

Script for the CD : *From Head to Toe*

LES ANIMAUX

Séance 1 :

- *plage 1*

Listen and point to the stress :

monkey – cat - penguin - buffalo - giraffe - elephant - gorilla – seal – camel - crocodile – donkey - parrot

Séance 2 :

- *plage 2*

Listen and write the name of the animals :

cat – seal – giraffe – donkey – penguin – camel – monkey - parrot – buffalo – elephant – crocodile - gorilla

EXPRIMER LA CAPACITE

Séance 1 :

- *plage 3* (version complète : tous les verbes)

Listen and mime :

Turn your head – Bend your knees – Bend your neck – Raise your shoulders – Wave your arms – Clap your hands – Thump your chest – Arch your back – Wriggle your hips – Kick your legs – Wiggle your toes – Stomp your feet.

- *plage 4* (version simplifiée : 7 verbes)

Listen and mime :

Turn your head – Turn your arms – Turn your hands – Turn your foot.

Bend your knees – Bend your neck.

Raise your shoulders – Raise your arms – Raise your hands – Raise your leg – Raise your foot.

Wave your hands.

Clap your hands.

Kick your legs.

Stomp your foot – Stomp your feet.

EVALUATION

- *plage 5* :

Copy the animal word in the right box :

elephant – elephant – buffalo – buffalo – gorilla – gorilla – giraffe – giraffe – monkey – monkey – seal – seal

- *plage 6* :

Draw the correct bubbles under the animal word :

camel – camel – crocodile – crocodile – cat – cat – penguin – penguin – parrot – parrot

• *plage 7* :

Circle the word you hear :

heads – foot – toes – hand – back

• *plage 8* :

Listen and choose :

I've got five heads.

I've got one foot.

I've got six hands.

• *plage 9* :

Number the animals according to what you hear :

- 1 I can turn my head.
- 2 I can clap my hands.
- 3 I can bend my neck.
- 4 I can raise my shoulders.
- 5 I can stomp my foot.
- 6 I can bend my knees.

Pour le maître :

• *plage 10* :

Body parts : head – neck – shoulders – arms – hands – chest – back – hips – knees – legs – foot – feet – toe

• *plage 11* :

Verbs : turn – bend – raise – wave – clap – thump – arch – wriggle – kick – stomp - wiggle