# Notaichean an tidseir - Goireasan Cànain Bun-sgoile

### Table mat for pupils in Class 1 and Class 2

Each pupil will have a mat at their place at the table. The mat has the key words for Class 1 and Class 2 from the Highland Literacy Project round the border, pictures with sentences below which provide structure patterns for the pupils, and a space for the teacher to write with a wipeable pen.

This will all help pupils with writing, reading and talking.



#### Sentence Maker Card Set

The set contains cards with pictures and with words relating to *Myself/The Family* and *Animals*. The teacher will choose pictures and words as appropriate to the lesson. Pupils can create questions and answers with the cards. The aim is to reinforce basic structures in an enjoyable, active way. This relates to the language target *I can say what something or someone is*.



- · Dè tha seo?
- 'S e mathan a th' ann.
- 'S e each mòr a th' ann.
- · Cò tha seo?
- Seo mo Mhamaidh.
- Seo mise agus mo phiseag.

The cards can also be used for matching words to pictures, or for a game of matching pairs when words and pictures are put face down on the table.

Here is a list of the cards in the set:

Words	
Seo x 6	tìgear
'S e x 6	mathan
a th' ann x 6	uilebheist
agus x 6	panda
mise x 3	cù
mo Mhamaidh	cuilean
mo Dhadaidh	cat
mo phiuthar	piseag
mo pheathraichean	òr-iasg
mo bhràthair	each
mo bhràithrean	muc
m' uncail	caora
m' antaidh	uan
mo sheanair	bò





mo sheanmhair	laogh
mo Ghranaidh	hamstair
mo charaid	eun
mo bhanacharaid	tunnag
mo charaidean	cearc
mo pheata	coileach
mo chù	seillean-mòr
mo chuilean	speach
mo chat	leòmhann
mo phiseag	daolag-bhreac
mo theaghlach	losgann
balach	beag
nighean	bheag
còir	mòr
chòir	mhòr

Dealbhan	
nighean	DS1/80
nighean & piuthar bheag	DS1/81
fireannach & balach beag	DS1/82
mamaidh, dadaidh, balach & nighean	DS1/83
boireannach	DS1/84
balach & bràthair beag	DS1/85
boireannach & nighean bheag	DS1/86
mamaidh, dadaidh & nighean bheag	DS1/87
balach	DS1/88
balach & nighean (a' trod)	DS1/89
nighean bheag agus nighean nas motha	DS1/90
nighean & piseag	DS1/91
fireannach & boireannach	DS1/92
seanair & seanmhair	DS1/93
dà bhoireannach	DS1/94
nighean & cù	DS1/95
nighean & piseag	DS1/96
balach & cù	DS1/97
balach & piseag	DS1/98
fireannach	DS1/99
òganach/fireannach òg	DS1/100
dà nighean	DS1/102
ceathrar chloinne	DS1/103
tìgear	DS1/104
mathan	DS1/105



uilebheist	DS1/106
panda	DS1/107
cù	DS1/108
cuilean	DS1/109
cat	DS1/110
piseag	DS1/111
òr-iasg	DS1/112
each	DS1/113
muc	DS1/114
caora	DS1/115
uan	DS1/116
bò	DS1/117
laogh	DS1/118
hamstair	DS1/119
eun	DS1/120
tunnag	DS1/121
cearc	DS1/122
coileach	DS1/123
seillean-mòr	DS1/124
speach	DS1/125
daolag-bhreac	DS1/126
leòmhann	DS1/127
losgann	DS1/128

## Loop sentences

There are two sets of 14 cards, a blue one and a red one, which make a loop or round. Each card contains a question and an answer, but the answer is not on the same card as the question.

The cards from one set are distributed among a group of pupils. The pupil who begins reads the question from a card, and the whole group looks for the correct answer. The pupil who has the correct answer reads it out and then reads the question on that card. They continue like this until they come back to the original question and so complete the loop.



This activity reinforces the language target *I can ask and answer questions*.

#### **Answer Cards**

This is a set of 30 cards with which pupils can answer questions in the past or future tense. The cards are for the 10 irregular verbs, *bi* and *is*. Each card has a positive and a negative response (yes/no) printed in such





a way that it is easily flipped by the pupil.

The teacher will choose cards as appropriate to the lesson. He/She will distribute these cards to the pupils and then ask questions using these verbs. Pupils will hold up appropriate answers.

More able pupils could read the questions or make up more questions.

The teacher could make up questions connected to any subject being covered.

The cards can also be used in activities such as Corners where answers are displayed around the room and when the teacher asks a question pupils go to the corner where the correct answer is displayed.

This activity also reinforces the language target *I can ask and answer questions*, here with reference to the irregular verbs.

Here are some sample questions:

#### Seo sampall cheistean

• An tuirt thu sin? Thuirt/Cha tuirt no Thubhairt/Cha tubhairt.\*

An can thu sin a-rithist? Canaidh/Cha chan.
 An abair thu sin a- rithist? Their/Chan abair.
 An do rug thu air a' bhus? Rug/Cha do rug.
 Am beir thu air a' bhall? Beiridh/Cha bheir.

• An cuala tu an t-òran ùr? Chuala/Cha chuala.

• An cluinn thu an sgòr a-nochd? Cluinnidh/Cha chluinn.

An do rinn thu an obair? Rinn/Cha do rinn.
 An dèan thu cèic dhomh? Nì/Cha dèan.

• Am faca tu an dealbh? Chunnaic/Chan fhaca.

Am faic thu do sheanair a-nochd?
 Chì/Chan fhaic.

An d'fhuair thu leabhar?
 Am faigh thu peansail eile?
 An deach thu a shnàmh an-dè?
 Fhuair/Cha d'fhuair.
 Gheibh/Chan fhaigh.
 Chaidh/Cha deach.

An tèid thu don bhùth feasgar?

• An do ràinig thu an sgoil ro ochd uairean? Ràinig/Cha do ràinig.

An ruig thu mullach na beinne? Ruigidh/Cha ruig.
 An tug thu dhomh an leabhar? Thug/Cha tug.
 An toir thu seo gu do mhàthair? Bheir/Cha toir.

An tàinig thu dhan sgoil air a' bhus?
 Thàinig/Cha tàinig.

An tig thu don chlub dràma? Thig/Cha tig.
A bheil thu blàth gu leòr? Tha/Chan eil.

An robh thu san sgoil an-dè?
Bha/Cha robh.
Bithidh/Cha bhi.\*

• Am biodh an dath seo snog? Bhitheadh/Cha bhitheadh.\*

• An e sgioba math a th' ann an Caley Thistle? 'S e/Chan e.

- Am b' e Gàidhlig a bh' aig do shinn-seanmhair? B' e/Cha b' e.
- An ann air an trèan a thàinig thu?
   'S ann/Chan ann.
- Am b' ann à Sasainn a bha do shinn-seanair? B' ann/Cha b' ann.

Bithidh (rather than Bidh)
Bhitheadh (rather than Bhiodh)
Thubhairt (rather than Thuirt)

## **Prepositional Pronoun Posters**

A set of 10 A4 posters containing the prepositional pronouns connected to:

aig air ann à/às gu ro ri do/a le bho/o

The posters are designed for pupils in upper primary and secondary. They can be displayed on the wall but are strong enough to be handled.



### Alphabet floormat

As well as the letters of the Gaelic alphabet, vowels with accents and some of the most common blends are included on the mat. This will allow pupils to spell out Gaelic words quickly and correctly in a game similar to Twister.

Round the border of the mat, with accompanying illustrations, are words from Fuaim is Facal which provide a pattern for the pupils and are helpful for them.



The mat is useful for active learning. Here are some examples of activities which can be done using the mat:

#### Ask pupils to:

- find the initial letter of their own name on the mat and jump on it 5 times
- throw a beanbag onto the initial letter of their own name
- match beanbags or cards with the letters of the alphabet to the letters on the mat
- jump from letter to letter in alphabetical order, saying the sound of each letter as they go (they can come off the mat at the end of a row)
- pick an object from a basket containing different objects, and place it on the mat on the first letter of the name of the object
- put a marker/hand/foot on the letter which the teacher sounds out
- stand on a particular letter and make the sound of the letter
- stand on a particular letter and think of a word which begins, or ends, with that letter
- stand on a particular vowel and think of a word containing that vowel
- match cards with capital letters to the letters on the mat
- using cards from the Dèan Seantans resource, put the card on the mat, on the first letter of the word or picture on the card



<sup>\*</sup> GOC reccommends that the following forms are used for emphasis or for one-word answers:

• using cards from the Dèan Seantans resource, or a dice with pictures, take turn about to pick a card/throw the dice, and jump from letter to letter to spell the name of the object.

Also – two teams or pairs, each having its own colour of markers

- the teacher shows a picture of an animal; a player from each team must put a marker on the first letter of the name of the animal; the faster player leaves his marker on the mat. At the end of the game, the team with the larger number of markers on the mat wins.
- a dice with pictures of animals can also be used for the above activity
- Dèan Seantans cards face down on the floor; a pupil from each team picks a card; teams work out which animal/object has the first letter nearer the start of the alphabet; the first team to put a marker on that letter wins
- Dèan Seantans cards or dice; teacher/pupil chooses a particular card or throws the dice, and shouts 'first letter' or 'last letter'; the first person or team to put a marker on the correct letter wins.

