



## Storytelling and Recall with Animals Lesson Plan

### Objective:

Teach storytelling skills, animal names, and recall skills with this story-based lesson plan.

### Skills Practiced:

- Storytelling
- Recall
- Improvisation

### Materials:

- [Language Builder® 3D - 2D Animal Matching Kit](#)
- [Blank flashcards](#)
- [Drawing supplies](#)

### People:

This activity can be done with one child or in a larger group (classroom or therapy setting).

### Set up:

Arrange the animals and flashcards on the table so the child can see them easily.

### Procedures:

1. Warm-up: Show the child the 3D animals and the flashcards. Make sure the child is familiar with the animal and its name.
2. Have the child choose 2 animals.
3. Begin with a story frame such as, "Once upon a time."
4. Help the child along by asking, "What was the animal doing? Where was the animal?" A child could say, "Once upon a time, there was a lion looking for food in the forest."
5. Ask the child, "What was the problem?" For, example, "But, the lion couldn't find anything."
6. The child can use the animal figurine to act out the story.
7. Ask the child, "So how did the (animal 2) help?" The child could respond, "The bird helped the lion find a mouse to eat."
8. Prompt the child for the ending of the story with, "In the end..."
9. To test recall, ask the child to repeat the story back to you, looking at the flashcards. Alternatively, use the flashcards as guides to ask the child questions about the story, like "Which animal was hungry in the story?"



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