

ACTIVITY SHEET: Peerie Cat by Rhoda Bulter**Topics:**

- Pets
- Animals

Will need:

- Paper plates or templates and paint etc for animal masks.
- Art materials for pictures.

Links to:

- Squeak, Squeak (*Ditty Box*)
- The Rabbits Lullaby (*Ditty Box*)
- Sam's Pal (*Ditty Box*)

Peerie cat Key Words

athin	in
aer da streen	the night before last
gjaan	going
lippen(ed)	expect(ed)

Note: Pronunciations of 'Lerwick': please use whatever is said in your area:
Lerweek, Lerook, or Lerrick.

Emotional, personal and social skills

1. Express feelings about pets.

Parental involvement/Visits (to & from)

1. Parents: Involve children in care of family pet.

Communication and language skills

1. Prepare by learning “Pussy Cat, Pussy Cat where have you been”.
2. Now learn “Peerie Cat”. It is most effective with two voices doing question and answer as on the CD provided.
3. Talk about family pets.
4. Talk about animal behaviour: cats are often chased by dogs – what creatures do cats chase (birds and mice). Link to “Squeak, squeak”.

Title

Peerie Cat

By Rhoda Bulter

Expressive and aesthetic skills

1. Improvise role play – where cat has been and what it saw.
2. Children could paint animal masks and add whiskers etc using paper plates or template.
3. Draw/paint your own pet.

Knowledge and understanding of the world

1. Children will learn about the responsibility of caring for pets.
2. Books and pictures showing pets will help show how to care for them.
3. Invent and explore other places the cat might have visited. Children will learn local place names as they invent different places the cat has been.

Physical development and movement skills

1. Chasing games in 3 groups

Group 1: Cats
Group 2: Dogs
Group 3: Mice

On sound of first whistle dogs chase cats (those caught are out). On second whistle cats chase mice (those caught are out). The game proceeds until there's a winner.

Focus learning outcomes

- Experience hearing and using dialect
- Increasing dialect vocabulary
- Main focus is learning to recite rhyme.