

THANKSGIVING LESSON PLAN FOR FIRST GRADE

ACTIVITY: ANIMALS OF KEEPUNUMUK

Massachusetts State Standards

Arts Framework Standards: 1-2.T.Cr.01.b; 1-2.T.Cr.02.a; 1-2.T.Cr.02.a; 1-2.T.Cr.02.b; 1-2.T.Cr.03.a; (also works for 2nd grade)

Life Sciences Standards: 1-LS-1a

Materials

The book, *Keepunumuk: Weeâchumun's Thanksgiving Story*

Printed copies of the template on paper, preferably card stock

Crayons

6" Craft sticks

Glue

Instructions

1. Read *Keepunumuk: Weeâchumun's Thanksgiving Story* to the class.
2. Using the template, have students cut out Fox, Deer, Rabbit, Duck, and Turkey and color in each animal. Glue a popsicle stick to the cutouts to make puppets.
3. Explain to the class that they are going to continue the story themselves. Re-read pages 19-21 of *Keepunumuk: Weeâchumun's Thanksgiving Story* to the class, and then ask them about each of the animals' personalities. Using the text, help the class to talk about the personalities of each animal. Example determined with the help of a grade schooler:
 - Fox is smart and sneaky. He is helpful to Weeâchumun, but that he could also be a trickster, maybe even a little bit of a tattletale. Fox is wary of the newcomers. He is afraid of Deer and a little wary of Turkey, but wants to hunt the other animals.
 - Deer is helpful. She offers herself up to be eaten.
 - Rabbit is wise, but s/he is also the most fearful.

- Duck likes the water for food and safety. He worries a little about predators on land, but he's not too worried because he can still peck. He is also agreeable with the other animals except for Fox.
- Turkey gets along with the other animals, and is not afraid of Fox because he is bigger. He is very social and mostly likes to stay with his flock. But, in "real life," Fox would probably try to hunt and eat Duck or Rabbit, less so Turkey and not Deer.

4. Demonstrating with the puppets, explain how the different animals use their body parts and senses in different ways to see, hear, grasp objects, protect themselves, move from place to place, and seek, find and take in food, water and air. Or, elicit the students to discover those facts through a series of prompts, e.g. "How does each animal move? How does each animal stay warm? How does each animal pick things up?"

For example:

- Fox and Deer have four legs they use to run fast, whereas Duck and Turkey can't go very fast on land on their two legs, but they can fly, and Duck can swim on top of water. Rabbit hops.
- Fox, Deer, and Rabbit have fur to protect them from the cold, but Duck and Turkey have feathers.
- Unlike Humans, who have hands, all of these animals pick things up with their mouths or beaks.

5. Encouraging them to use their imaginations, have the students come up with a play about the animals and to act it out using the puppets they made. Encourage them to come up with the plot through a group discussion with prompts such as:

- Where will the story take place?
- What time of year is it?
- What do the animals do this time of year?
- What is happening in the story? Maybe one of the animals needs help from another one (gets lost, falls down a hole, can't find food, etc.) and others need to come together to help in different ways.
- How will the story end?

6. Have students plan a "set" for the story with props that may be available, such as a sheet over a table or other items such as rocks, moss, etc. You can also color backdrops on paper with crayons.

7. Assign or have students volunteer to act out the play in front of the class. Stress that the animals have to move, grab things, and behave in a realistic manner (e.g. Duck flies, and can paddle on water).

ANIMALS TEMPLATE





