

Game Name:

Playing with Heather and the Sound Cavern song

Objective: To drill the sounds D as in >Day< and the sound TH as in >this< in the context of a song

To facilitate acquisition of sounds through a movement game and song

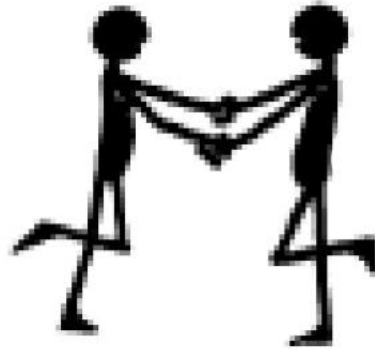
To raise awareness on the letter shape through movement and relate it to the sound

Material: Heather and the Sound Cavern song

Procedure

Gather the children in a roomy space and pair them up. Explain to them that they're going to engage in an imaginative activity where they'll pretend to ride on a seesaw and swing using their own bodies, followed by mimicking these movements with their mouths. Encourage them to envision themselves as gnomes exploring the Sound Cavern, all while accompanied by music to enhance the experience.

As the Heather and the Sound Cavern song plays, children take turns mimicking the motion of a swing, swaying side to side with their bodies, grasping their hands and touching the soles of their feet. When they reach the highest point, they form the shape of a 'D' as in 'Day' with their legs, and sing 'Da' in accordance with the melody of 'Da, Da, Ddy, Ddy' or 'Dy' as they shift their legs accordingly.



As the song goes on, they take turns mimicking the motion of a seesaw, rising and falling alternately. When they're at the peak, they enact peering outside the Sound Cavern, stretching their arms as if to signify the protruding tongue between their teeth a to the tune of 'The, This ,That'

Children now participate individually, using only their mouths and signalling with their fingers. They show with their hands the imaginary swing in their mouths symbolized by their tongue touching the 'mountain' behind their upper teeth, all to the rhythm of 'Da, da, ddy, ddy'. When they reach to the part of 'The, This, That' they protrude their tongues and wiggle their fingers in sync

The game is then repeated, with the speed adjusted to either slower or faster, adding an extra layer of enjoyment for the participants.