

RAA RAA

the noisy lion

REPETITION!

Raa Raa and his friends are beginning to master their language and communication skills by listening and repeating sounds. Their noisy adventures give them the opportunity to discover new objects, places and animals all while having fun together.

Why Repetition?

Young children benefit greatly from routine and repetition both in their daily lives and to support their learning. Many children will enjoy hearing a favourite story read to them again and again as they enjoy recognising and understanding the words.

Repetition is particularly important for learning new words, as hearing words in different situations helps children really understand what different words mean, which is important for talking, listening and learning.

- For EYFS early learning goals covered by this sheet see your Practitioners Guide. For curriculum links for Scotland, Northern Ireland and Wales go to www.raaraathenoisylion.com

CREATE AND MAKE Repeat with Raa Raa

Raa Raa likes to be the leader in his group of friends and thinks he is the king of the jungle! Make your own Raa Raa crown for your setting and then encourage the children to play a simple and fun game based on 'Simon Says' which builds their confidence with words and actions as well as encouraging them to listen carefully.

What to do:

- 1 Take a strip of card long enough to fit around the heads of the children in your setting.
- 2 Cut the top length into a zig zag or scalloped pattern.
- 3 Ask the children to decorate the card using pencils, pens, paints and decorative materials such as glitter, sequins or feathers.
- 4 Once the card is decorated secure the two ends of the length of card using sticky tape to form your crown.

What you need:

- Card
- Colouring pencils/pens
- Coloured paper
- Decorative materials – sequins, feathers, glitter
- Safety scissors
- Sticky tape
- Glue

How to play:

- 1 Stand the children in a circle and explain they will be playing a game where they will be copying and repeating an action or sound.
- 2 The person who gives the instructions wears the Raa Raa crown to indicate they are leading the game.
- 3 Start the game off, by saying "Raa Raa says – roar like a lion."
- 4 Encourage all the children to repeat after you and roar like a lion.
- 5 Now add other actions and statements into the game such as Raa Raa says – trumpet like an elephant, act like a monkey, reach up tall like a giraffe, gallop like a zebra, show your teeth like a crocodile etc.
- 6 Once you have given a few examples, pass the crown on to someone else and encourage them to use the statement "Raa Raa says" and then add in their actions and sounds to be repeated.

MORE FUN THINGS TO DO

Try playing the game giving some of the instructions without saying "Raa Raa says..." In this case children should not do the task – can they listen carefully enough?

Play a simple "barrier game", great for communication – begin with a simple outline picture of a palace, one for you and one for each of the children. The aim is to give directions so all your palaces look the same – e.g. colour the door blue, colour the walls green, colour the flags yellow... do they all look the same?

SEEK AND EXPLORE

Treasure Hunt

Hunting around the jungle for new things to explore is something Ooo Ooo the monkey loves to do and identifying objects and repeating their name is a great way for children to learn new words.



What to do:

- 1 Hide your selection of items around your setting so that the children will be able to find them, keep one of each item with you.
- 2 Gather the children together and show them one of the items and ask them to name it.
- 3 Then send the children out to see if they can find a matching item somewhere in the setting.
- 4 You can give simple clues, to help children learn "position" words e.g. it is under something, it is behind something.
- 5 Once they have found one ask them to return to you and ask them to name the item they have found.
- 6 Once all the items have been collected, name each of them with the children, adding in some describing words too, eg. the long pencil, the bouncy ball.

What you need:

 A selection of small items which can be placed around your setting, e.g. pencils, balls, books, etc. One of each item for every child taking part.



MORE FUN THINGS TO DO

- Try the same activity in an outside space using natural objects such as leaves, stones and flowers.
- Encourage the children to point out different items in your setting and point out anything which they notice is new or has moved to a different place.
- Let the children hide some objects then give you clues of how to find them.



For more fun things to do with Raa Raa and his friends visit:

www.raaraathenoisylion.com

SAY AND PLAY

Jungle Journey

Raa Raa's friend Hufty has a great memory, test the memory of the children in your setting by playing THE 'I went to the market' game to encourage them to think of animals they would see on a trip to the jungle. Their task is to remember the animal the person before them saw and then add another animal. You could make it easier for young children by having pictures or animal toys around to help them remember.



What to do:

- 1 Sit the children in a circle. Explain you are going to imagine you are heading off on a trip to the jungle to see Raa Raa and his friends.
- 2 Explain that the children will need to think of animals they will see on their trip to the jungle and they will each have a turn to say their idea as the game moves around the circle.
- 3 Demonstrate the game by starting with "On my trip to the jungle I will see... a lion" (insert animal of your choice).
- 4 Then demonstrate the next stage with another adult "On my trip to the jungle I will see... a lion and a snake" (insert animal of your choice).
- 5 Repeat the list after each addition and encourage the children to join in remembering the list and then ask them to add an animal when it gets to their turn in the circle.
- 6 See if you can make it all the way around the circle adding new animals each time!



MORE FUN THINGS TO DO

- Play a category game – either draw pictures or use toy animals in the setting. Decide with the children where the different animals might live; an elephant lives in the jungle, a cow lives on a farm, a squirrel lives in a wood, a dog lives in my house etc. Using categories in this way really helps children learn and understand new words.
- Have pairs of toy animals that you can talk about – children can say what is the same about them – "they have four legs" – and what is different – "tigers are stripy, lions are plain." You can play this as a circle time game, passing pairs of animals round the circle.

