**Animal Calls and Onomatopoeia**

**1.　Objectives of this lesson (Evaluation criteria)**

Listening to, understanding, and singing songs in unfamiliar languages／Listening to sounds and comparing intonation／Noticing that sounds are in one language may not be in another

①　（Interest・Motivation・Attitude）Attempts to understand the content of a song. Attempts to imitate songs in foreign languages.

②　（Thinking・Judgement・Expression）Attempts to listen to hear, understand, and produce songs in an unknown language. Is able to express impressions about the songs.

③　（Knowledge・Understanding）Understands that some sounds are present in one language, but not in another. Understand what onomatopoeia is.

**2.　On the materials**

The materials include game that deals with the onomatopoeia of animal sounds (words that imitate natural sounds) and has the children differentiate between natural and verbal sounds. This will help them realize that the same animal sounds can be reproduced differently in different languages. (Languages have specific, limited, sets of sounds, and animal calls are reproduced within the confines of those sets

**3.　Flow of the lesson**

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| Content/Activities  （Time） | Key points | Materials |
| 1. Introduce a Māori language song (can be substituted for any simple foreign language song in which animals appear). | ・Sing the song ‘Oma rāpeti.’ Once the children can sing it、show the video material (youtube).  ・Have the children notice ‘rāpeti’ =’rabbit.’  ・Ask, ‘what sound does a rabbit make?’ (It doesn’t).  ・Ask ‘what other animal calls do you know?’（わんわん、にゃんにゃん、など）  ・Write to objective on the board ‘Let’s learn about onomatopoeia.’  Introduce the word onomatopoeia. | ‘Oma rāpeti’ video on youtube |
| ２. Mime game  (15 minutes) | ・Show an animal card to only *one* child. Have the child mime the animal, *without using sound* (needs to rely on gestures).  ・Have the class guess what the animal is.  ・When the class opinion is divided, ask the child to mime the animal again. This time, they *may use their voice*.  ・By using onomatopoeia for animal calls, the class as a whole should be able to guess correctly.  (Have the children notice that it is difficult to guess the animals without imitating their calls).  Languages have various words to represent animal sounds.  Words that mimic sounds, like わんわん、にゃんにゃん, are called onomatopoeia. | Animal picture cards  Other examples: チン（microwave）、ピンポーン（doorbell）、ぱちぱち（clapping,）etc. |
| 3. Onomatopoeia activity  (15 minutes) | ・Play the audio materials Seq\_11-17. Have the children guess if it is a real animal or onomatopoeia.  ・Play the audio materials Seq\_18. Have the children guess if it is a real animal or onomatopoeia.  ・Have the children think about why the onomatopoeia is different to Japanese. (Have the children notice that every language has a limited set of sounds, and it is this from which onomatopoeia are made).  ・”Odd one out” game. Given the students the worksheet. For each animal, they will listen to 4 onomatopoeia. 3 are correct, but 1 belongs to a different animal. Have the children circle the number of the odd one out. | Seq\_11-17  Seq\_18  Handout（仲間外れを見つけよう！）  Seq19-22 |
| 4. Reflection（５minutes） | ・Today we learned about "onomatopoeia". What did you learn?  Note: Encourage students who have not said much to actively share their thoughts. |  |
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**Audio Materials**

Oma rāpeti: <https://www.youtube.com/watch?v=E9mIF3GmrUI>

**seq11-17; Onomatopoeia or Animal Call? （Language: French）**

11. Sheep：Onomatopoeia→Call

12. Donkey：Call→Onomatopoeia

13. Cat：Onomatopoeia→Call

14. Dog：Onomatopoeia→Call

15. Rooster：Call→Onomatopoeia

16. Frog：Onomatopoeia→Call

17. Pig：Call→Onomatopoeia

**seq18: Onomatopoeia or Animal Call?（Other languages）**

1. Cat（Call）

2. Dog（Onomatopoeia）Brazilian Portuguese

3. Cow（Onomatopoeia）Chinese

4. Sheep（Call）

5. Donkey（Onomatopoeia）Polish

6. Horse（Onomatopoeia）English

**seq19-22　間違い探し**

First line（Cow）

1. Cow（Hungarian）
2. Cow（Portuguese）
3. **Pig（Romanian）**
4. Cow（Catalan）

Second line（Dog）

1. Dog（Greek）
2. Dog（Arabic）
3. **Horse（English）**
4. Dog（Romanian）

Third line（Cat）

1. Cat（Russian）
2. Cat（Greek）
3. Cat（Polish）
4. **Dog（Welsh）**

Fourth line（Pig）

1. Pig（Luxembourgish）
2. **Bird（Catalan）**
3. Pig（Portuguese）
4. Pig（Chinese）

ALTs: If you have time to prepare, you might replace some of the audio with onomatopoeia that you know, and have the children guess which is you.