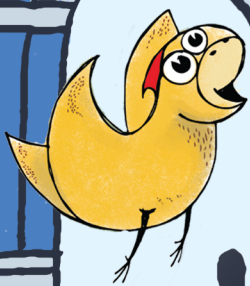




LEVEL 2 HOME KITS

WEEK #16

THE MONSTER IN THE SMOKE





THE MONSTER IN THE SMOKE

ACTIVITY 1

LEARNING GOALS

By the end of the WEEK, your child/ren should be able to:

- Demonstrate an instance of critical thinking
- Understand that they can speak out when they see something unfair

RESOURCES

- None needed

VOCABULARY

- Lake
- Rainwater
- Drought
- Clues

ACTIVITY

- Start the activity by reading them the following story: “In a village in an African country called Kenya, everyone used to get their water from a lake nearby the village. One morning when the families woke up, they went to the lake to fetch water, but the lake was dry. All that day, everyone was thirsty, and some had to lie down because they became weak.”
- Ask your child/ren what they think the story might be about.
- Then, ask questions about the story, such as:
 - When we want a glass of water, where do we get it from? (The tap).
 - What did the people in the village in Kenya do when they wanted water? (They had to fetch it from the lake).
 - Why was there no water left in the lake? (Discuss different reasons there could be; encourage your child to come up with reasons. Try to evaluate together whether the reasoning is good or not).
 - After discussing at least two possible reasons, whether good reasoning or not, tell your child that to find out the real reason, we need to think about a few different things, a few "clues," which are facts which will help us find out the reason the lake was dry.
 - Where does the water in the lake come from? (From rainwater which fills the lake when it rains).
 - Ask your child to now connect the thought about where the water comes from to the fact that there was no water in the lake and ask, “Could it be that it did not rain for a long time and the lake became empty?”
 - Now tell your child that they have been very clever to think through why something happened and that it is always good to think about things very clearly and carefully.

THE MONSTER IN THE SMOKE

ACTIVITY 2

LEARNING GOALS

By the end of the WEEK, your child/ren should be able to:

- Demonstrate an instance of critical thinking
- Understand that they can speak out when they see something unfair

RESOURCES

- Radio/Music

VOCABULARY

- | | | |
|-------------|-------------|----------|
| • Lake | • Drought | • Fair |
| • Rainwater | • Raindance | • Unfair |

ACTIVITY

- Start the activity by asking your child what fair and unfair mean.
 - Let your child know that fair is when all people are treated with kindness and understanding, and no one's feelings are hurt. Unfair is when someone is treated poorly for no reason at all.
- Let your child know that when they feel something is unfair, they can speak out about it and turn to an adult for help if they need to.
- Then ask them if they can remember the story you told them yesterday.
- Invite your child to tell you the story.
- Discuss how the children in the village must have felt when there was no water to drink. Ask your child what they would feel if they were one of the children living in the village. Tell your child that it gets very hot in some parts of the world, and there is little water available.
- Ask: What will happen now? How will the people in the village get water? (They must wait for the rain to come again and fill buckets with rainwater while they wait for the lake to fill up again).
- Ask if there is anything they can do next time in case the lake dries up again (they can try to store water and not use a lot of it when it starts to get hot in case the rain stops again).
- Ask your child if they know what a rain dance is (a dance which people dance in hopes that rain will start to fall).
- Now tell your child you will play music and they can do a rain dance! When the music stops, they must be still and not move any part of their body. Then play the music again, dance and stomp around, repeat and have fun!

THE MONSTER IN THE SMOKE

ACTIVITY 3

LEARNING GOALS

By the end of the WEEK, your child/ren should be able to:

- Demonstrate an instance of critical thinking
- Understand that they can speak out when they see something unfair

RESOURCES

- Stuffed Toy

VOCABULARY

- Fair
- Unfair
- Clues

ACTIVITY

- Begin the activity by asking your child if they think anything unfair happened today, and if so, invite them to describe what happened and if they spoke out about it. *If your child struggles to answer, think of a situation at home recently where they felt something was unfair, and talk about this together.*
- Remind them that when it is fair, everyone is treated with kindness and understanding, and no one's feelings are hurt.
 - Let them know that if they feel something is unfair, they can always speak out about it and ask an adult if they need help.
- Then remind your child about the story they read in Activity 1 and how they could think carefully about where the water in the lake comes from (rain) and understand why there was no water in the lake (because it hadn't rained for a long time).
- Remind them that to do this, they think carefully about some clues and then find a reason why.
- Now invite your child to play a Scavenger Hunt game with a stuffed toy. Tell them you will help them by giving them some clues, and then they must find the toy.
 - Then, hide the toy somewhere inside or outside.
 - Next, tell your child that they must listen to the clue and think carefully.
 - You can give clues that include directions and familiar things and describe places or things in your house or outside.
 - For example: "Take a step forward to where your favourite book is. Now turn left and go to the place where we all come together to eat."
 - Tell them it is okay if they feel confused, and they can ask you questions if needed.
- Afterwards, point out that they thought carefully about the clues and then were able to find the toy.

THE MONSTER IN THE SMOKE

ACTIVITY 4

LEARNING GOALS

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

- Demonstrate an instance of critical thinking
- Understand that they can speak out when they see something unfair

RESOURCES

- Two things of a different colour
- Radio/Music

VOCABULARY

- Fair
- Unfair
- Clues

ACTIVITY

- Begin by inviting your child to create their own unique rain dance to the music!
- Then, ask your child if they remember why some people do a rain dance (they dance in the hope it will rain).
- Revisit the story in Activity 1, then invite your child to think about carrying water from the lake. Discuss how heavy it might be, how far they might have to walk to their house, and how they would feel having to do that in very hot weather.
- Now invite your child to play a game outside (if you cannot play outside, play the game inside in a space where your child can move around).
 - Take two different coloured things (to be used to mark a post for your child to run to) and place them on opposite sides of the space.
 - Explain that one colour is for “Fair” and another is for “Unfair.”
 - Then tell them you will read something to them and ask if it is “Fair” or “Unfair.”
 - When they have listened to you carefully, they must run to the corresponding coloured object and say their answer.
 - Now read the sentences below:
 - Your friends are sharing materials, and someone grabs the materials from another and takes them to their table (unfair).
 - The teacher at school asks all the children to follow the same classroom rules (fair).
 - Everyone is standing in a line to take turns when someone jumps in front of the line to go next (unfair).
 - Playing a game together, the friends work together and listen to what each other wants to do (fair).
- Afterwards, remind your child that they can speak out if they feel something is unfair.

THE MONSTER IN THE SMOKE

ACTIVITY 5

LEARNING GOALS

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

- Demonstrate an instance of critical thinking
- Understand that they can speak out when they see something unfair

RESOURCES

- Glue
- Coloured Paint/Crayons
- Black Marker/Pencil
- Thin Recycled Card/Paper

VOCABULARY

- Raindance
- Lake
- Clues

ACTIVITY

- To start the activity, invite your child to play a game. Explain that you will give them **clues** by describing something, and they have to guess the correct answer.
 - For example: “I am something that can be big or small. I have pages with words and pictures, and you can read me. What am I? Yes! I’m a book!”
 - “I am the reason there is water in lakes. What am I? Yes! I am rain.”
 - “I am something that people do in the village when they have had no rain, and they are hoping the rain will come. What am I? Yes! I am a ‘rain dance.’”
 - “I am clever and kind and loving, and my (mum) loves me so much. What am I? Yes! I am (your child’s name).”
- After you have played a few times, and your child has answered correctly and understands the game more, invite your child to have a turn and give you clues.
- Now invite your child to draw what they can of the story you have been sharing this week.
- Whilst making the craft, invite your child to repeat the story and think and talk about how difficult it must be to live in a place where there is no water when the rains don’t come.
- Encourage your child to think about how lucky you are to have water whenever you want to drink it. Or, if you live in an area where water can be scarce, discuss with your child what you and others can do to take care of the earth’s water.

