



Lesson Plans

Recommended Grade Levels: Preschool, kindergarten, 1st grade, special needs students

Recommended Subjects: Early literacy skills, math, science

Applicable Concepts, Skills, and Strategies:

- Color awareness
- Number awareness/counting
- Letter recognition and identification
- Sound/symbol relations
- Animal sounds and movements

Objectives:

- To practice basic early literacy and math skills
- To work cooperatively
- To practice taking turns
- To provide opportunity for movement
- To learn to follow directions

Components:

- Classroom lessons
- Book list
- Coloring sheet

Materials Needed:

- Can-Do Roo game chips
- Can-Do Roo kangaroo with pouch
- Dry-erase boards and markers (optional)



Activity #1

- Before the lesson, place the round "Hop To" chips containing numerals in Can-Do Roo's pouch.
- Introduce Can-Do Roo to children.
- Ask the students what they already know about a kangaroo. You can discuss the kangaroo's pouch and introduce the term marsupial, too.
- Ask a student to take a chip out of the pouch, and read the numeral. Have the class hop around the room and count to that number. Use your classroom signal for quiet, if needed, after each set of hops. Repeat this activity several times.
- After lots of hopping, have the students return to your quiet, group area.
- Introduce them to a selection of kangaroo books. Select one to read for story time. The next page contains a list of books to consider. Check your school or local library for even more titles.
- You can also find kangaroo songs and finger plays online. Web sites to check out include:
 - www.alphabet-soup.net
 - www.preschooleducation.com/szoo.shtml
- Many more teaching Web sites also are available.

Kangaroo Books

Author	Title
Jill Anderson	<i>Kangaroos</i>
Nick Bruel	<i>Boing!</i>
Eric Carle	<i>Does a Kangaroo Have a Mother, Too?</i>
Emma Chichester Clark	<i>Happy Birthday to You, Blue Kangaroo!</i> <i>I Love You, Blue Kangaroo!</i> <i>It Was You, Blue Kangaroo!</i> <i>Merry Christmas to You, Blue Kangaroo!</i> <i>Where Are You, Blue Kangaroo?</i>
Joanna Cole	<i>Norma Jean, Jumping Bean</i>
Francois C. Crozat	<i>I Am a Little Kangaroo</i>
Patti Henderson	<i>A Blessing from Above</i>
Joan Hewett	<i>A Kangaroo Joey Grows Up</i>
Diana Kimpton	<i>The Lamb-A-Roo</i>
Jane Kurtz	<i>Do Kangaroos Wear Seatbelts?</i>
Deirdre Langeland	<i>Be Careful, Kangaroo!</i> <i>Kangaroo Island</i>
Sonia Levitin	<i>When Kangaroo Goes to School</i>
John Lithgow	<i>Marsupial Sue</i> <i>Marsupial Sue Presents 'The Runaway Pancake'</i>
Mercer Mayer	<i>What Do You Do with a Kangaroo?</i>
Sam McBratney	<i>I Love It when You Smile</i> <i>Yes We Can</i>
Stuart J. Murphy	<i>Jump, Kangaroo, Jump!</i> <i>Too Many Kangaroo Things to Do!</i>
Steve Parish et. al.	<i>Kangaroos (Animals Are Fun! Series)</i>
Emmy Payne	<i>Katie No Pocket</i>
William John Ripple	<i>Kangaroos</i>

To learn more about **Can-Do Roo**, visit www.patchproducts.com or call 1-800-524-4263.



Activity #2

- Place the "Act & Sound Like" green chips in the kangaroo pouch.
- Explain to the children that you are going on a pretend walk and will be "seeing" lots of animals. You will also be asking the good listeners to help you find out what animals you will "see" on your walk.
- Have the children stand as you begin your walk. They can walk in place or pat their hands on their legs to symbolize walking.
- As you walk, you can go up and down hills, cross over bridges, go through streams, open and close gates, etc.
- Stop now and then because you "hear" something.
- Ask one of the students to pull a chip out of the kangaroo's pouch. Show the animal and read its name. Tell the students to move and make the sounds of that animal.
- After a few seconds, begin to "walk" again.
- Move around the group of students while you do this so you can easily select different kids to pick the next animal chip from the pouch.
- After this activity, you can read another kangaroo book from your collection!



Activity #3

- Introduce the students to the "Name It" chips by saying the alphabet or singing the alphabet song together.
- Ask the students where they see letters in the room. Give them ample time to show several places where letters can be found.
- Next, tell them you are going to pull a letter chip out of the kangaroo's pouch. It will be their job to find that letter somewhere in the room.
- Walk around to see where students have found the letter.
- If the students are able, give each one a dry-erase board and ask them to write the letter rather than find it in the room.
- A more advanced activity would be to have students think of words that begin with the sound of the letter.
- To have more control of this activity, you might place only certain letters in the pouch.



Activity #4

- Use the *Can-Do Roo* game in the classroom. To make the game non-competitive, do not use the purple "Give It Up" chips.
- Using the red "Stop" chips will provide a stopping point for the game. If a red chip is drawn too soon, you can always begin the game again.
- Have one student pick a chip from the pouch and do whatever the chip indicates. Then, select another student to draw a chip.
- As students become used to the game, they will be able to play it on their own.
- You can always control the game by limiting the chips in the pouch.
- The next page has a coloring sheet of *Can-Do Roo* that you can use for an independent activity.

