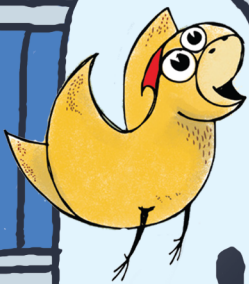




LEVEL 2 HOME KITS

WEEK #13

NISHA AND THE TIGER





NISHA AND THE TIGER

ACTIVITY 1

LEARNING GOALS

By the end of the WEEK, children should be able to:

- Show compassion for all creatures – animals and humans
- Express empathy for others

RESOURCES

- None

VOCABULARY

- | | | |
|-------------|-------------|---------------|
| • Kind | • Village | • Jungle |
| • City | • Cage | • Environment |
| • Apartment | • Zookeeper | |

ACTIVITY

- Start the activity by asking your child if they like lions, tigers, and elephants. Then ask them if they can ROAR like a lion!
- Ask them if they know where these animals came from originally (Africa and India) and ask if they know why they are also found in zoos in the city. Discuss how they got there (they were taken from their homes in the wild or the jungle and have been put in cages so they don't run away or harm people who come to the zoo to see them).
- Talk about how it would feel for a small tiger or lion or elephant to be moved from their natural home in the wild into a cage and then carried in a truck, in a plane and again in a truck to a zoo.
- Invite your child to describe what the little animal would notice about moving to the city from the jungle and what changes they would experience in their environment.
 - For example: "In the city, you can see all the buildings outside the truck's window. There isn't a jungle to play in in the city, no big trees or wide open spaces or expanses of sky, but in their jungle home, they used to play with all their friends in the shade of the trees."
- Ask your child to imagine what the little animals must feel like without their friends or family, living in a different environment from what they are used to.
- End the activity by singing the song (below) and join in clapping your hands and stomping your feet!

SONG (to the tune of “If You’re Happy and You Know It”)

If you like to help all animals, clap your hands

If you like to help all people, clap your hands

If you know that animals have feelings, just like human beings

If you help animals and people, clap your hands

(Clap your hands twice after you sing "Clap your hands")

If you are kind to people and animals, stomp your feet

If you are kind to people and animals, stomp your feet

If you know that animals have feelings, just like human beings

If you are kind to people and animals, stomp your feet

(Stomp your feet on the ground twice after you sing "Stomp your feet")

NISHA AND THE TIGER

ACTIVITY 2

LEARNING GOALS

By the end of the WEEK, children should be able to:

- Show compassion for all creatures – animals and humans
- Express empathy for others

RESOURCES

- Paper/Recycled Card
- Markers/Crayons

VOCABULARY

- Kindness
- Jungle
- Village

ACTIVITY

- Sing the song together from Activity 1.
- Ask your child what their favourite animal is.
- Talk about where it lives, what it looks like and if it has feathers or fur. How does it move around? Does it climb, fly or swim? What food does it eat? Explore their favourite animal together.
- Then, ask your child if they could help any animal in the world; which animal would they like to help, and why?
- Now, invite your child to play “Guess the Animal.” Start by describing the animal and then provide more and more details until your child can guess which animal it is. If your child wishes to describe different animals in the game, allow them to participate and take turns.
 - For example: “I am a big animal that lives in the jungle. I have four legs and whiskers. I have beautiful light brown fur with black spots, and I like to roar!! What am I?” (A leopard).
- Now invite your child to draw their favourite animal on a piece of paper or recycled card. While they draw and colour, give them encouraging praise for their work.
- Ask your child how they could show kindness to this animal (feed it, make sure it is warm in winter and cool in summer, and spend time playing with it).
- To end the activity, discuss how good it feels when someone is kind to you. Tell your child about a time that someone was kind to you and what it made you feel.
 - For example: “When I was sick, a friend took care of me and made me my lunch. I was so happy that they did that for me. It made me feel very special and loved.”

NISHA AND THE TIGER

ACTIVITY 3

LEARNING GOALS

By the end of the WEEK, children should be able to:

- Show compassion for all creatures – animals and humans
- Express empathy for others

RESOURCES

- Chalk/Broom

VOCABULARY

- Kindness
- Zookeeper
- Cage
- Alone

ACTIVITY

- Begin the activity by singing the song from Activity 1.
- Ask your child if they remember their first day at school or nursery. Did they know anyone there when they arrived? How did they feel? (Were they lonely and sad?).
- Point out to your child that when you first went to a new school where you didn't know anyone, you felt lonely and a little sad, but soon, you remember, someone smiled, said "Hello," and asked if they could sit with you. Then you became friends.
- Talk in detail about how a new child at a new school would feel when the other children only stare at them, and they don't yet have any friends. Discuss what it would feel like to eat alone at school and have no one to talk to at playtime.
- Ask your child what they would feel like if that happened to them. Would they feel sad and small?
- Remind your child of how someone very kind had introduced themselves to you, smiled, and said "Hello," and let your child know that if they see someone at school who looks sad or alone, they can show kindness by smiling at them, saying "Hello," and asking if they would like to play a game together.
- Now invite your child to play "Tiger Tag" outside (if possible). Imagine that there is a cage. You could draw a line with chalk on the ground to mark where the cage is, or alternatively, you could put something on the ground to show where the cage is, like a broom. Then decide who wants to be the tiger and who wants to be the zookeeper. To make it even more fun, invite other family members and siblings to join in too. If other family members join the fun, they can be whichever wild animal they would like to be. The aim of the game is for the zookeeper to catch the tiger (and other animals if there are more players) when they run away and put them back in the cage. If the zookeeper tags (touches) the tiger (or other animals), they must go in the "cage."

- When the zookeeper has tagged all the animals, play the game again and take turns being the zookeeper and tiger.
- After the game, ask your child how they can show kindness to an animal in your home or neighbourhood. What could they do to help? For example, if you have a family pet, suggest that they help feed, walk, or clean the pet. If you don't have a family pet, suggest that your child help to take care of a friend's or family member's pet.
- When your child shows kindness and compassion to an animal in your home or neighbourhood, give positive reinforcement to them for doing so.

NISHA AND THE TIGER

ACTIVITY 4

LEARNING GOALS

By the end of the WEEK, children should be able to:

- Show compassion for all creatures – animals and humans
- Express empathy for others

RESOURCES

- Recycle Card
- Markers/Crayons

VOCABULARY

- Kindness
- Scared
- Alone
- Lost

ACTIVITY

- Invite your child to play "Find the Tiger Cub." First, ask your child to draw a tiger cub on a piece of recycled card.
- To play the game, tell your child to close their eyes. While their eyes are closed, take the tiger cub drawing and hide it somewhere in your house or outside. Now, ask your child to open their eyes and tell them that the tiger cub is lost and they must find it. Let them know that you will guide them by telling them that they are "warm" when they are getting closer to finding it and "cold" when they are not close to finding it.
- As your child starts to move around and look for the tiger cub, let them know if they are "warm" or "cold" to guide them closer to finding the cub. When your child has found it, switch roles and let your child hide the tiger cub and guide you to find it.
- Ask your child how they would feel if someone offered to help them when they felt alone and lost, like the tiger cub.
- Then, talk to your child about moving to another place where you have never been and where you know no one. Explain that it can take time to get to know all the new areas. Share with your child what you have felt if you have experienced that situation, and ask them what they might feel.
- Discuss how you can be kind to someone new to your school or neighbourhood and what you can do to make them feel welcome.
 - For example: "If someone is new to your class, you could smile and say 'Hello' and invite them to play with you during break time."
- End the activity by singing the song from Activity 1 and let your child know that they can always be kind to others, animals and humans alike.

NISHA AND THE TIGER

ACTIVITY 5

LEARNING GOALS

By the end of the WEEK, children should be able to:

- Show compassion for all creatures – animals and humans
- Express empathy for others

RESOURCES

- None

VOCABULARY

- Kindness
- Jungle
- Train

ACTIVITY

- Ask your child what a tiger or lion cub might feel if men had taken him from the jungle, he was sold and put in a cage at a zoo (so lonely and frightened).
- Now, talk about the different jobs people have taking care of animals.
 - For example: “Some people help dogs and cats by working at a shelter where they take care of them and feed them. Other people may learn to be an animal doctor and help sick animals.”
- Discuss ways you could help and care for animals in your community or by supporting an organisation which helps animals. Invite other family members to get involved and share ideas of what you can do together (e.g., you could collect donations or spend some time volunteering as a family in a local animal shelter).
- Ask the other family members if they have helped an animal or person and invite them to share their story of what happened and how they showed kindness.
- Sing the song from Activity 1 for the other family members, and ask them to join in by clapping and stomping their feet!
- End the activity by playing a game of wild animal charades. Invite family members to participate one by one. Each person takes a turn to act out a wild animal that they prefer (without making any sound or talking), and the other family members must guess which wild animal it is. Whoever guesses the answer correctly then takes a turn acting out another wild animal. Have fun whilst you swing your trunk around like an elephant or slither like a snake!

