# Farm Animals

**Grade Level:** Kindergarten

## OBJECTIVES

Following this activity, the students will be able to:

- Look at an animal and tell its name
- Tell specific names of the babies for each animal

## MATERIALS

<table>
<thead>
<tr>
<th>Video with audio</th>
<th>Pencil</th>
</tr>
</thead>
<tbody>
<tr>
<td>Video without audio</td>
<td>Crayons</td>
</tr>
<tr>
<td>Blank piece of computer paper</td>
<td></td>
</tr>
</tbody>
</table>

## PROCEDURES

1. Before beginning this activity, the students should have the following background knowledge:
   - Some ability to recognize and identify certain animals.
2. Start the lesson asking the students what animals they know.
3. Then ask the students whether they are familiar with other animals that were not already brought up in discussion.
4. For after the discussion make a short 30 second video using the application Animoto.
5. The video should show all the animals discussed in class and as the picture of each animal comes on the screen have audio saying the animal’s name.
6. Then as a way to quiz the students on the knowledge they learned in the lesson, have another video made from Animoto that does not have audio and that way the students can shout the name of each animal themselves as the video plays.
7. For a small activity after the video, have the students draw on a blank piece of computer paper their favorite animal.
8. After everyone has drawn their animals, have them each share their picture with the class and see if they can guess what animal they think their classmate has drawn.

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1 Adapted from [http://www.buzzle.com/articles/farm-animals-lesson-plans.html](http://www.buzzle.com/articles/farm-animals-lesson-plans.html)