## 2 Animals

## 1) Listen and guess. Then match.



Lesson 1: 1 Pupils listen to the noises and guess which animal made them. Then they draw lines to
(1)

(2)


(1)


## (4) Count and draw.



Lesson 2: 3 Pupils count the animals in each group. Then they trace over all the numbers and circle the ones which correspond to the pictures.

## 5 Listen and tick $(\mathcal{V})$ or cross ( $X$ ).



Lesson 3: 5 Pupils listen to the recording and tick $(\mathcal{V})$ the animals whose descriptions are true, and cross ( $\boldsymbol{X}$ ) the animals whose descriptions are false.
6 Pupils draw lines to match up the animals on the domino tiles. Then they colour in the animals and say: It's a (lion). It's (brown and yellow).
(7) Count and write. Then say.


(8) Find, circle and say.

(9) Trace and say. $\otimes$
(10) Choose, colour and say.

1



Find and circle. Then say. 0

1

(2)


3


Lesson 6: 10 Pupils choose appropriate colours for the animals. Then they colour in the pictures and say: It's a (hippo). It's (grey).
11 Pupils find and circle the animal which is different from the others in each row. Then they name the difference, saying: It's (orange and brown).

(13) Circle and say.


Lesson 7: 12 Pupils recognise animals by their fur. Then they colour in the fur and say: It's a (tiger).
(14) Find, circle and say.


15
Say and stick.
0 O


Lesson 8: 14 Pupils find and circle the animals hidden in the picture. Then they say: It's a (hippo). It's (grey).
15 Self-assessment. Pupils try to name all the objects in the frames in English. If they are

