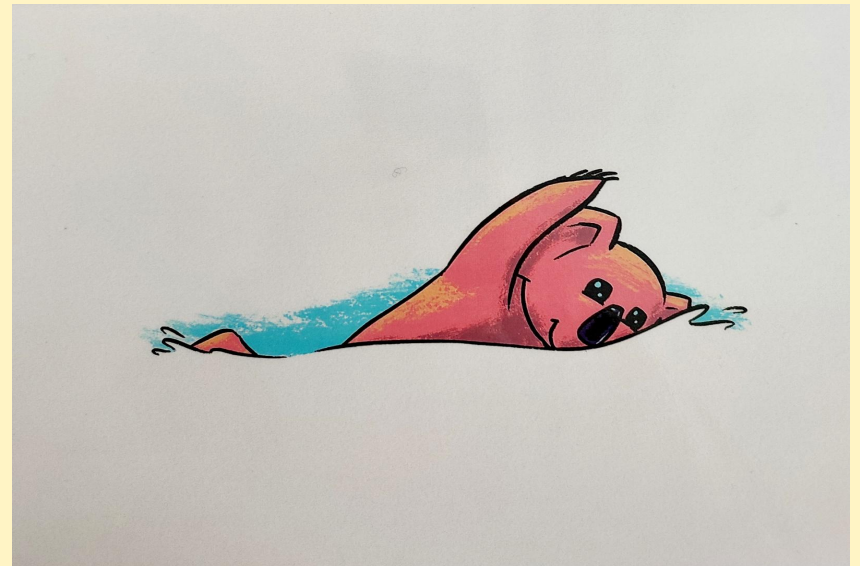
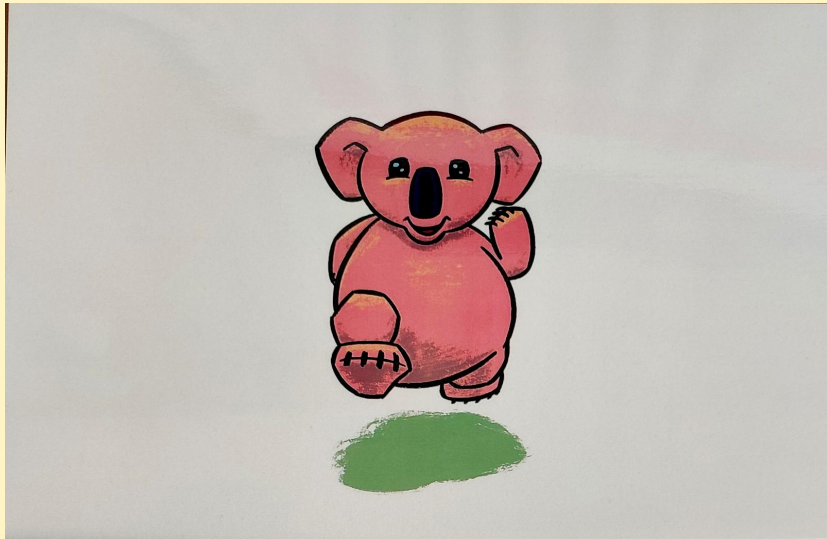
- **(PT-LT)** We remind the children of some animals that live in the sea. We ask them which sea animals they know.
- **(LT-PT)** We encourage them to ask Kiki about her friends' names. We introduce each one by their name, showing each flashcard.
- Kiki says that she wants to sing them a song about her friends. We sing along with the kids and invite them to mimic the animals' moves while swimming. When each animal is mentioned, we hold up each flashcard corresponding to it.

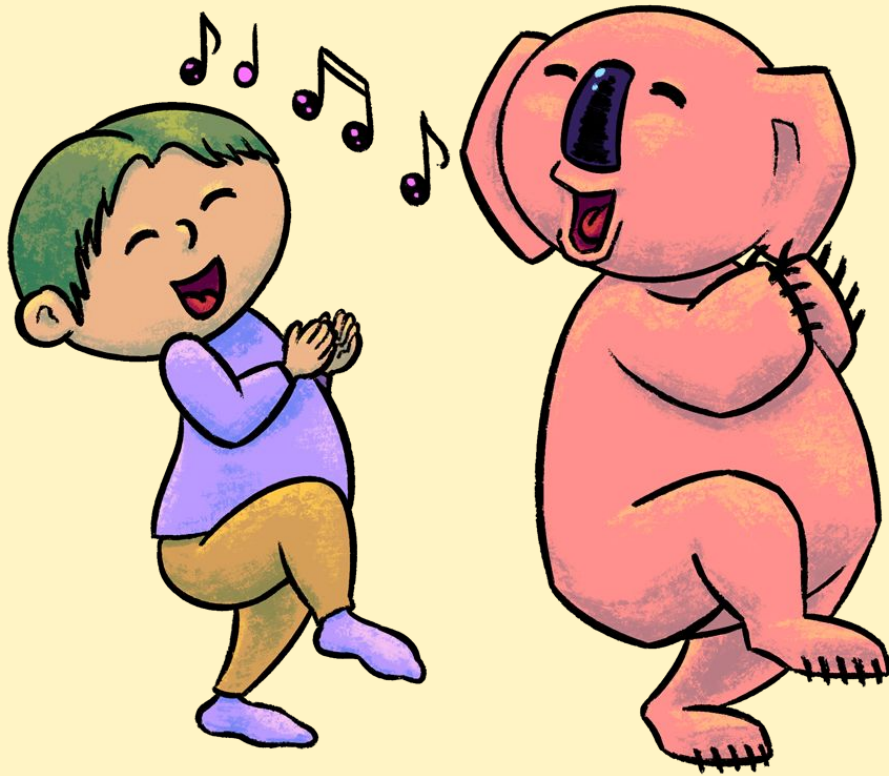






# Let's meet Kiki's friends and sing!

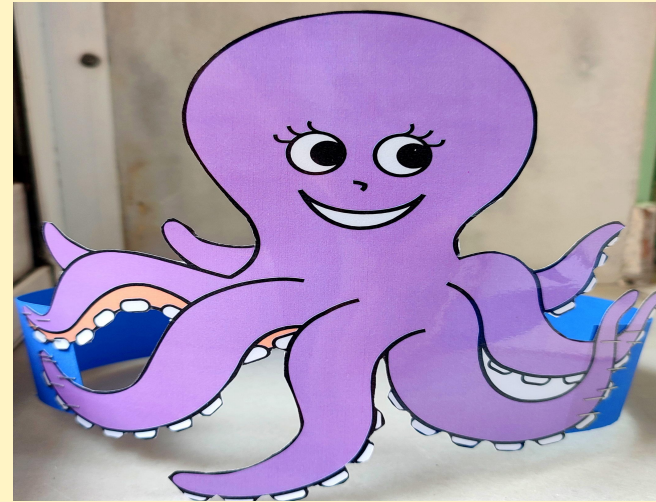






- The children are asked to pick some props provided by us, splitting them into two teams, either dressed up as sharks or octopi.
- **(LT-PT)** They are asked to gather in one space and mix with each other. Then, we ask them **“Can you swim?”** and mimic swimming to encourage them to do the same. After some time of swimming, we ask **“Can you stop?”** and we stop swimming to encourage them to do the same. We alternate between the orders **“Swim!”** and **“Stop!”** for a while.
- We can make the game trickier by asking **“Who’s a shark?”** and having the children dressed up as sharks raise their hands. We commend them **“Sharks, swim!”**. Then, we repeat with **“Who’s an octopus?”** alike. We can now alternate between **“Swim!”**, **“Stop!”**, **“Shark!”**, **“Octopus!”**.







- (LT-PT) We invite the children closer to us, lowering our voices because we need to tell them a secret without Kiki hearing us. We show them Kiki's favourite sea animal, the starfish, and let them remind us of its name. We tell them that Kiki's hobby is collecting starfish and we should collect some for her as a gift.
- We split the children into four teams, each one having a different sea animal as their mascot. We project the board game on the projector, or if we have a physical copy we lay it down on the ground for everyone to see. (PT-LT) We ask them to identify all the animals and figures they see in the game.
- Each team takes turns rolling the dice, moving along the boxes and collecting starfish. In both cases of having the game in digital or physical form, we prepare some starfish stickers to give to the students each time they win one. We ask the children to count how many starfish they collect and remember it.
- Some boxes hide a few surprises. We open them with the children and explain each mission.
- We let all teams finish, but the winning team is the one that collects the most starfish the fastest.
- (LT-PT) Kiki returns and the children give her the gifts they prepared for her. She says **“Thank you very much! I love starfish! What’s your favourite sea animal?”** and lets each team discuss with each other and announce their favourite sea animal.





Instructions:  
Collect as many  
starfish as possible  
to win!

## UNDER THE SEA GAME



Use the dice!

Players



Drag the  
game  
pieces

The game board is a large, winding path on a blue background. The path starts at a 'START' point and ends at an 'END' point. The path is divided into numbered segments from 1 to 45. The path is decorated with various sea creatures including starfish, a crab, a turtle, a jellyfish, a fish, a shark, a penguin, a diver, a sun, a moon, a rainbow, and waves. A player's piece, a penguin, is currently on segment 45. A die icon is shown in the top right corner with the instruction 'Use the dice!'.



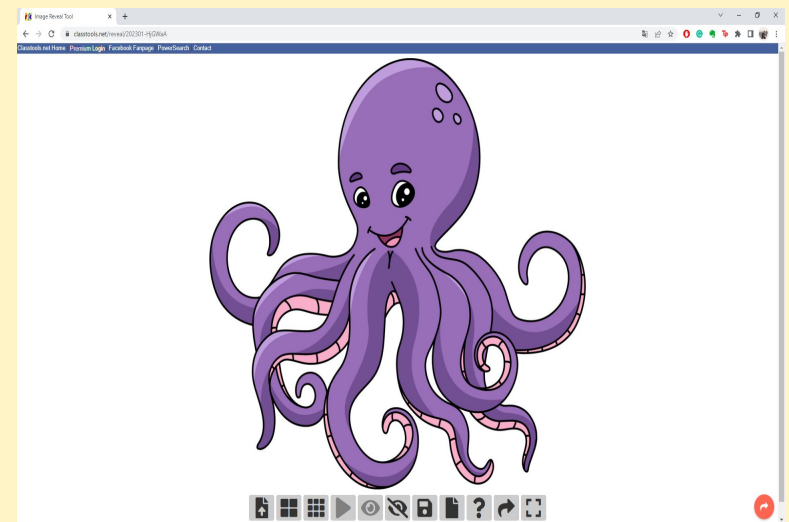
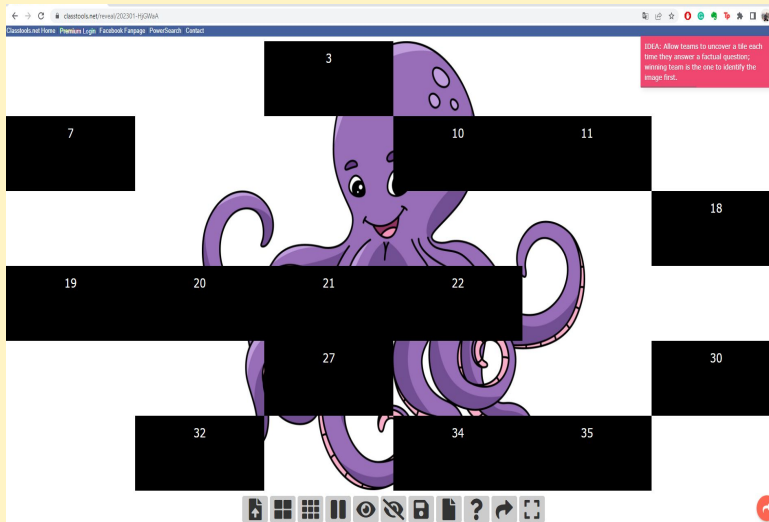
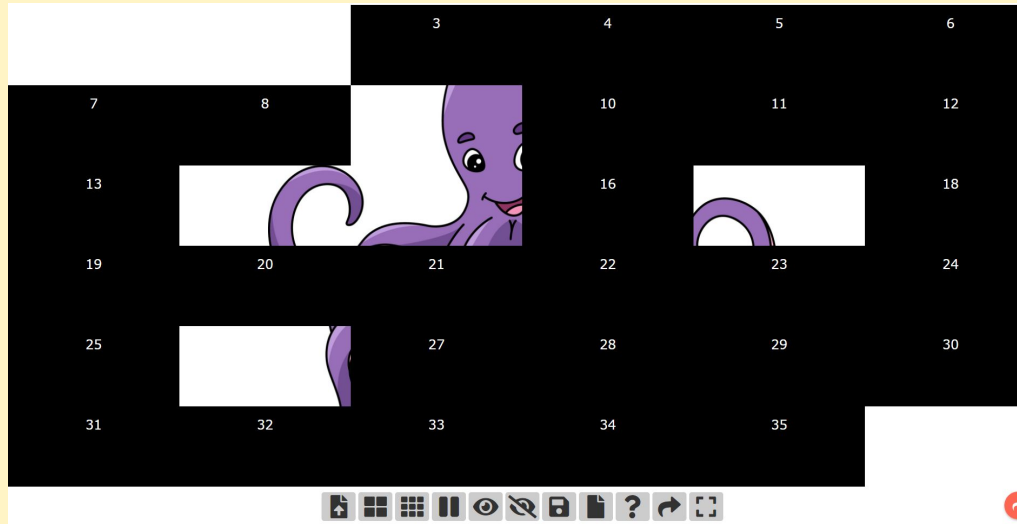


- **(LT-PT)** We tell the children that Kiki's friends were so happy to meet them, but they are a little shy. They went hiding behind some rocks in the sea, and we need to find them.
- We present on the projector an image that is hidden behind some blocks. We click on them one by one, slowly revealing the sea animal that is hidden behind them.
- We ask the children to shout the animal's name once they guess what it is.
- We can ask them questions after revealing the picture like **"What colour is it?" "Is it big or small?"** etc.





# Who's hiding there?







- We let the children make groups of four or five.  
**(LT-PT)** We tell them that Kiki forgot what her friends look like and we need to help her remember fast.
- We say **“You have ten seconds to make...”** and choose a sea animal. Then, we begin counting until 10, giving the children little time to make the animal as a group.
- We go around the class, looking at each group and encouraging imagination in their creations. We might enrich their body sculptures by asking questions like **“What are you? Really? Wow, how big are you?”** accordingly.
- We repeat the same game until all sea animals have been created.





- **(PT-LT)** We take some flashcards of some sea animals that are previously cut in half and mix them.
- **(LT-PT)** Kiki runs to tell the children that some waves have messed up her friends. We ask them **“Can you help Kiki fix them?”**
- We give one flashcard to each child. The flashcards contain half pictures and are shaped like puzzle pieces to fit with the other half.
- We ask the children to go find their pair as fast as they can to help Kiki get her friends back.
- When they match each pair, we ask them **“Which animal have you made?”**
- There will be duplicate animals, so after the completion of the activity, we let the children around the classroom looking at each pair.
- We tell them **“Can you find the other sharks?”** and ask them to swim around, looking for other animals, mimicking their animal’s moves.

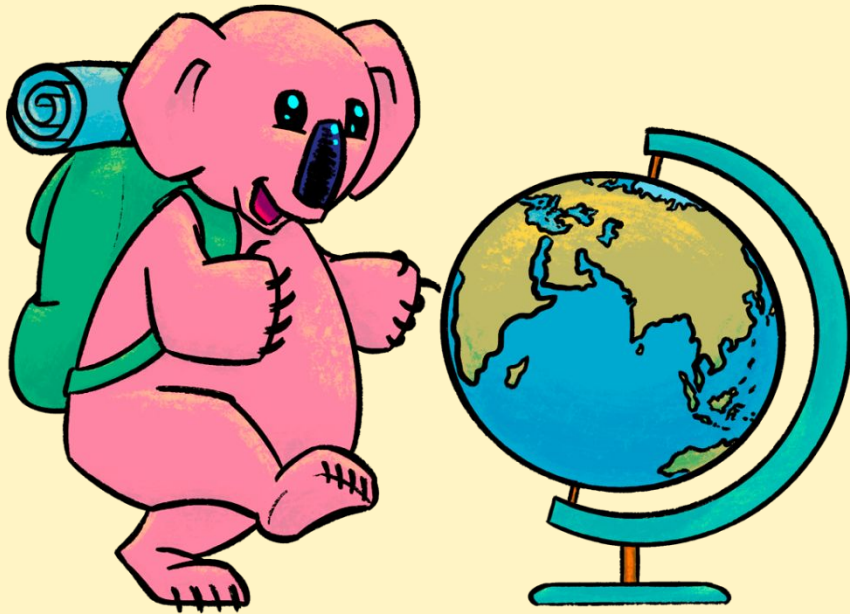




- **(PT-LT)** We give the children some cut-out sketches of sea animals, asking them to collaborate in pairs or groups of three, by colouring them.
- **(LT-PT)** As we give out each sketch we ask them **“What animal is this?”**. We let the children decide if they want to colour the sketch in the same way or have each one do their own thing.
- **(PT-LT)** We walk around the class, helping in case of need.
- **(LT-PT)** Once the drawings are ready, we ask them to present them to us by asking **“What colour is your (shark)?”**
- After each team has presented their drawing, we gather all of the teams and ask them to create a story for the class next door, with the characters they have created.
- **(PT-LT)** After the play, we collect all of the characters and stick them on a blue piece of paper, making our own version of the ocean in our classroom and displaying it for children to see their creations every day.

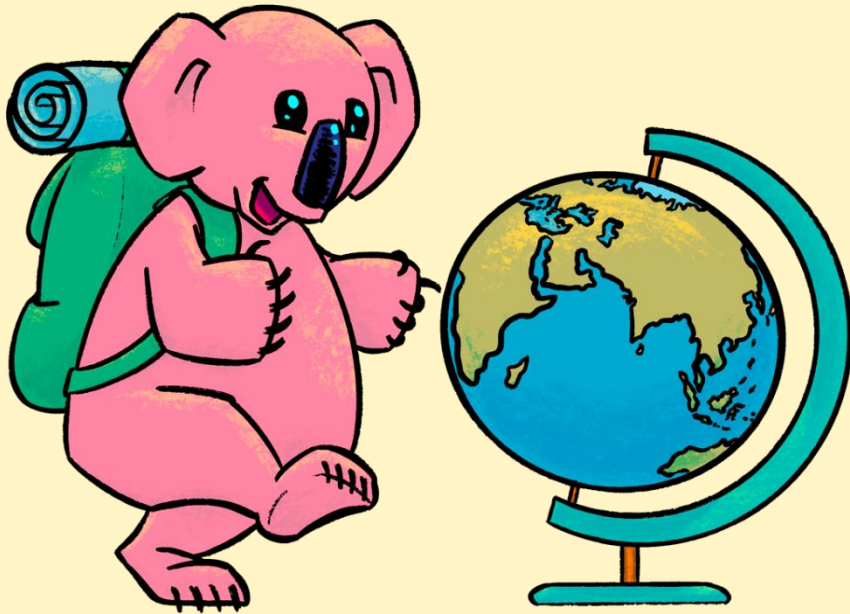






We arrange a trip to the city aquarium and encourage children to identify Kiki's friends in person. The children, returning from the visit, could also make their own smaller-scale aquarium to welcome and accommodate Kiki's friends in their school, by drawing a tank and the sea animals, or using puppets and a real fish tank without water.





Alternatively, we watch Peppa Pig, episode “The Great Barrier Reef” or “Undersea Party” or Bluey, episode “The Beach”.





- We arrange a game of charades with the children, where they could either split into teams and one child could be given a sea animal and mimic it for its team to guess. Alternatively, the entire class could play at the same time and have one child each time mimicking a sea animal of their choice for everyone to guess. Whoever guesses it correctly will stand up and mimic a different animal.
- We project a digital guessing game, in which the whole class participates. The objective is to guess the sea animal shown on the screen correctly, as fast as possible.





## Acknowledgements/Credits

ean.auth.gr

Song: “A Sailor Went to Sea” by Super Simple Songs

<https://www.youtube.com/watch?v=nFxAiWkSePk>

### Peppa Pig Series

Episodes: “The Great Barrier Reef”, “Undersea Party”

Creators: Neville Astley and Mark Baker

Series Directed by: Mark Baker, Neville Astley, Joris van Hukzen, Phil Hall and Sarah Roper

Illustrator: Mark Baker Stars: John Sparkes, Richard Ridings and Morwenna Banks

### Bluey Series

Episode: “The Beach”

Creator: Joe Brumm

Series Directed by: Richard Jeffery and Joe Brumm



ΑΡΙΣΤΟΤΕΛΕΙΟ  
ΠΑΝΕΠΙΣΤΗΜΙΟ  
ΘΕΣΣΑΛΟΝΙΚΗΣ

