

Teaching Plan

Grade	K1 to K3
Theme	Whiskers and Friends: Deep Sea Adventure

Activity	Duration	Activity Name	Learning Outcomes	Format	Activity Procedure	Assessment	Teaching Resources
1	30 min	Storytelling	<ol style="list-style-type: none"> To understand the story content. To learn to participate in discussions and share opinions. 	Class activity or small group activity	<ul style="list-style-type: none"> Reading Cover Illustrations <ol style="list-style-type: none"> Show the cover page of <i>Whiskers and Friends: Deep Sea Adventure</i> to the students. Based on the illustrations, ask them to decide where the story takes place and to describe the relationships between the characters. Invite the students to read the book title aloud with the teacher, and to guess where Whiskers goes for his adventure. Ask the students to describe the emotions of the marine animals based on their gestures and facial expressions. Storytelling and Discussion <ol style="list-style-type: none"> Holding the book <i>Whiskers and Friends: Deep Sea Adventure</i> so the students can see the pictures, begin the story. Discuss with the students: <ul style="list-style-type: none"> Where did Whiskers and his friends go for their adventure? (Remember) Which marine animals did Whiskers meet while driving the Whiskers Express? (Remember) How did they feel when they saw the manta rays? Why did they feel this way? (Understand) Did their feelings change? Why couldn't they touch the sea jellies? (Understand) 	<ol style="list-style-type: none"> Able to express their own opinion. Able to describe and interpret the illustrations. 	<ul style="list-style-type: none"> Pre-class, in-class, and post-class worksheets.

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					<ul style="list-style-type: none"> — What kind of accident happened to the Whiskers Express during their adventure? (Remember) — Why did this accident happen? (Analyse) — How did the Whiskers Express escape from danger after the accident? (Remember) — How did the anglerfish help his friends escape from danger? (Analyse) — How does marine debris affect marine animals? (Analyse) — How can humans reduce marine debris? (Analyse) <p>Tip: In formulating guiding questions, teachers may refer to <i>Bloom's Taxonomy of Educational Objectives</i>. To facilitate students' learning, it is helpful to consider the six cognitive domains: recalling, understanding, applying, analysing, synthesizing and evaluating.</p>		
2	30 min	Role Play	<ol style="list-style-type: none"> 1. To revisit the story content. 2. To reiterate animals' characteristics. 	Class activity	<ul style="list-style-type: none"> • Role Play Activity 1. Briefly retell the story. Help students remember the story using the 5W1H questioning technique (who, what, why, where, when and how). 2. Make a list of the main characters in the story: Whiskers, Bao Bao, Fluffi and Redd. 3. List all the animals that Whiskers and friends encountered on their journey: the manta ray, spider crab, anglerfish, sea jelly, sea turtle, dolphin, etc. 4. Let each student pick a character to enact. 		

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					<p>5. Act out the story.</p> <p>6. After the role play, invite the students to describe the characteristics of the marine animals.</p> <p>7. Lastly, explain the conservation message: that we need to help protect the marine ecosystem.</p> <p>Tip: If the teaching period is extended to one week, teachers can make costumes and props with the students. For example, making a paper hat and cutting plastic bags into long strips can produce a sea jelly costume. Teachers can also ask students to bring objects from home to use as props; for example, a rechargeable LED light can be used as the “light” on an anglerfish’s head.</p>		