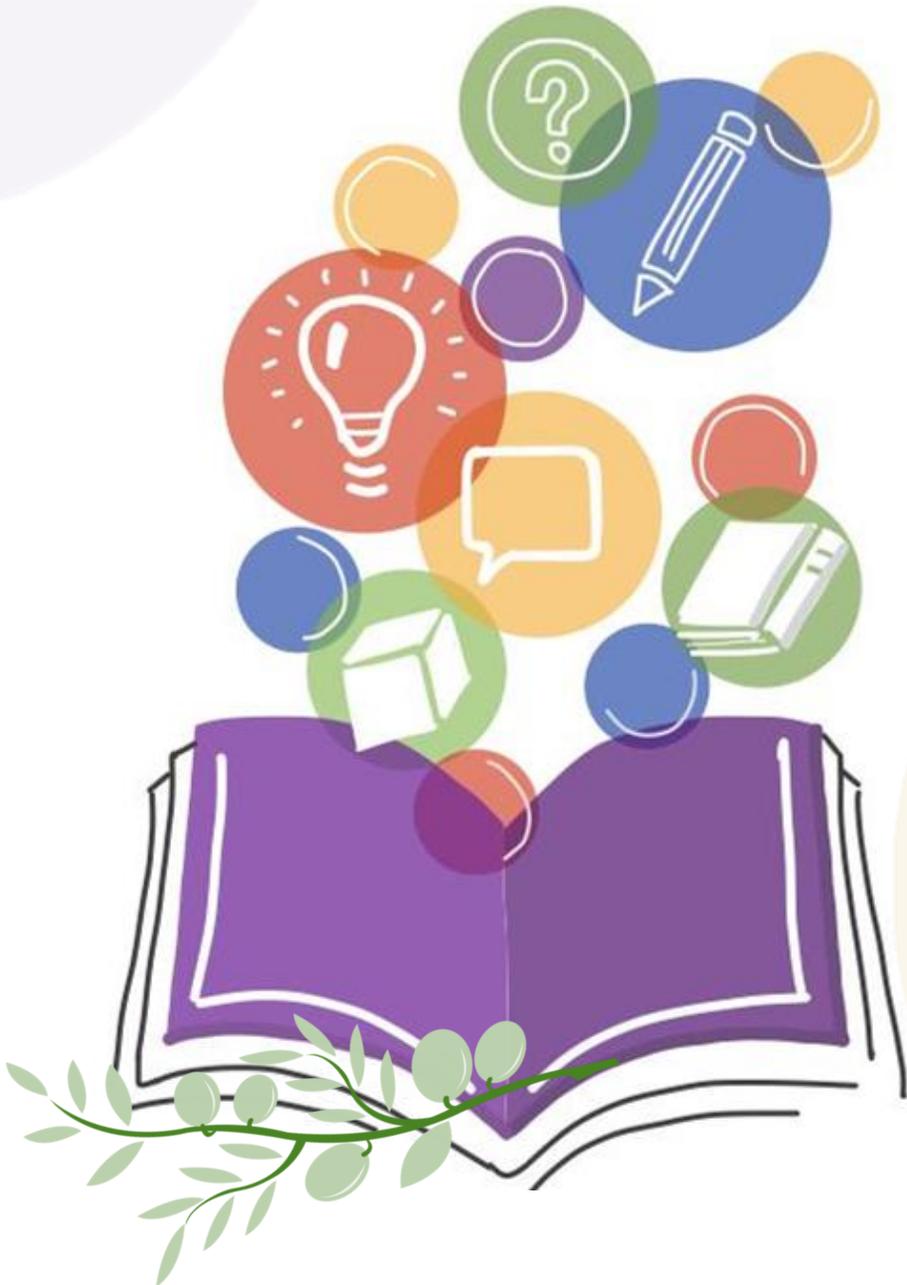


Activity Book

For ages 5 – 12

Fun and engaging learning activities for children.



Can you introduce yourself in English?

Materials Needed

Ball or a soft object

How to Play

- Player stand in a circle.
- One player should have the ball and say:

Hello! My name is _____

I like to _____

My favourite thing is _____

What is your name?

- Then, they throw the ball to someone else and they introduce themselves in the same way.
- Continue till everyone has introduced themselves.



Can you line up in number order?

Materials Needed

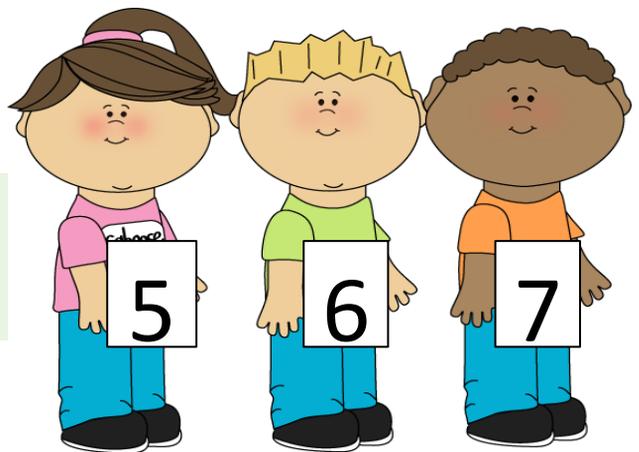
Paper and Pencil

How to Play

- Make 2 or 3 teams of players.
- Each team member is given a number.
- The team must line up in the correct number order from small to big without talking.
- The first team to line up wins and runs to catch the players from the other team.

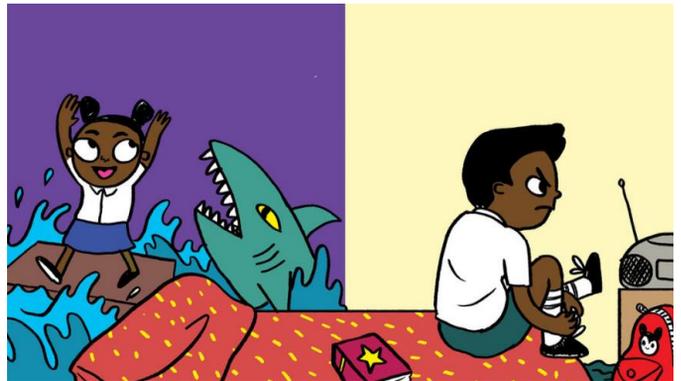


Larger numbers for older children.



And Also!

Thabo pretends that his bed is a raft on the sea! His little sister Keitu says, "Yes! And also! There are sharks." "No!" says Thabo.



Thabo pretends that their taxi is a spaceship! His little sister Keitu says, "Yes! And also! Watch out for shooting stars!". "No", says Thabo

Thabo pretends the playground is a jungle! His little sister Keitu says, "Yes! And also! We are lions." "No", says Thabo



"Oh! Wait! Wow, yes! That's a great idea!"
"I know!" says Keitu.

Story Time

Thabo pretends to be a lion!
Keitu also pretends to be a lion!



Thabo pretends the other kids are a river of crocodiles!
Keitu says, "Yes! And also! We can jump on this log to float away."

"Yes! And also!" Thabo says,
"We can slide down the rainbow!"
Keitu says, "Yes! And also!
Watch out for the dinosaurs!"



Thabo says, "I had the best day playing pretend with you."
Keitu says, "And also! We should play again tomorrow!"

1. Does Thabo always agree with Keitu's ideas?
2. Look around you. Imagine your own exciting world and play the pretend game with a friend!

Sit comfortably and 5 take deep breaths.

Look around you. Think of the following and fill in the blanks.



Think of 5 things you can see.

I see _____, _____, _____, _____, and _____.

Think of 4 things you can hear.

I hear _____, _____, _____, and _____.

Think of 3 things you can touch.

I can touch _____, _____, and _____.

Think of 2 things you can smell.

I smell _____ and _____.

Think of 1 thing you can taste.

I taste _____.



Can you name common objects around you?

Materials Needed

Paper and Pencil

How to Play

- Ask players to bring one object and label it (Eg: glass , leaf, cloth, etc.) OR Draw and help them label it.
- Place the objects far away from each other.
- 2-3 players are the “taggers”.
- Other players should collect as many objects as they can without getting caught by the “tagger”.
- If they are holding a wall, they are “safe” from the tagger.
- Whoever collects the most number of object wins!



Add a time limit to make it more challenging!



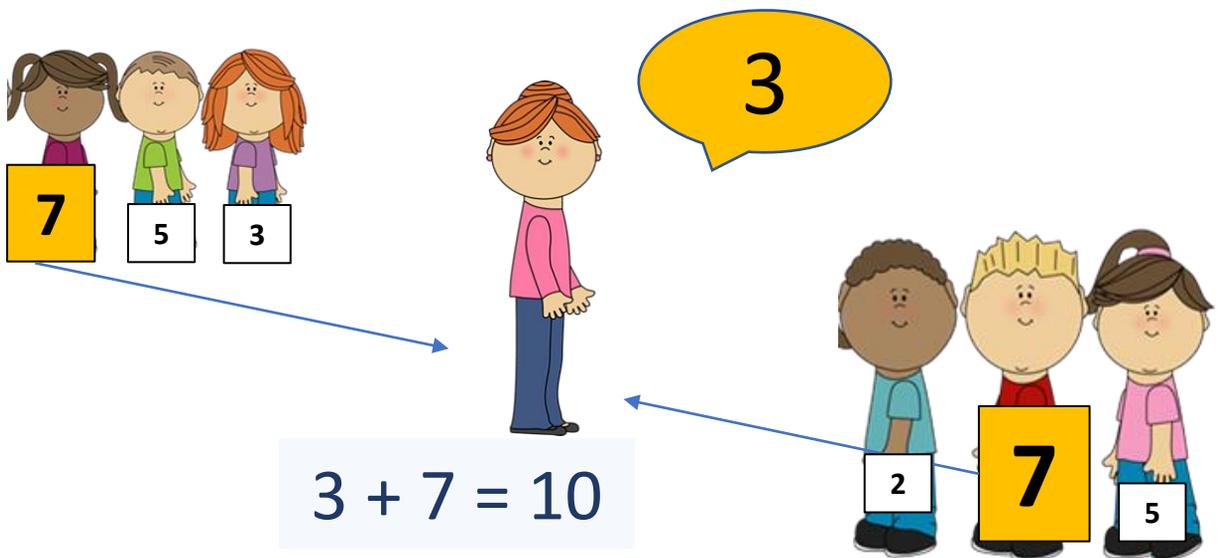
Can you make number bonds?

Materials Needed

Pencil and Paper

How to Play

- Divide the players into two groups.
- Each team gets one set of cards from 0 - 10.
- The 10 cards are divided between the players.
- Stand between the two teams and call out a number.
- The players from both teams with the number that adds to it to **make 10** runs to the middle..
- First player to reach the middle gets a point!



What are Anna and Pawel talking and thinking about?

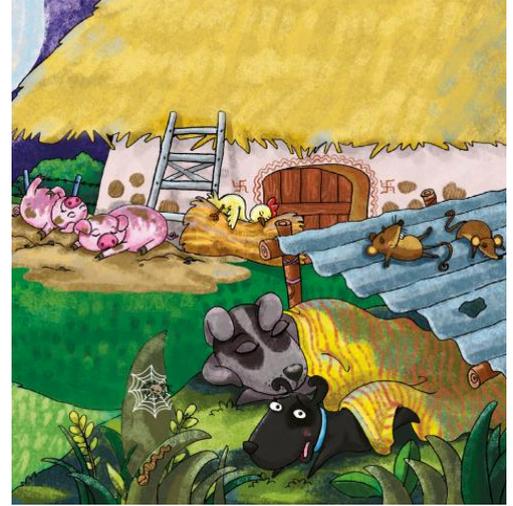
Fill the bubbles!



Goodnight, Tinku!

It was a bright moonlit night. All the animals in Mangu's farm were sleeping. Except Tinku!

"I am not sleepy, Ma," murmured Tinku. But Ma did not hear him. She was fast asleep. He turned left, and he turned right. He lay on his tummy, and rolled on his back. But he could not sleep!



So he set off into the night to see what he could find. Up in the sky, Tinku saw the moon, white and round, smiling down at him. He felt very happy.

'Night is beautiful,' thought Tinku.

Far away on the top of a tree, there were some tiny lights. One spot of light flew down! "I'm a firefly," said the spot of light. "I glow in the dark!"

"Will you be my friend?" asked Tinku.

"Yes, I will!" said the firefly.

Something flew by and hung upside down on a tree. "What is your name, bird?" asked Tinku. "I am not a bird, I am a bat. I can see during the night!" said the bat.

"Will you be my friend?" asked Tinku.

"Yes, I will!" said the bat.





A few leaves moved in the bushes. Someone was hiding! "Who are you?" asked Tinku. "I am a fox," said the fox. "I go strolling out at night."

"Will you be my friend?" asked Tinku.

"Yes, I will!" said the fox.

Two shiny eyes looked at him from a tree.

"Who are you?" asked Tinku.

"I'm an owl," said the owl. "I hunt for food during the night."

"Will you be my friend?" asked Tinku.

"Yes, I will!" said the owl.



Tinku and his friends jumped and tossed and rolled until Tinku yawned. "I am sleepy. I have to go home now," said Tinku. He was happy that he had many new friends.

Snuggling close to Ma, he said, "Night is not a lonely place, Ma. Night is full of wonderful beings."

"Yes!" replied Ma. "Your new friends are nocturnal, just like wild dogs. Such animals eat, play and work at night. They rest during the day. You must sleep now. Sleep will give you energy to play with your day-time friends tomorrow. Good night, Tinku!" she said, hugging him tight



The bright round moon shone all night long, spreading her calm light all around. And Tinku slept all through the night!

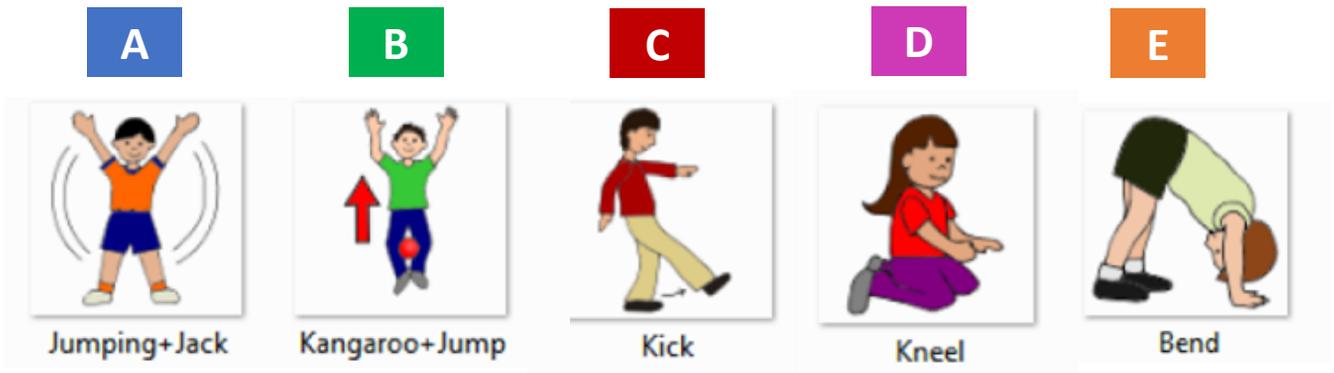
How many animals do you know that are awake at night?

What do you do when you can't sleep at night?

Can you follow letter sounds?

How to Play

- Make groups of 3 to 4 players.
- Each group assigns a movement to any 5 letters. Eg:



- Team 1 explains the code to Team 2
- Team 1 will then say a series of letter and Team 2 should do the body movements accordingly.
(Eg: C, D, E, A, A, B)
- If they do it incorrectly, the team is out of the game!

- Teams can also try music codes (claps, snaps, etc.)
- To simplify, assign the body movement to the letters and call them out yourself!



Can you divide numbers?

Materials Needed

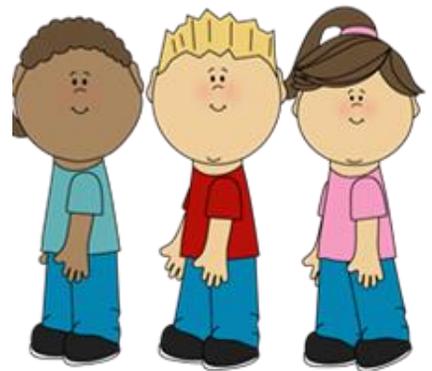
Music (or someone can sing!)

How to Play

- Play music and have the players move/dance around.
- When the music stops, call out a number..
- The players group themselves according to the number called out.
- Any group with an incorrect number of players is out
- Encourage older learners to write the equation.
- The last pair of players left win!

$$6 \div 3 = 2$$

3



- Take a minute and look at yourself in the mirror.
- Look at your face. Look at yourself.
- Smile at yourself.
- This is you! You are beautiful!

Me and the Mirror

Here I am!

Looking into the mirror!

My name is _____

My friends call me _____

My eyes are _____

I like _____ about myself.

Others like _____ about me.

Smile at yourself! This is you. You are beautiful!



Paul, the Pattern Detective



Paul loves searching for patterns. "I am going to be a pattern detective today! Let's find patterns!" said Paul.

Paul found a pattern hanging on the tree. It is called a hive and bees live in it. It is made up of many hexagons stuck to each other. A hexagon is a shape with 6 sides.



Before going inside the house, he notices that the bricks of house make a pattern.

The bricks are brown, and in the shape of a _____. It has _____ sides.



Inside the house, Paul saw a pattern on the carpet.

The carpet's colour is blue.

He went to the kitchen and saw a pattern on the table.

"What is this fruit?" Paul asked his Mom. "It is a _____," she said. "It is _____ in colour."



The next day at school, he told his friends all about the patterns he found.

"Join me today! Let's all be pattern detectives!" said Paul.

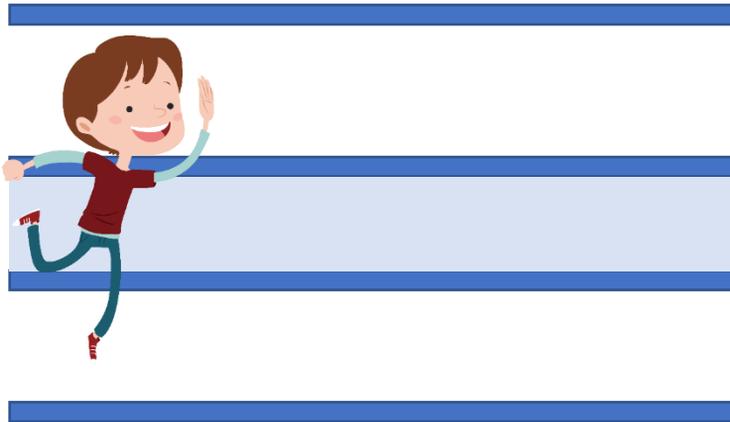
- Where did Paul see patterns?
- Where do you see patterns around you?
- Draw your favourite pattern.

Do you know English words to show when something happened?

Materials Needed Tape/Chalk

How to Play

- Using tape, mark the following on the ground at a jumping distance from each other:



Yesterday / Before

Today / Now

Tomorrow / After

- All players stand in the 'Today/Now' section. Call out the 6 words and players must jump in the right section.
- Increase the speed to make it more challenging.
- If the players jump in the wrong section, they are out of the game!



To simplify, call out only one set of words (Today, Tomorrow, Yesterday OR Before, Now, After)

Game 14

Hit The Target

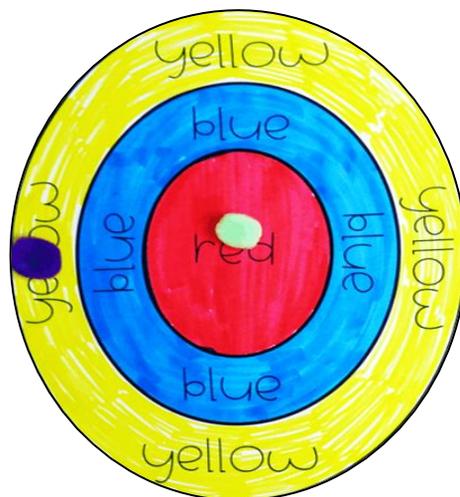
Can you record data using tally marks?

Materials Needed

Markers and Paper/Chalk/ Tape/Pebble

How to Play

- Mark a target, as shown, on the ground. (Use tape, chalk, or paper.)
- Divide the players into 2 teams.



TARGET TOSS		
YELLOW		total 6
BLUE		total 8
RED		total 6

- Make 3 columns and write the names of the colours. Give this paper to each team.

- Players from each team take turns to toss the pebble to the target from a distance and mark the tally on their team's sheet.
- Teams calculate the total tosses and multiply the colour value to get their score (Red=10, Blue = 2, Yellow =1)
- The team with the most points wins!

Go for walk outside and look around. Do you see any trees or plants? Look at their leaves.

What colour are they? Are they big or small?
Notice how different they are from each other.

If you see any fallen leaves, pick them up and place them in a circle.

Otherwise, you can draw the different types of leaves you see. Do not pluck out leaves from plants.



How many leaves did you collect/draw?

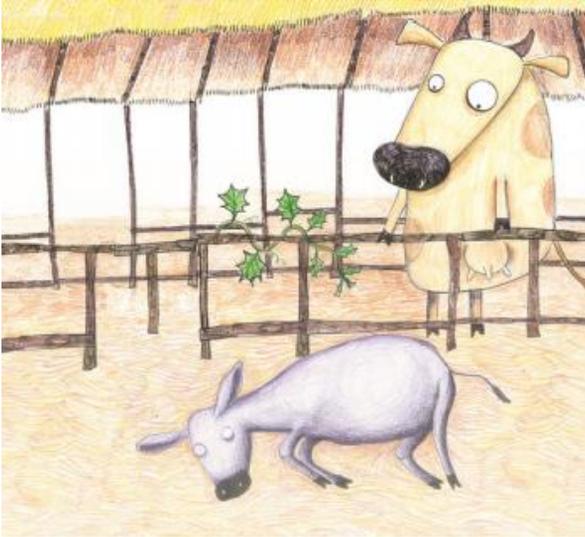
Each plant and tree is different from the other.
Yet they live close to each other.

Can you think of how this is similar to the people around you?



Bheema, The Sleepyhead

Bheema loves to sleep and just cannot get up early. Ramu, the washerman, scolds Bheema often.

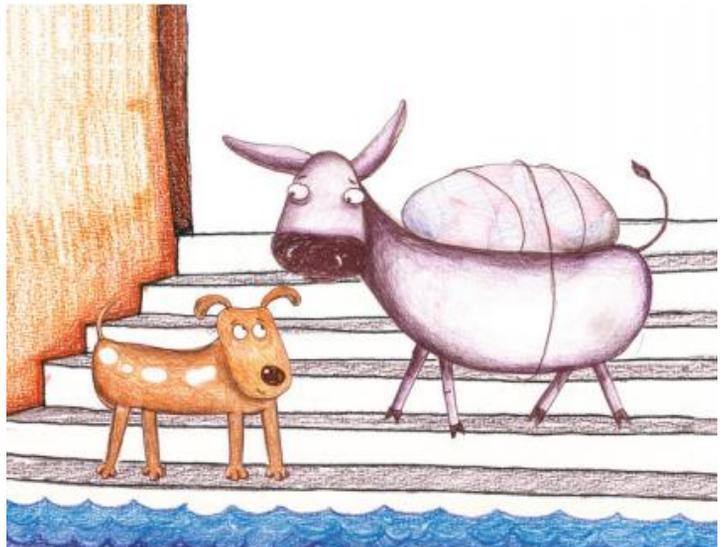


One day, Gauri, the cow, asked him, "Bheema, why are you so sad?" Bheema said, "I cannot get up early and Ramu shouts at me every day. Will you wake me up every morning, please?"

"Yes, I will, " said Gauri. Early next morning, Gauri mooed loudly, but Bheema did not wake up.

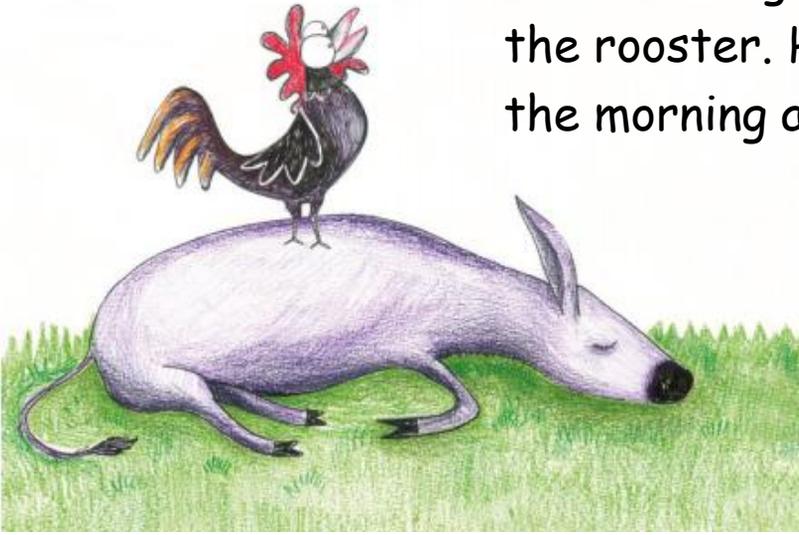
Then, Bheema asked Moti, the dog to help him wake him.

The next morning he barked and barked but did Bheema wake up? No!



Story Time

That evening Bheema met Cheenu, the rooster. He said, "You crow in the morning and everybody wakes up.



"Will you wake me up?"
Cheenu agreed.

The next morning,
Cheenu crowed long

and loud, but Bheema did not wake up.

Bheema was sad. The next morning, a fly came and sat on his nose. "Aaah...chhoooo... ahchhoo!" Bheema got up with a big sneeze.

"Wow! You woke me up! Can you do this every morning?" he asked.

"Sure," said the fly. Bheema was happy. Now he would have no problem getting up early every morning!



- Which other animal do you think could wake Bheema up?
- How are you similar to or different from Bheema?
- How would you wake Bheema up?

Game 17

Colour Run

Do you know your colours?

Materials Needed

Coloured Paper/ Coloured Pencils

How to Play

- Create colour cards with the name of the colour written.
- Go through the colours with the children and get them to repeat the names of the colours after you.
- Divide the players into 2 teams.
- Call out a colour and show the card. The team that brings an object of that colour to you the first gets a point.



Teams can also bring more objects with the same colour within a time limit and earn more points!



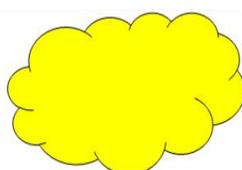
red



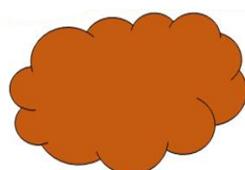
blue



pink



yellow



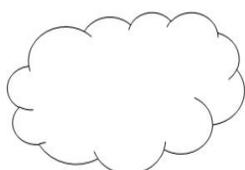
brown



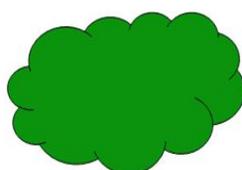
purple



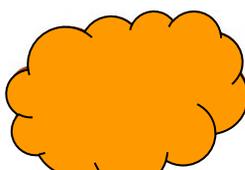
black



white



green



orange

Do you know how to multiply numbers?

Materials Needed

1 Pebble, Chalk

How to Play

- Use chalk to draw out a hopscotch game as shown below and write numbers in each box.
- Players toss the pebble onto a number.
- Give an operation: “(The number) x 2 = ___”
- The player must answer correctly and jump through the squares to get a point



To simplify, give easier operations (< , > , + , -)

$$1 \times 2 = 2$$

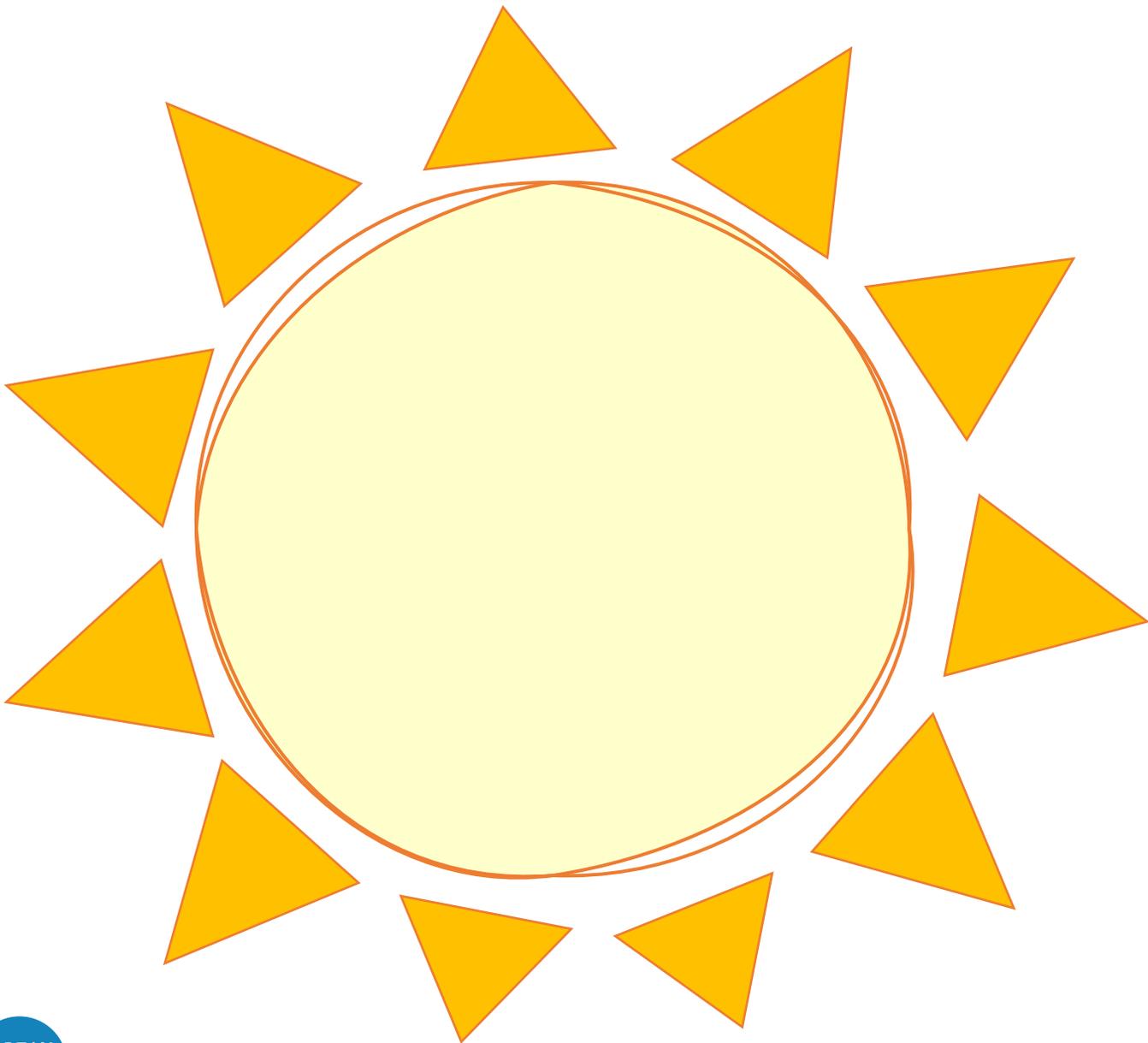


Game 19

Sunny Side

- Take 3 deep breaths.
- Close your eyes. Say all the things that make you **happy**.

Draw what comes to your mind in the sun below.



Do you know the names of actions?

How to Play

- Mime some actions and name it.
- The players repeat the actions and says their names.
- Get all the players to stand in a line.
- Call out different actions one after the other.
- If the player does an action incorrectly, they are out of the game!



Use more action words for older learners.



PRAY



SING



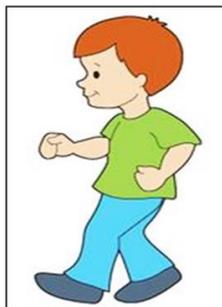
RUN



CRY



EAT



WALK



JUMP



READ

Game 21 Puddle Jump

Can you arrange numbers in ascending order?

Materials Needed

Paper and Marker/Chalk

How to Play

- Write numbers on paper or on the ground using chalk. They should be at a jumping distance from one another.
- Players have to jump from one “puddle” to another in ascending order of the numbers. (small to big) .
- Record how much time each player takes. The fastest player wins!



Play in teams. Each team sets up the “puddles” for the other.



Game 22

My Friend

Think of one person around you who you bond well with.

Fill the table:



My name: _____

What I am good at: _____

What I like to eat: _____

What I like about my friend: _____

My friend's name: _____

What my friend is good at: _____

What my friend likes to eat: _____

What my friend likes about me: _____



- Is your friend just like you or very different from you?
- What are some things that are nice to have in common with our friends?
- Can we be different from each other and still be friends?

The Hundred and Thirty-Seventh Leg



It was a new day. The sun shone softly on the forest.

The birds woke up. A millipede lay curled under a big brown leaf. The twittering birds woke her up.

"Go away! Let me sleep!" she grumbled. "I know it is morning. You don't have to make a fuss about it every day," she told the birds.



The millipede crawled out from under the leaf. She stretched her first fifteen pairs of legs. Then she let out a giant yawn.

"I am starving!" said the millipede and set out to look for food.

In her hurry, she stumbled over a rock. "Oh my gosh! Oh my gosh! I have broken a leg!" she shouted



A little sparrow was busy picking grains nearby. "Ha! You have broken a leg? I would break one too, if I had so many! Look at me! I have two legs. One follows the other. No problem! Easy!" she said smugly. "And what is all this hurry for?"

"Could you please help me?" asked the millipede. "This early in the day? No ma'am, sorry! I have work to do," said the sparrow and flew away.



The millipede asked the honeybees for help. But they were busy collecting honey from the flowers. The dragonflies did not even look at her, and buzzed on.



"You have so many legs!" said the butterfly. "Why would you care if one breaks? Stop it with all the drama!" The snail had advice. "You are so careless! You should learn to walk like this. S-L-O-W-L-Y."

By now the millipede was feeling very sad. "Sniff! Sniff! No one wants to help me! I do want to walk well again," she sobbed.



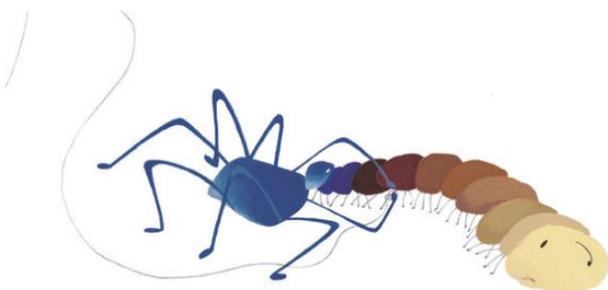
A spider was merrily swinging on his web. He saw the millipede crying. "Hey there little friend! What makes you cry so early in the day?" he asked.

"I broke a leg and it hurts. Could you please help me?" asked the millipede.



"Oh yes, I can help you. But how do I find the broken leg from all these legs? I can only count up to eight," said the spider.

"Okay, count with me," said the millipede. "One...seven...twenty-three...fifty-eight... ninety-two...one hundred and fifteen... one hundred and OUCH! There it is! My one hundred and thirty-seventh leg!"



The spider swung down to the millipede. He went round and round the leg, wrapping it with the silk threads from his web. "Do you feel better now?" he asked. The millipede smiled happily.

Think of a time someone helped you when you needed it. Make a Thank You Card for them!

Can you name emotions in English?

How to Play

- Introduce emotions by saying the English word and acting it out.
- Divide the players into teams of 3 or 4.
- Each team give another team any 3 emotions.
- They have to prepare a short skit which include these emotions. This can be in Ukrainian.
- Once done, all the teams vote for the best skit!
- The teams earn a bonus point for using the English name of the emotion in the skit.



Happy

Thirsty



Angry

Hungry



Sad



Hurt



Calm

Sick

Excited

Energetic

Do you know opposite words in English?

How to Play

- Revise the following opposite words with actions with the players:

Come / Go

Big / Small

Stand / Sit

Yes / No

Before / After

Up / Down

Near / Far

Happy / Sad

- Call out a word. They have to say the opposite and do the action for it !
- Eg: If you say “**stand**”, they must say “**sit**” and sit down.
- The players who do it incorrectly are out of the game.

Attributions

This Learning Package is licensed under a [Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License](https://creativecommons.org/licenses/by-nc-sa/4.0/).

Pg. 6, 14, 19, 24, 27: These activities were designed by Dream A Dream, India

Pg. 4, 5: And Also! (English), translated by Serhii Dzebliuk written by Lauren Beukes, illustrated by Anja Venter, published by Book Dash (© Book Dash, 2017) under a CC BY 4.0 license on StoryWeaver.

Pg. 10, 11: На добраніч, Тіньку! (Ukrainian), translated by Viktoriia Chira, published by International Collective of Children's Digital Books (© International Collective of Children's Digital Books, 2022) based on the original story Goodnight, Tinku! (English), written by Preethi Nambiar, illustrated by Sonal Goyal, Sumit Sakhuja, published by Pratham Books (© Pratham Books, 2014) under a CC BY 4.0 license on StoryWeaver.

Pg. 20,21: Bheema, the Sleepyhead (English), translated by Serhii Dzebliuk based on original story, written by Kiran Kasturia, illustrated by Shweta Mohapatra, Re-levelled by EAA, published by Pratham Books (© Pratham Books, 2006) under a CC BY 4.0 license on StoryWeaver.

Pg. 23: The Hundred and Thirty-Seventh Leg (English), original story written by Madhuri Purandare, translated by Serhii Dzebliuk illustrated by Madhuri Purandare, published by Pratham Books (© Pratham Books, 2015) under a CC BY 4.0 license on StoryWeaver.

