

Circle Time Lessons & Centers

Unit
overview

Day 1 The Three Billy Goats Gruff

Introduce the fairy tale:

The Three Billy Goats Gruff

Read the fairy tale and teach the ASL sign for goat.

Day 2 Story Retelling

Use the story sticks and blocks to retell the fairy tale.

Day 3 Action Song

Sing a silly song with actions. Take a poll, "Should the goats have crossed the bridge?"

Day 4 Concept Sort

Sort animals into 2 groups: Animals that have hooves and animals that do not have hooves.

Day 5 Troll Carpet Game

Choose a shape to find the sneaky troll hiding behind a bridge.

Three Billy Goats Gruff Day 1 lesson plans
Fairy Tale

A fairy tale is a story that begins with "Once upon a time" and ends with "They lived happily ever after." A fairy tale will also have an antagonist, a character that works against the main characters.

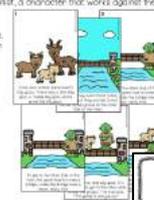
Objective:

- The students will listen to stories being read.
- The students will comprehend meaning from stories.

Activity:

- Print, assemble, and cut apart the story. Read the story to the students.
- Engage students in discussion questions: "Who is the antagonist of the story?" "How did the troll know the goats were on the bridge?" "Was the troll nice to the goats?"

Extension: Create the ASL sign for goat. Use the sign to act out "I'm tall, I'm short, and I'm old." Use the sign to act out the story.



Three Billy Goats Gruff Day 2 lesson plans
Act it Out

Acting out a story is a great way to enhance comprehension. Using props helps with sequencing and describing events which all lead to strong recollections.

Objective:

- Students will retell a story, including characters and story events.

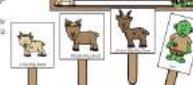
Activity:

- Use the original story. Print a poster sheet for each student, cut up the story into strips to a small size. Alternatively, print the book and portion and ask students to count down supports, then read each strip in order. Some books and cards to build a bridge. Use the supports to tell the story.
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3 Billy Goats Gruff

By the end of the story, the troll will ask the goats, "How did you get over the bridge?"

Print the story on a poster sheet. Cut up the story into strips to a small size. Alternatively, print the book and portion and ask students to count down supports, then read each strip in order. Some books and cards to build a bridge. Use the supports to tell the story.



Three Billy Goats Gruff Day 3 lesson plans
Action Song

Children learn best by moving and playing. Use this fun action song to retell the story of the Three Billy Goats Gruff.

Objective:

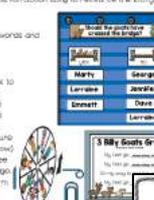
- The students will express themselves using words and gestures.
- The students will follow oral directions.

Activities:

- Print the spinner on a heavy cardstock or back to cardboard. Mark and assemble the "troll" spinner. Open up a paper cup, push one end through the arrow and then the spinner. Fold the end of the paper cup down the back and secure with tape. Fold the other end to ensure the arrow does not fall off. (see diagram below)
- Students take turns spinning the spinner to see the action they will do when crossing the bridge. Sing the song "3 Billy Goats Gruff" and perform the action about.
- Take a poll "Should the goats have crossed the bridge?"

3 Billy Goats Gruff

By the end of the story, the troll will ask the goats, "How did you get over the bridge?"



Three Billy Goats Gruff Day 4 lesson plans
Concept Sort

The troll told the goats crossing the bridge because of the sound their hooves made "thump-thump" over the bridge. Hooves are a hard covering that protects some animals' feet.

Objective:

- Students will notice similarities and differences and ask questions.

Activity:

- Students to look at their feet. Do they have hooves or feet? Do they have hooves or feet? Sort the pictures into two groups: do NOT have hooves and do have hooves.

These animals do NOT have hooves:

These animals do have hooves:



Three Billy Goats Gruff Day 5 lesson plans
Carpet Game

Round up the Three Billy Goats Gruff Fairy Tale with a fun carpet game. Which bridge is the troll (antagonist) hiding behind?

Objective:

- The students will identify shapes.

Activity:

- To play the "Sneaky Troll" game.
- List up the pictures of the bridges. (Pick the right number of cards for your students.) Identify the shapes together.
- Hide the troll under one of the bridges and recite the poem to find it.
- Children guess where the troll is hiding by identifying the shape.

Sneaky Troll
Sneaky troll, sneaky old
Where did he go?
He hid behind a bridge
Pick a shape.

Extension: Print the game pieces. Students can use the game pieces to act out the story and show it to others.



Centers

Cutting Practice Fine Motor Center

Objective: This activity is designed to help students develop fine motor skills and to practice cutting along the lines of the paper.

Preparation: Print a cutting page for each student. Alternatively, prepare scissors and glue sticks to use during the activity.

Procedure: The students will cut along the dotted lines from the top of the page to the bottom.

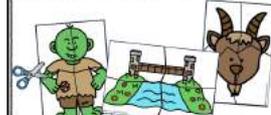


Picture Puzzles Fine Motor Center

Objective: This activity is designed to help students develop fine motor skills and to practice cutting along the lines of the paper.

Preparation: Print a puzzle page for each student. Alternatively, prepare scissors and glue sticks to use during the activity.

Procedure: The students will cut along the dotted lines from the top of the page to the bottom.



Three Billy Goats Gruff

Fairy Tale

Day 1
Lesson
Plans

A fairy tale is a story that begins with "Once upon a time" and ends with "They lived happily ever after." A fairy tale will also have an antagonist-- a character that works against the main characters.

Objective:

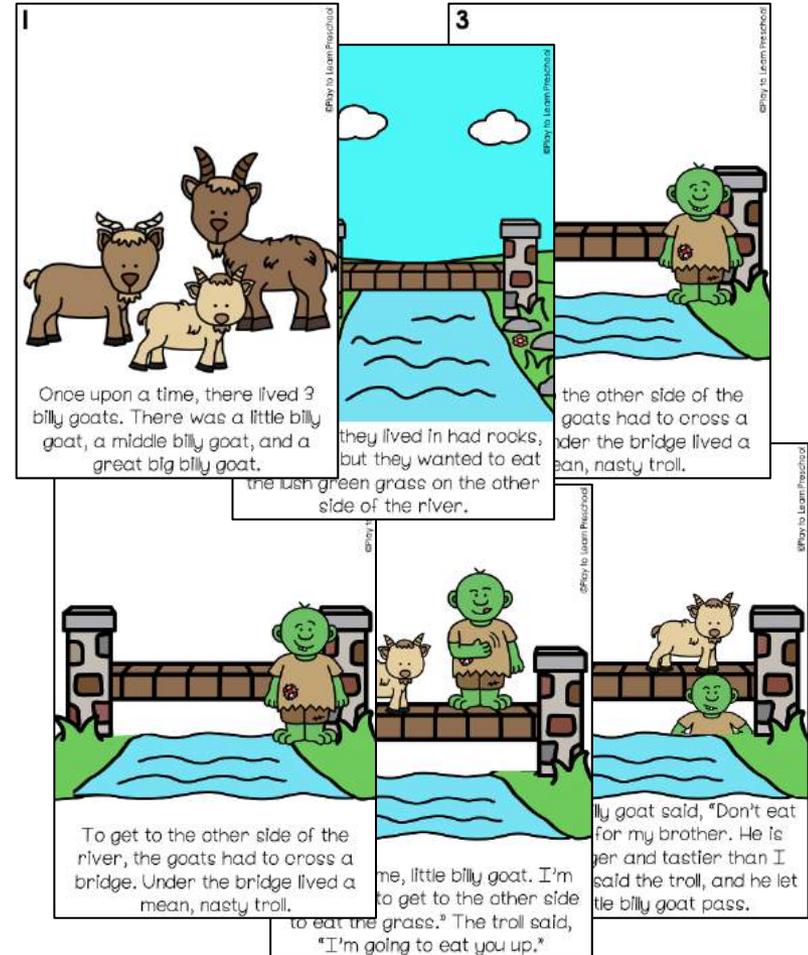
- The students will listen to stories being read.
- The students will comprehend meaning from stories.

Activity:

1. Print, laminate, and cut apart the story. Read the story to the students.
2. Engage students in discussion questions. "Who is the antagonist of the story?" "How did the troll know the goats were on the bridge?" "Was the troll nice to the goats?"

Extension Idea:

Teach the ASL sign for **goat**. Bend fingers to look like a "V". Tap your chin and then your forehead with the bent fingers.



Three Billy Goats Gruff

Act it Out

Day 2
Lesson
Plans

Re-telling a story is a great way to enhance comprehension. Using props helps with sequencing and describing events which all lead to strong readers.

Objective:

- The students will retell a story, including characters and story events.

Activity:

- Review the original story. Print a character sheet for each student, cut out, and attach each picture to a craft stick. Alternatively, print the black and white version and ask students to color their own puppets, then assemble.
- Give each student some blocks and ask them to build a bridge. Use the puppets to retell the story.

Extension idea:

Make a sensory bin to explore the Billy Goats Gruff story. Use pom-poms for grass, small blocks and plastic goat toys. Children can retell the story.

3 Billy Goats Gruff

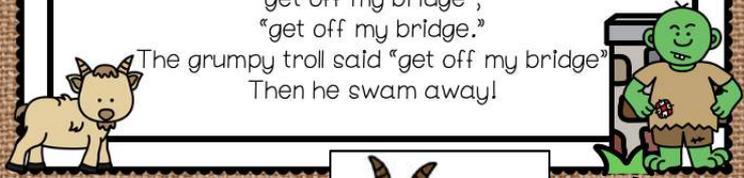
To the tune of "The Wheels on the Bus"

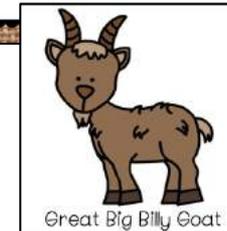
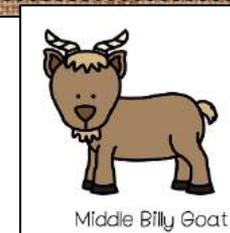
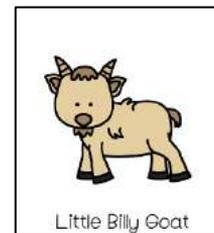
The little billy goat went trip, trap, trip
Trip, trap, trip
Trip, trap, trip.

The little billy goat went trip, trap, trip
Up onto the bridge.

Continue with The middle goat and great big goat

The grumpy troll said "get off my bridge",
"get off my bridge",
"get off my bridge."
The grumpy troll said "get off my bridge"
Then he swam away!





Three Billy Goats Gruff

Action Song

Day 3
lesson
plans

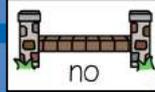
Children learn best by moving and playing. Use this fun action song to reinforce the story of the Three Billy Goats Gruff.

Objectives:

- The students will express themselves using words and sentences.
- The students will follow oral directions.

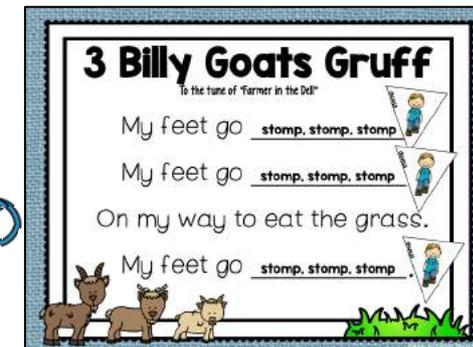
Activities:

1. Print the spinner on heavy cardstock or back to cardboard. Make and assemble the “action spinner.” Open up a paper clip, push one end through the arrow and then the spinner. Fold the end of the paperclip down the back and secure with tape. Twist the other end to ensure the arrow does not fall off. (see diagram below)
2. Students take turns spinning the spinner to see the action they will do when crossing the bridge. Sing the song “3 Billy Goats Gruff” and perform the action spun.
3. Take a poll “Should the goats have crossed the bridge?”

Should the goats have crossed the bridge?	
 yes	 no
Marty	George
Lorraine	Jennifer
Emmett	Dave
	Biff



How to assemble the spinner.



Three Billy Goats Gruff

Concept Sort

Day 4
lesson
plans

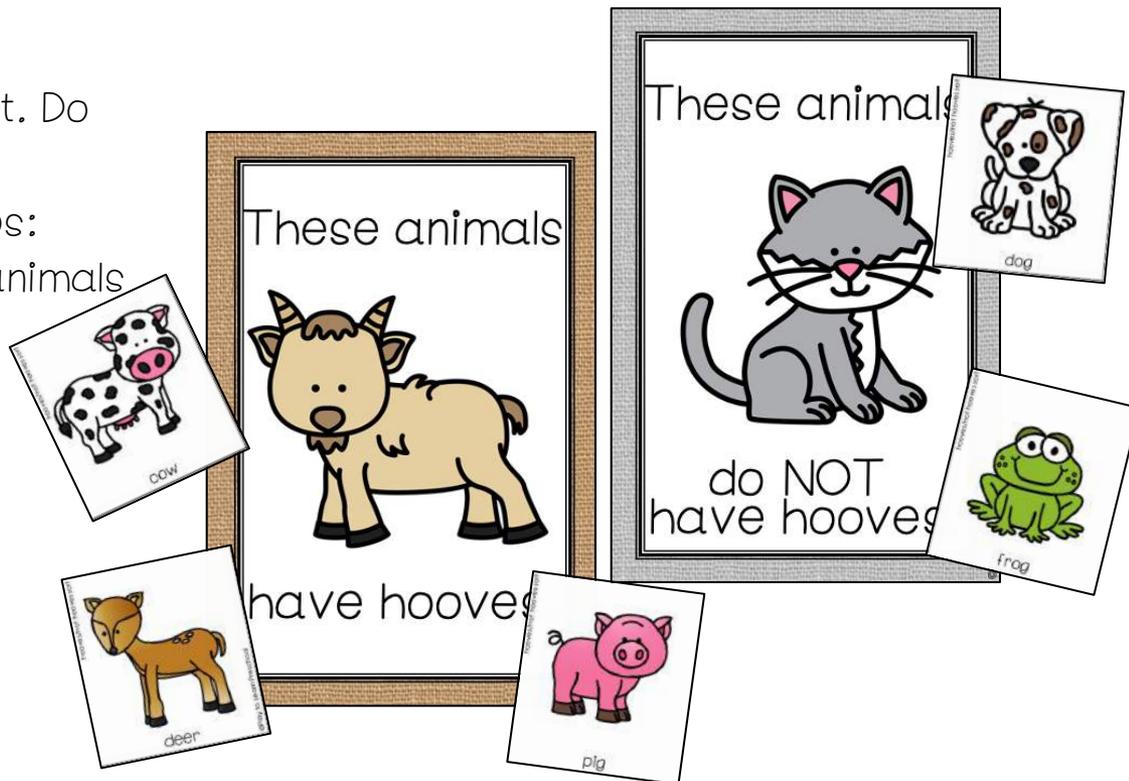
The troll could hear the goats crossing the bridge because of the sound their hooves made “trip-trapping” over the bridge. Hooves are a hard covering that protects some animal’s toes.

Objective:

- The students will notice similarities and differences and ask questions.

Activity:

1. Ask students to look at their feet. Do they have hooves or feet?
2. Sort the pictures into two groups: Animals that have hooves and animals that do not have hooves.



Extension Idea:

Set up a “sound” science experiment. Choose a number of things that are quiet and loud. Ask students to listen to the object as it “trip-traps” over a bridge (table). Is it quiet or loud? Some items could be blocks, rocks, feathers, pom-poms.

Three Billy Goats Gruff

Carpet Game

Day 5
lesson
plans

Round up the Three Billy Goats Gruff fairy tale with a fun carpet game. Which bridge is the troll (antagonist) hiding behind?

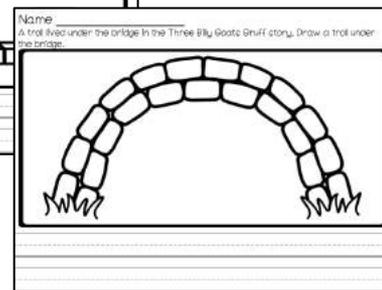
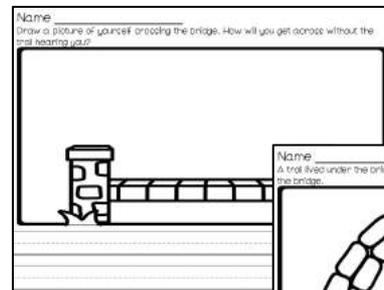
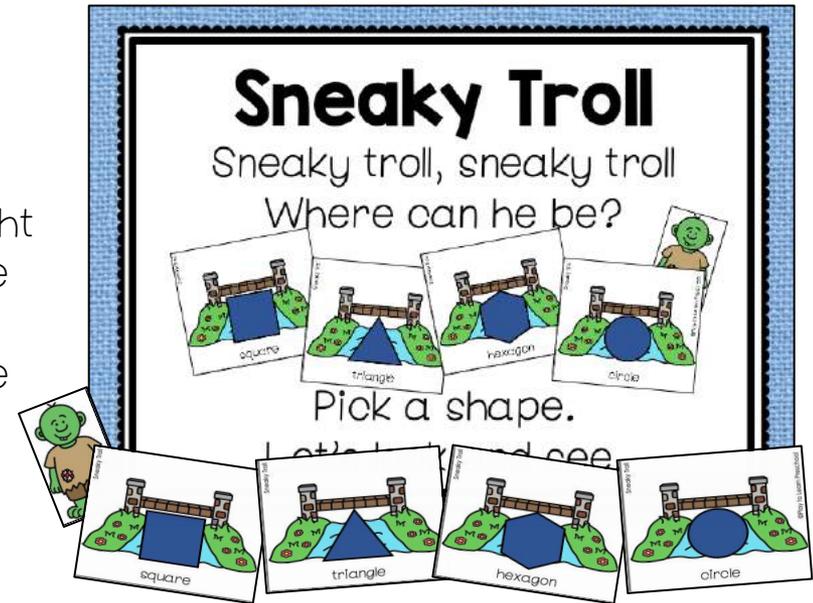
Objective:

- The students will identify shapes.

Activity:

To play the "Sneaky Troll" game:

- Line up the pictures of the bridges. (Pick the right number of cards for your students.) Identify the shapes together.
- Hide the troll under one of the bridges and recite the poem to find it.
- Children guess where the troll is hiding by identifying the shape.



Extension Idea:

Print the journal sheets. Students can use the journal prompts to write and draw a picture.