



Co-funded by the
Erasmus+ Programme
of the European Union

Greening our curriculum - greening our schools

UČNE URE, KI VKLJUČUJEJO VSEH 17
CILJEV TRAJNOSTNEGA RAZVOJA





Greening our curriculum



- Grčija
- Švedska
- Slovenija



UČITELJI ANGLEŠČINE



STAROSTNA SKUPINA: 4 do 16 let
(po sklopih: 4-6, 7-9, 10-12, 13-16) - za vsak cilj 4 različne ure ure za 4 starostna obdobja



INTERAKTIVNA E-KNJIGA: učne priprave ki bodo omogočale pridobivanje znanj in spretnosti za razumevanje ter reševanje okoljskih in družbenih izzivov pri pouku angleščine.



CILJI * PROJEKTA



Integracija trajnostnih tem v učne načrte različnih predmetov, s poudarkom na angleškem jeziku.

Razvoj učnih metodologij, ki bodo temeljile na raziskovalnem učenju in aktivnem vključevanju učencev.

Povečanje digitalnih kompetenc učiteljev in krepitev mednarodnega sodelovanja.

Spodbujanje okoljske ozaveščenosti in trajnostnega delovanja med mladimi.

Polly the Polar Bear's Big Problem

Age Group: 5-6 **Duration:** 3 45' sessions

Objective/s:

- Students will learn and use key vocabulary related to animals and climate concepts
- Students will understand the difference between actions that help or harm the Earth and why protecting cold habitats matters.
- Students will engage in drawing, acting, and role-play to reinforce learning in a fun, interactive way.

Academic Skills

- Listening & Speaking
- Vocabulary
- Fine Motor Skills
- Comprehension: Understanding story elements

Life Skills

- Collaboration & Teamwork
- Critical Thinking
- Environmental Responsibility
- Creativity

Materials Needed / Resources

- Digital Resources: Canva slides (with visuals and flashcards): https://www.canva.com/design/DAG6KjTjGr8/BtHfyhACeSK7yJcSDWotVQ/view?utm_content=DAG6KjTjGr8&utm_campaign=designshare&utm_medium=link&utm_source=uniquein_kel&utm_id=hc495f3255
- YouTube link for Winter Freeze Dance - The Kiboomers Preschool Movement Songs - Brain Breaks: https://www.youtube.com/watch?v=SVQ_0pmHEFU
- Kahoot game link for "Hot or Cold Actions": <https://create.kahoot.it/share/hot-earth-vs-cold-earth/82a09343-ef2a-4a93-9a21-4f2453d3cc2dc>
- Printables: Game board for "Save the Polar Bears" and blank card templates for action cards
- Worksheets: Pattern Completion, Polar Bear Maze, Cold Picture Maze, Exit Ticket, Story Elements
- Classroom Supplies: Crayons, markers, colored pencils, scissors and glue
- Dice and tokens (buttons, coins, small objects)

Greening our Curriculum, Greening our School
2024-2-SE01-KA210-SCH-000280611

Erasmus+

DAY 1

Warm-Up Activities

- Canva Slide 2: Play the Winter Freeze Dance song. https://www.youtube.com/watch?v=SVQ_0pmHEFU
- Canva Slide 3: Meet the Animals
 - Show pictures of the three animals: a polar bear, a penguin, a seal.
 - Introduce each one carefully: "This is a polar bear / penguin / seal." Pause. Children repeat. Use a gesture or movement associated with the animal: polar bear = big paws, penguin = waddle, seal = clap like flippers
- What do they have in common?
 - Ask children: "What do polar bears, penguins, and seals have in common?"
 - Guide them (maybe with pictures) toward "cold places," "ice," "sea," "snow."
 - Use simple English: "They live on ice." / "They live near the sea." / "They like cold." Children repeat after you.

Main Activities

Canva Slide 4: Focus on Key Vocabulary: Polar Bear, Penguin, Seal, Ice, Hot, Cold

Worksheet 1 - Pattern Completion (Cut & Paste)

Students cut out the pictures and paste the correct animal or item to complete each pattern. They recognize and sequence vocabulary items through visual patterns.

Worksheet 2 - Polar Bear Maze

Students help the polar bear reach the ice by tracing the correct path through the maze. They strengthen vocabulary recall while practicing fine-motor tracing skills.

Worksheet 3 - Cold Picture Maze

Students draw a blue line through the maze, moving only over cold items (ice, penguin, seal, polar bear). They identify "cold" vocabulary items and reinforce understanding of the concept.

Game: "Hot or Cold?" Circle Game, A quick way to reinforce vocabulary and concepts.

Canva Slides 5-18: Show flashcards one by one. If it's a cold item (polar bear, penguin, seal, ice), students hug themselves and say "Cold!" If it's hot, students fan their face and say "Hot!"

Culminating Activity

Exit Ticket: Draw your favourite "cold" animal.

Greening our Curriculum, Greening our School
2024-2-SE01-KA210-SCH-000280611

Erasmus+

DAY 2

Warm-Up Activities

Act out the key vocabulary from Day 1. Ss guess the word.

Polar bear → Stomp with big steps, hands like paws, pretend to roar softly.

Penguin → Waddle side to side, arms pinned to sides like little wings.

Seal → Clap hands together like flippers.

Ice → Pretend to ice skate.

Cold → Shiver, wrap arms around body, teeth chatter sound effect.

Hot → Fan face, wipe imaginary sweat, jump or wave arms in the air.

Main Activities

- Read the Story
 - Read Polly the Polar Bear's Big Problem aloud.
 - Pause frequently to check understanding:
 - Show a picture and ask: "Who is this?"
 - Ask: "What is happening?" (e.g., "The ice is melting!")
 - Students respond by pointing or speaking.
- Story Elements Worksheet

Go through the four sections:

- Characters: Show pictures of Polly, Penny, Seldon, and Leo. Ask: "Who is this?" Students say the name.
- Setting: Show pictures of ice, sea, or snow. Ask: "Where is the story happening?" Students point or say the place.
- Problem: Show a picture of melting ice or worried animals. Ask: "What is happening? What is the problem?" Students respond verbally.
- Solution: Show an image of Leo and friends suggesting ways to help.

Ask students to draw their own pictures of the solution on the worksheet.

Culminating Activity

Wrap-Up: Role-Play the Story

- Assign Roles: Polly, Penny, Seldon, Leo, Kids, Narrator(s).
- Review Lines & Gestures: Give each child 1-2 simple lines and practice movements (tiptoe like Polly, waddle like Penny, clap like Seldon).
- Act Out the Story.

Greening our Curriculum, Greening our School
2024-2-SE01-KA210-SCH-000280611

Erasmus+

DAY 3

Warm-Up Activities

Show key images from Polly's story. Ask comprehension questions:

- "What was the problem?" → melting ice
- "How did Leo help?" → plant trees, save energy

Introduce SDG 13: "Our Earth is getting hotter. We can help animals like Polly."

Main Activities

- Kahoot Game: - "Hot or Cold Actions": Students look at pictures and decide if each one makes the Earth HOT (harmful) or COLD (helpful), reinforcing SDG 13. <https://create.kahoot.it/share/hot-earth-vs-cold-earth/82a09343-ef2a-4a93-9a21-4f2453d3cc2dc> They can then think of more ideas.
- Save the Polar Bears - Action Card Game:
 - Step 1 - Explain the Game
 - Show the board and explain the goal: Help Polly the Polar Bear reach safe ice by making Earth-friendly choices!
 - Students will create the action cards themselves.
 - Step 2 - Create the Cards
 - Each student draws one action card on a blank template.
 - Actions should relate to helping or harming the Earth:
 - Helps the Earth (COLD): plant trees, recycle, ride a bike, turn off lights.
 - Harms the Earth (HOT): drive a car everywhere, leave lights on, waste water.

On the card, students draw the actions and the Teacher can write a phrase.

Teacher can remind: COLD = good for Earth HOT = bad for Earth

Culminating Activity

Play the Game

- Shuffle all cards into a deck.
- Players take turns:
 - Roll the dice → move that number of squares.
 - Draw a card:
 - If the action helps the Earth, say "COLD!" and move forward 1 extra square.
 - If the action harms the Earth, say "HOT!" and move back 1 square.

First player to reach Finish wins.

Greening our Curriculum, Greening our School
2024-2-SE01-KA210-SCH-000280611

Erasmus+



WORKSHEETS

Polly the Polar Bear's Big Problem

Can you complete each pattern? Cut and glue.

Polly the Polar Bear's Big Problem

Help the Polar Bear swim to the ice.

Polly the Polar Bear's Big Problem

Color Path: Draw a blue line over all the "cold" items.