Dee Ni Language Lesson

Project/Activity Name and ID Number:

Pin the Part

Common Curriculum Goal:

2nd Language: Topics: Benchmark 1: Body Parts
2nd Language: Listening: Benchmark 1: Understand some simple directions (partner version)
2nd Language: Listening: Benchmark 2: Recognize vocabulary related to familiar topics
2nd Language: Speaking: Benchmark 2: Use familiar vocabulary in context

Season/Location: *October introduction – Good activities for any party, or as a fun review.*

Partners/Guests/Community:

Anyone can participate

Cultural Component(s):

Arts and Aesthetics	Family	Medicine	Transportation
Belief/World View	Food	Medium of Exchange	Tools and Technology
Clothing	<u>Fun</u>	Exchange	
Communication	Government	Shelter	

Project/Activity Lesson Objective Components:

<i>Tocabulary:</i> English Dee Ni		
Dee Ni		

Collective vocabulary from prior lesson(s):

o Body Parts

o *Animals*

Grammar: N/A

Thases (Whiting, Speaking, Keading, Eistening).		
	English	Dee Ni
	It's your turn	
	I win	
	You are getting <u>()</u>	
	You go <u>()</u>	
	You win	

Phrases (Writing, Speaking, Reading, Listening):

After completing the lesson, Students and/or Instructors will be able to:

- > Follow simple one-step directions
- > Correctly identify and place body/animal parts on an image.

Assessment:

This activity is for fun to get an idea of whether or not kids are understanding body parts vocabulary.

Activity/Project Description:

- Students create outlines of each other and/or an animal on butcher paper. Or this can be done on an oval shape with facial vocabulary.
- ➢ Version One:
 - o Students create cutouts of parts to be pinned.
 - Can be played with partners.
 - Standard Pin the Tail on the Donkey rules apply. However, only Dee Ni vocabulary is used to describe the part, and for directional cues from the partner and/or audience.
- Version Two:
 - Students create Dee Ni vocabulary labels for parts to be pinned.
 - No partner is necessary.
 - Students take turns pinning the part they pick from the pile to the image, until all parts are pinned. Once all the parts are pinned the parts are checked for correct placement. The player with the most correct wins.
 - If playing in a large group, the winner continues to play with the next challenger until all students have played.

Materials/Supplies:

- > Butcher paper and other art supplies for construction of pinning parts
- ➤ Tape
- > Blindfold