

Space – the sun, moon, stars and planets

Topic

Space – the sun, moon, stars and planets

Learning outcomes

- Extend vocabulary related to space
- Develop students' speaking and listening skills
- Develop students' writing skills

Age group

Aged 9-12

Level

A2

Time

60-70 minutes. This can be done over 2 lessons

Materials

1. Song: <https://youtu.be/hU9LBD7glys?si=4LgQHxOZ8R9W-0g4> start at 0.09
2. Story: <https://youtu.be/Gs18zXgKvNw?si=P9FxoUnCRE-cxCnQ> start at beginning
3. Appendix 1 Bingo cut ups -I set cut up and put in a box or envelope (optional)
4. Card or paper, enough for each learner.
5. Story maker worksheet
6. Dice - one for each pair or small group.

Introduction

In this lesson, children sing a song about travelling to the sun, listen and read a story about a fictional planet, and design their own story with support from a structured template, and then write about it.

Procedure

**1. introduction
of space topic
(10 minutes)**

- Elicit the names of any planets and write them on the board. When they have done all they can, write the remaining planets on the board. Add the sun, moon and stars and galaxy. Make sure they understand what each word means.

Be ready to clarify the meaning of useful topic vocabulary such as the Moon and Sun by asking questions like 'which one is hot?'

**2. Space bingo
(10 minutes)**

OPTIONAL

- Ask learners to draw a table in their notebook with 6 cells. Demonstrate on the board:

- Ask them to select words 6 from the board and write one word in each cell.
- Explain that they will play bingo. So, if you say a word they had written on their table they have to circle it. Select the first word from the box, monitor and check if they have the word and if they circle it.
- Let them know that if they have circled all words they can shout 'Bingo'
- Continue to select the words and monitor the learners.
- When one learner shouts bingo. Ask them to repeat the words they circled to check.

**2. Song
(15 minutes)**

- Tell children to choose one planet. Give them a blank piece of paper or card and tell them to write the name of their chosen planet in big letters, with a picture.
- Play the song and ask children to stand up and hold their paper in the air for each time they hear the name of their planet.
- Tell children to put down their papers before you play the song again. This time the children follow the words and join in with just the line 'Flying from the sun to the stars'. Encourage them to do actions with this line (e.g. pretend to fly, then draw a big circle in the air for the sun and flick your fingers out for the stars).

**3. Story
(15-20
minutes)**

- Before beginning the story show children the picture at the beginning. Tell children that the name of the planet is Fliptune. Ask what they think the planet is like (cold and dark) and who lives there (aliens). Ask if it is a real planet (no).
- Pause the story at various points to ask children what they think will happen next. Here are some suggestions of points to pause for prediction. After the lines:
 - "One day, a young alien, Neila, put the wrong batteries in her torch."
 - "Neila quickly turned the torch off, but the pair were sucked up."
 - "She got her torch and put the wrong batteries in again."

	<ul style="list-style-type: none"> • Ask for hands up to give answers. Play the rest of the story. • You can also pause the story at various points to ask children to describe what they can see in the pictures on the screen. • Play the story again, but this time tell children to stand up to do actions and make sound effects for each part of the story. For example, they can make the sucking sound, they can shake their pretend torch, and they can look shocked. <p>This could be the end of lesson 1.</p>
4. Story maker (15 minutes)	<ul style="list-style-type: none"> • Copy the story maker table onto the left side of the board. Drilling the words as you write them. • Put learners into pairs or groups of 3 • Write the following on the right side of the board: On planet A). _____ there are many interesting things. • Select one group to demonstrate the activity. Give each group member a story maker worksheet and a dice. Tell the first group member to throw the dice. Explain it is throw A. So, for example, if the first player throws a 4 ask them what word number 4 is (Toots). They should circle the word and then write it next to the A in their story. • Ask that student to hold up and show their paper to the whole class. Repeat this action with the other group member/s to show that each player will have a different number/ name. They also need to know that they throw the dice once each until they all have completed gap A. Then they repeat with gap B, etc • Give out the worksheet and dice to all groups. Monitor closely at first. • Allow 5 minutes, then nominate a few learners to read out their stories
Homework and extension	<ul style="list-style-type: none"> • Learners draw their story for homework • To make this a project you could record learners telling their stories to play at a parent's evening or to add to the school website.
Resources for recording stories	<ul style="list-style-type: none"> • Sound only: https://tuttu.io/ • Sound only: https://vocaroo.com/ • Sound and AI Talking Head: https://www.synthesia.io/tools/talking-head-video-maker

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Appendix 1 – Cut ups for bingo

Earth	Mars
Neptune	Stars
Mercury	Uranus
Venus	Saturn
Moon	Sun
Jupiter	Galaxy

