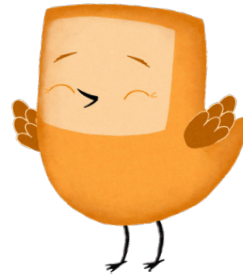


# LESSON PLAN 4

FLY PIKKULI  
FLY!



**EMOTION THEME: HELPING OUT, LEARNING FROM SOMEONE ELSE, THE JOY OF LEARNING SOMETHING NEW**

**Activity:** Sports

**Goal:** To encourage children to help each other. Making situations visible where one can help the other.

**Skills that develop:** Empathy skills. Helping others requires understanding others' feelings.

**Equipment:**

- Pikkuli plush toy, nest, carpet, etc.
- Egg (Pikkuli fits inside)
- Emotion card (HAPPINESS)
- Emotion scale
- Hoops
- Music for the beginning and end of the lesson

**Vocabulary for toddlers:** To be happy about something, help, learn together!

**Vocabulary for older kids:** To be happy about something, help, learn to-gether! Joy for learning something new. To give and receive support.

**Some things to consider:** Pikkuli pedagogy emphasizes heavily teaching children to identify others' emotions and developing empathy. In this lesson, empathy skills are practiced by focusing on helping someone. Other empathy skills are making someone feel better, sharing, asking someone to participate in a play/game, protecting, and touching.

**Reviewing the story** by reading "Fly Pikkuli, Fly" -book from Daddy's school of flying - part onwards.

**Supporting questions: Who helps and who?**

- Who tried to teach Pikkuli to fly? (Daddy)
- Who wanted to help Pikkuli, but Pikkuli did not receive his help?(Owl)
- Who learned to swim quickly and rescued Honkkeli from the water plants? (Pikkuli)
- Who taught Honkkeli to swim?(Pikkuli)
- Who learned to fly in the end? (Pikkuli)

**Bird's nest -game**

Everyone has their own nest where they go standing (hoop). When the music stops, they need to find a nest as quickly as possible. As the playing continues, take away hoops, so more children have to share one hoop. In the end, there are only a couple of hoops, and children have to help each other stand together in one hoop.

**Hugging helps -tag**

A teacher is a tag and goes around catching children. When one child is caught she will put her hands on their hips. The one who is caught will be saved by another child who hugs by putting her hands under armpits.

**Final game – Honkkeli is fishing**

*"Little fish are swimming ai ai ai" x3 "Here comes Honkkeli"*

Fish are swimming on the floor in a dark room, and a teacher is rhyming simultaneously. When a teacher says: "Honkkeli," the fish freezes, and the teacher goes around tickling children who are moving. Those children who moved go back to sit down while others continue playing. A teacher starts rhyming again and the fish swim. Playing the game as long as there are fish.

**Extra:** Acknowledging situations where a child is helping. Suppose there is a Pikkuli's home tree on the wall. A child may handcraft a leaf representing his helpful action. Actions can be simple such as, I helped put gloves on a younger child.

