Spolufinancováno z programu Evropské unie Erasmus+

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Lesson Plan 1 – The Digital Teacher (SUNO)

Written by: Aneta Smieško
Age: 3–6
Time: 30–40 minutes
Topic: Animals and Sounds
Digital Tool: SUNO

Objectives

- develop listening and speaking skills
- recognise animal vocabulary in English
- connect movement with music and rhythm
- use digital music as motivation for communication
- support imagination and active participation

Language

Vocabulary: dog, cat, bird, lion, elephant, monkey
Structures:

- “What animal is it?”
- “It’s a lion!”
- “I can jump / fly / run.”

Materials

- tablet or computer with SUNO
- speaker
- animal flashcards
- scarves or animal masks
- space for movement

Lesson Procedure

1. Warm-up – “Hello Animals” (5 min)

Teacher shows animal flashcards.
Children repeat names and imitate sounds/movements.

Example:

- “Lion!” → roar
- “Bird!” → flap arms

Goal: activate vocabulary and attention.

2. Listening Activity – SUNO Song (10 min)

Teacher plays a simple AI-generated song from SUNO about animals.

Example prompt used in SUNO:
“Happy children’s song about jungle animals for kindergarten.”

Children listen and identify animals they hear.

Teacher asks:

- “What animal can you hear?”
- “Can you move like a monkey?”

Goal: connect English with music and listening comprehension.

3. Movement Game – “Move Like an Animal” (10 min)

Teacher pauses music and calls:

- “Fly like a bird!”
- “Jump like a monkey!”
- “Walk like an elephant!”

Children move around the classroom.

Variation:
One child chooses the animal.

Goal: practice vocabulary through movement and activitites.

4. Creative Activity – Make Your Own Song Idea (10 min)

Children choose favourite animals.
Teacher creates simple class lyrics together:

“We are lions, roar roar roar!”

Teacher later inputs ideas into SUNO to create another class song.

Goal: creativity, speaking confidence, cooperation.



5. Cool Down (3 min)

Children sit in a circle.
Teacher asks:

- “What animal do you like?”

Children answer with one word or short sentence.

Teacher praises:
“Great job! You are speaking English!”

Lesson Plan 2– The Digital Teacher (Goosechase)

Written by: Lucie Mohamed Kaniová
Age: 3–6
Time: 30 minutes
Topic: Colours and Shapes
Digital Tool: Goosechase

Objectives

- recognise basic colours and shapes in English
- develop observation and communication skills
- support teamwork and movement
- motivate children through digital game-based learning

Language

Vocabulary:

- colours: red, blue, yellow, green
- shapes: circle, square, triangle, star

Structures:

- "What colour is it?"
- "It is blue."
- "I found a circle."

Materials

- mobile phone/tablet with Goosechase
- coloured objects in the classroom
- shape flashcards
- baskets or boxes for collecting objects

Lesson Procedure

1. Warm-up – "Colour and Shape Show" (5 min)

Teacher shows flashcards with colours and shapes.

Children repeat:

- “Red circle”
- “Blue square”

Teacher asks:

- “Can you find something yellow?”
- “Where is the triangle?”

Goal: introduce vocabulary naturally through play.

2. Introduction to Goosechase (5 min)

Teacher explains simple missions in the app.

Example missions:

- Find something red
- Take a photo of a circle
- Find a blue toy
- Show something square
- Find a green object

Children work in small groups with teacher support.

Goal: understand digital activity and rules.

3. Goosechase Hunt (12 min)

Children search around the classroom.

They:

- look for colours and shapes
- take photos
- show objects to the teacher
- say vocabulary aloud

Teacher asks:

- “What did you find?”
- “Is it a circle or square?”

Goal: active learning through movement and exploration.

4. Sharing Results (5 min)

Children show completed tasks and photos.

Simple speaking practice:

- “Red circle.”
- “Blue square.”
- “Green star.”

Teacher repeats vocabulary clearly and praises children.

Goal: reinforce vocabulary and speaking confidence.

5. Cool Down (3 min)

Children sit in a circle.

Teacher asks:

- “What colour do you like?”

Children answer with one-word responses.

Teacher finishes:
“Great job, little explorers!”

