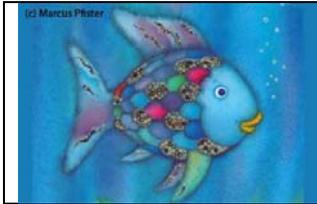


Literacy Stations Teaching Activities



Title: The Rainbow Fish
Class: Senior Infants
Duration: 10/15 minutes per activity

Overview of activities: A total of 5 station teaching activities and ideas are presented here with a focus on group work, individual learning and ICT integration. Each station is designed to be a self-contained and student-led activity and is categorised according to the strands and strand units contained within the English curriculum which is implemented in primary school within Ireland. Cross curricular relevance is also outlined. This document is a guide to each station for the teacher in addition to a set of instructions for pupils which may be placed on each teaching station.

Instructions should be read by teacher for the first effort, then referred to by the children in following sessions. Ask pupils to refresh the memory of their group by re-telling the instructions at the beginning of each session.

Station 1. Buzzwords (Online)

Strand: Oral Language, Reading
Strand Unit: Receptiveness to Language

Resources Required: Internet, Computer or Interactive Whiteboard.

Main learning intention: To introduce or reinforce new vocabulary associated with the story of The Rainbow Fish, outlined in the Reading Station via interactive online games, drag and drop, image explorers and a quiz.

Task: Complete the online activities focusing on nouns, adjectives, sequencing, vocabulary, a cloze test and a quiz as a group or individually (depending on number of computers available).

Activity 1. The Rainbow Fish label game

http://scoilnet.magicstudio.ie/interactive/view/106927?from=dashboard&return_to=%2Fdashboard

Activity 2. The Rainbow Fish sequence game

http://scoilnet.magicstudio.ie/interactive/view/106892?from=dashboard&return_to=%2Fdashboard

Activity 3. The Rainbow Fish cloze activity

http://scoilnet.magicstudio.ie/interactive/view/107074?from=dashboard&return_to=%2Fdashboard

Activity 4. The Rainbow Fish quiz

<http://quiz.scoilnet.ie/QuizPrimary.aspx?qid=1895>

Print the instructions for pupils in PDF format found at – Station_1.pdf

Station 2. Buzzwords (Offline)

Strand: Oral Language, Reading

Strand Unit: Receptiveness to Language, Competence and Confidence in using Language

Resources Required: PDF sheet of words from the book, white A4 pages and pencils.

Main learning intention: To introduce or reinforce new vocabulary associated with the story outlined in the Reading Station via a printable sheet of words and a drawing exercise.

Activity 1: Print off the picture game activity focusing on words associated with the Reading Station.

Print the PDF of words for the picture game found at Rainbowfish_picturegame.pdf

Print the instructions for pupils in PDF format found at - Station_2.pdf

Station 3. The Story (Online and offline)

Strand: Oral Language, Reading, listening

Strand Unit: Receptiveness to Language, Competence and Confidence in using Language

Resources Required: Internet, Computer, Data Projector, IWB or Tablet, whiteboard with buzzwords from the story, big book and small books of The Rainbow Fish (if possible).

Main learning intention: To be able to listen to each word in the online Story entitled “The Rainbow Fish” and understand its meaning. This can be done as a shared listening exercise – website below.

http://www.storylineonline.net/rainbowfish/fullscreen_yt.html

Following this listening lesson, the children will read collaboratively from the small books. Reading buddies should be utilised where necessary. Teacher will circulate all stations to

assist where necessary. Big book to be on display in class showing the pages being focussed on.

Activity 1: Progress through The Rainbow Fish online (IWB or tablets).

Activity 2: Read the story in book format. Alternatively the big book could be shared, reading a sentence each at the group.

Print the instructions for pupils in PDF format found at - Station_3.pdf

Station 4. Responding (Online and Offline)

Strand: Oral Language, Reading, Writing

Strand Unit: Competence and Confidence in using Language, Emotional & Imaginative Development through Language

Main learning Intention: To develop an emotional and imaginative response to the text both individually and collaboratively through writing and discussion.

Resources Required: Paper, pencil, colouring pencils and crayons.

Activity 1: Write sentences or a story about a time where you shared with somebody, remember how it made you feel and how it made the other person feel. Record this story and with teacher's help, upload it to the school website.

Listen to the story on the IWB after it has been created, remember the first effort does not have to be the final article, take comments from the class and change or re-draft and edit the first story. Compile the stories or sentences and make a class project with the title: "Sharing".

Activity 2: Write a short piece on why you like / dislike this story and draw a picture of your favourite character in the story. Begin with "I like this story because....."

Above the picture write "My favourite character is because....."

Activity 3: Have a group discussion based on predicting different endings to The Rainbow Fish. Decide on an appropriate ending and write it collaboratively using a story ball. Once the ending is chosen, pass a ball around the group, every time a pupil has the ball, they create the next sentence.

In this collaborative group there will be roles assigned, one pupil can write, one pupil can read it to the rest of the class after the exercise is over, other group members can take on roles

such as – motivator, encourager, manager (who goes next?) and referee (has the group been fair? has every group member taken a turn with the ball?).

Print the instructions for pupils in PDF format found at - Station_4.pdf

Station 5. SPHE / Art / Drama (Online and Offline)

Strand: SPHE / Myself and others - Integrated with Drama and Visual arts.

Strand Unit: My friends and other people

Main learning Intention: To discover the various ways in which the message in Marcus Pfister's book can be interpreted. To facilitate discussion and role play to further explore this message. Read the below to the class when appropriate.

Taken from Marcus Pfister's website: (<http://www.marcuspfister.ch/>)

“Rainbow Fish has no political message. The story only wants to show us the joy of sharing. We all enjoy making presents for Holidays or birthdays and the warm feeling it gives us when we do so. I want to show children the positive aspect of sharing: To share does not only mean to give away something (what is quite hard for a child), but above all to make someone else happy – and themselves happy by doing it.”

Resources Required: Gift wrapping, boxes, crayons, pencils and colouring pencils to make birthday invitations, bag of sweets, various toys.

Activity 1: (Visual arts) This group make birthday invitations for the other children in the group, teacher should have the names of each child cut out and put in a box so that every child gets an invitation. Children should base their invitations on The Rainbow Fish illustrations.

(Drama) Once the invitations are finished, one child takes on the role of the someone who was not invited (just like the Rainbow Fish when the other fish didn't want to be his friend). This should be a hot seat activity where the other pupils compose and ask questions about what it's like to be left out. Did they deserve to be left out? Why were they left out? Have you ever been left out? Was it because of something you did? What could you do differently? What could they do differently?

Activity 2: After discussion has take place regarding leaving people out, show the following PowerPoint to illustrate how being left out can make somebody feel.

www.gogivers.org/ppts/More_than_One_Friend.ppt

Activity 3: (SPHE)

Print out this worksheet and ask pupils to answer the questions and draw the picture with a caption.

Print the 'left out' worksheet in PDF found at [Left_out_worksheet.pdf](#)

Activity 4: (Drama & SPHE)

Children are shown toys, sweets and the gift wrapped boxes (made by children who finished the invitations early). There is one of each item for each child. Give the items out and let the children eat the sweet, play with the toy and swap the gift wrapped boxes if they like. After 5 minutes, all the items are taken away. If there were 6 children, place on the table 5 sweets, 5 boxes and 5 toys. Ask the children to try to share them out evenly and ask them to report back how they did so. Before this exercise it could be interesting to give one child a hidden agenda – be greedy or suggest that they don't get any.

Print the instructions for pupils in PDF format found at - [Station_5.pdf](#)



Name: _____

The Rainbow Fish - Left out !

Have you ever been left out?

How did it feel?

What is important about being a good friend?

Have you ever been a bad friend?

Draw a picture of somebody being a good friend.

Write below the picture what is happening.

Laminate and cut out the cards below for the game

Rainbow fish

Play

Upset

Octopus

Cave

Starfish

Waves

Share

Fin

Little blue
fish

Sea

Swim

Scales

Water

Angry

Ink

Happy

Eyes

Friend

Excited



The Rainbow Fish Buzzwords

Instructions:

1. In a group of four to six pupils, start with activity 1.
2. Take turns at answering questions or dragging and dropping.
3. Pick a player to go first, players will go in a circle.
4. Player 1 starts at the beginning of the activity, if you find it difficult, pairs can help each other as a team.
5. If you think you can do better at an activity, try again before moving onto the next activity.
6. Every time you get a correct answer, you get a point, count up the points at the end of each activity.
7. Whoever has the most points can choose which challenge to try next - there are four options.
8. If you finish all of the challenges, the player with the most points can choose to replay their favourite game.
9. If you would like an extra challenge, try to count up all of your group's points and compare them with other groups in your class.
10. Have fun !



The Rainbow Fish picture game

Instructions:

1. You will need a group of 3 to 6 children.
2. Pick a player to go first, players will go in a circle.
3. Player 1 picks a card from the table.
4. Player 1 has 5 seconds to look at the word and then hide the card.
5. Player 1 has a minute to draw the word they chose.
6. While drawing the word, the other players can see the paper, if a player guesses the correct word before the minute is up, they go next.
7. Players who guess correctly get a point, drawers who get a correct guess within a minute get a point and players who can spell the word get a point.
8. If the word is not guessed after a minute, player 1 can give up to 3 hints.
9. If there is still no correct guess, player 2 must draw the same word until it is guessed.
10. When the word is guessed, the next player must take a new card from the table and draw the new word.
11. Whoever has the most points when the game is over is the winner.



The Rainbow Fish online & offline

Instructions:

1. In a group of four to six pupils, start by listening to the story being read aloud on the interactive whiteboard.
2. Look and listen carefully because you will read from the book when the story ends. Remember the pictures from the online story to help you read from the book - the pictures are the same!
3. When you have watched The Rainbow Fish, try to re-tell the story in your words. Choose a pupil to begin, continue in a circle until the story ends.
4. Discuss the characters, your favourite part of the story and if anything like this story has ever happened to you.
5. Look at the whiteboard where teacher has written some words from the story. Read the words together and make up a sentence each using two words from the book.
6. In pairs, or on your own if you are able to, begin to read the book, teacher has the big book open to help. If you can't read a word, ask other pupils in your group first.

Remember - ask three before asking me 😊 Have fun !



Responding to The Rainbow Fish

Instructions:

1. Start on your own by writing sentences or a story about a time when you shared.
2. Read your story and record it, listen to the story played back. Listen to each other's stories and comment.
3. Change any parts that you or your group think need improvement. Create a class project of recordings based on sharing.

or

1. Write a short piece on why you like / dislike this story and draw a picture of your favourite character in the story. Begin with "I like this story because....." Above the picture write "My favourite character is because"

or

1. Talk about different endings that the story could have. Agree on an idea and play storyball, pass the ball from player to player, the person with the ball makes a sentence for the new ending.

These are the roles in this group project - Writer, reader, encourager, manager and referee. Be fair, have fun, create.

The Rainbow Fish Art and Drama



Instructions:

Activity 1: (Art)

1. Begin by making an invitation to the other children in your group. Try to design them like your favourite images from the book. Early finishers wrap giftboxes.
2. One of you will pretend that you didn't get an invitation. You are in the hot-seat and the other group members must come up with questions to ask you how you feel. You must answer them.

Activity 2: Watch 'More than one friend' & discuss.

Activity 3: Complete the 'Left out' worksheet.

Activity 4: (Drama)

a) On a table will be a toy, a sweet and a gift box for each of you. You have 5 minutes to play, eat and swap.

Then

b) Teacher will take all the items back, when teacher returns the sweets, gift boxes and toys to your group, AAH ! There aren't enough for everyone ! You must discuss who gets what and why, then report back how you shared. Were you fair? I hope so 😊 Have fun !