


Story 12

Cowboys and Indians



 Use safety scissors only.
Use at your own risk.

1. [Story text](#) 2 versions p. 2
2. [Story Lesson Plan Ideas](#) p. 4

Revision: very, hear, love
Nouns: bedroom, bathroom, stairs, hall, living room, kitchen
Cowboys and Indians, chocolate cake
Verbs: fighting
Other: dark, light, thank you
3. Seven Story Illustrations p. 6-12
4. [Bingo Cards](#) p. 13
5. Vocabulary Flashcards – Separate Download
Bedroom, bathroom, stairs, hall, living room, kitchen
Cowboys and Indians, chocolate cake
A4, A5, Small Size for bingo and other games and Black and white
6. [Story texts to stick on back of illustrations](#) p. 14-17

12. Cowboys and Indians Story

Aubrey Darcy, teaching in the UAE, said left out the cowboys and Indians, for cultural reasons, and used the story without them, as a suspense tale. The children had to guess who was in the room and came up with a thief and a ghost.

Picture 1

It's very dark in the bedroom, but you can hear the cowboys and Indians fighting. Pow pow pow!

Picture 2

It's very dark in the bathroom, but you can hear the cowboys and Indians fighting. Splash, splash splash!

Picture 3

It's very dark on the stairs, but you can hear the cowboys and Indians fighting. Bump bump bump!

Picture 4

It's very dark in the hall, but you can hear the cowboys and Indians fighting. Crash crash crash!

Picture 5

It's very dark in the living room, but you can hear the cowboys and Indians fighting. Bang bang bang!

Picture 6

"It's tea time", calls mother.

Picture 7

It's very light in the kitchen and you can see the cowboys and Indians eating their chocolate cake. "Thank you mummy, I love chocolate cake."

12. Cowboys and Indians Story 2

Extra Vocabulary

Who is in there? What is in there?

Teddy, cow, plane, pillows, sock, shampoo, planet, noise, plant, pot, feathers, shadow, curtain

To be grounded, to fly

Worried, strange, freaked out, interested, dark

Excuse me, do you mind

Picture 1

It's very dark in the bedroom, but you can hear strange noises, pow pow pow! Who is in there? What is in there? The teddy and the cow are worried. The plane is grounded. It's too dangerous to fly with all the pillows that have been flying around.

Picture 2

It's very dark in the bathroom, but you can hear strange noises. Splash, splash splash! Who is in there? What is in there? There is shampoo on the floor and a sock, who is all alone. His friend has gone to the sock planet.

Picture 3

It's very dark on the stairs, but you can hear strange noises. Bump bump bump! Who is in there? What is in there? The dog is freaked out but the cat is not interested.

Picture 4

It's very dark in the hall, but you can hear strange noises. Crash crash crash! Who is in there? What is in there? The plant says to the feathers; "Excuse me, do you mind, you are in my pot!"

Picture 5

It's very dark in the living room, but you can hear strange noises. Bang bang bang! Who is in there? What is in there? Dark shadows are moving behind the curtains!

Picture 6

Let's see what is in the kitchen. Oh look it's mother preparing tea. She calls into the living room; "It's tea time".

Picture 7

Suddenly the lights go on and we can see. The strange banging, splashing, crashing and bumping was all a game. It was two boys playing at cowboys and Indians. But now they are eating chocolate cake. Lucky boys. "Thank you mummy, I love chocolate cake."

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12b. Cowboys and Indians Activities

Pre-story Ideas

Listening games for the rooms of the house

Start by introducing the six rooms of the house with a basic listening game such as Show Me, followed by Little Worm, where the children wriggle over to a specified room picture. If six words are too many in one go then do three or four. Play as many listening games as you need to for the children to recognise and understand the rooms of the house. Other ideas for games are Go and Fetch or Roller Ball or Vocabulary Aim and Throw.

Introduce the nouns cowboy and indian

Introduce cowboy and indian and play Musical Cushions where the rooms of the house are safe. The children can be Indians. When the music stops call out; "Here come the cowboys!!" The children have to run to a room picture for safety

Variant: Once you have played that for a few minutes complicate it. The children must run from cowboys and Indians but not from family members. So you stop the music and call out; "Here comes mother!" The children must not jump on a room picture or cushion. But if you say, "Here come the Indians!" then the children do jump on a room or cushion. That allows you to revise the family members from story 11 while practising cowboys and Indians.

Another variant is to say; "The Indians are in the bedroom!". This means that the children must jump on any room except the bedroom, as that is where the Indians are! Be careful not to make it too scary for the three and four year old children as you do not want them having nightmares! And this really is an issue, so perhaps you could sit down afterwards and invite the Indians to tea, and let them say hello and kiss the children.

Play further listening games from steps one and two in the games book as needed until you see that most of the children understand and recognise the rooms of the house and the words cowboys and Indians. Playing a miming game allows you to see this. For example tell the children to mime being cowboys, then Indians, then being in the bedroom, the kitchen etc. Children can mime sleeping for the bedroom, eating for the kitchen and whatever actions they think of for the other rooms. You can give them ideas by demonstrating.

A variation on a miming game is to tell the children to mime being in a room, such as the bedroom. Count to five out loud and say Freeze! The children must freeze in their position. Anyone moving has to sit down, or do a little forfeit, or you can play on.

Dark and Light

For dark and light show the children the meaning by turning the lights on and off. The children hide their eyes with their hands for dark or put a cloth or article of clothing over their heads. They may laugh if you put a cloth over your head! You can then play a miming game where you call out dark and light and the children do the action. After a minute include hot and cold by way of revision from story one and

let the children mime that too along with dark and light. Three to four minutes are enough in total.

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Ideas During Story Telling

Read this out with a mysterious voice until pictures 6 and 7, where you use a very bright voice. Use any props you have to hand to make sound effects. In the second reading let the children find the cowboy and the indian in each picture. This is quite hard for three year old children so you may have to give them clues in their native language (if you speak it) or failing that, point things out to them.

After a few readings let the children mime the room the cowboys and Indians are in as you tell the story. Encourage the children to join in with the sound effects of the fighting. It is not recommended to let the children pretend to fight as the boys will certainly become over-excited.

Place large pictures of the rooms about the floor. As you tell the story let the children run to the room you mention. If you have too many children to do this divide up the group and tell the story twice. If that is not possible then place the room pictures on the walls and let the children point to the correct picture as you name it. For the last picture the children can mime eating chocolate cake and rubbing their tummies.

The key is that your audience participates in the story-telling, as sitting passively is not the best learning method.

Post-Story Ideas

Speaking Miming Game

Divide the group into two. Half the children sit down at the edge of the room and half stay standing in a space. Show those standing one of the rooms of the house without the other half seeing the picture. Allow ten seconds for the children standing to mime being in that room. Then say Freeze! At that point the children seated must call out the room. The first child to call out the room stands up and joins those miming and one of the children miming sits down. This way you will prevent one or two children from stealing the show and naming the room every time.

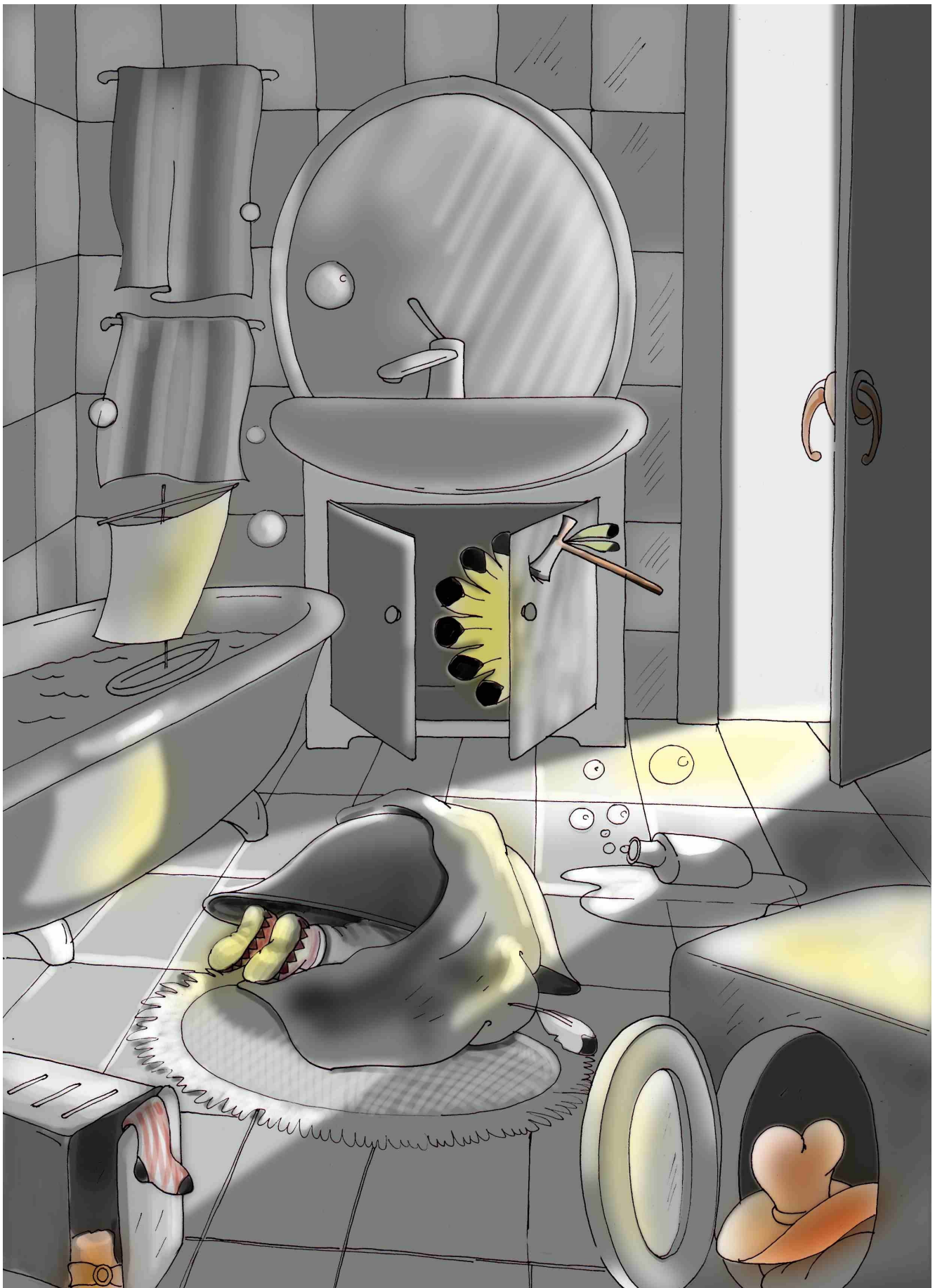
Give out the black and white pictures and let the children colour them in. Then have the class put their pictures in order of the story as you tell it.

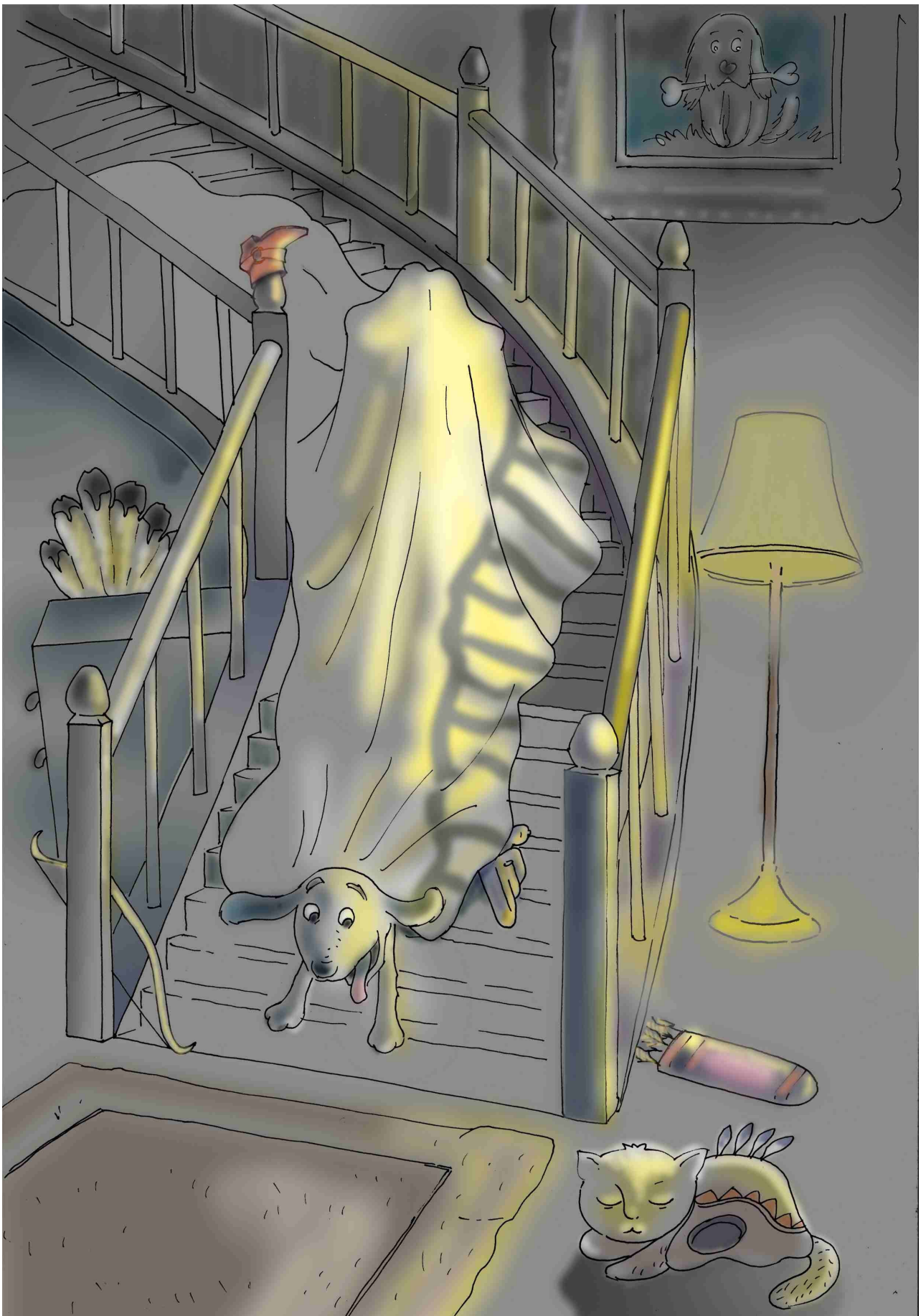
Try the Sorting game or Delivery Boy where the children sort out rooms of the house from family members or another vocabulary theme. Play Egg and Spoon with the rooms of the house if you need a game with movement or Stepping Stones for something quieter, or Find the Pairs Memory Game for something completely calm.

You may also like to use the Bingo game for story 12 which focuses primarily on rooms of the house and includes some revision from other stories.

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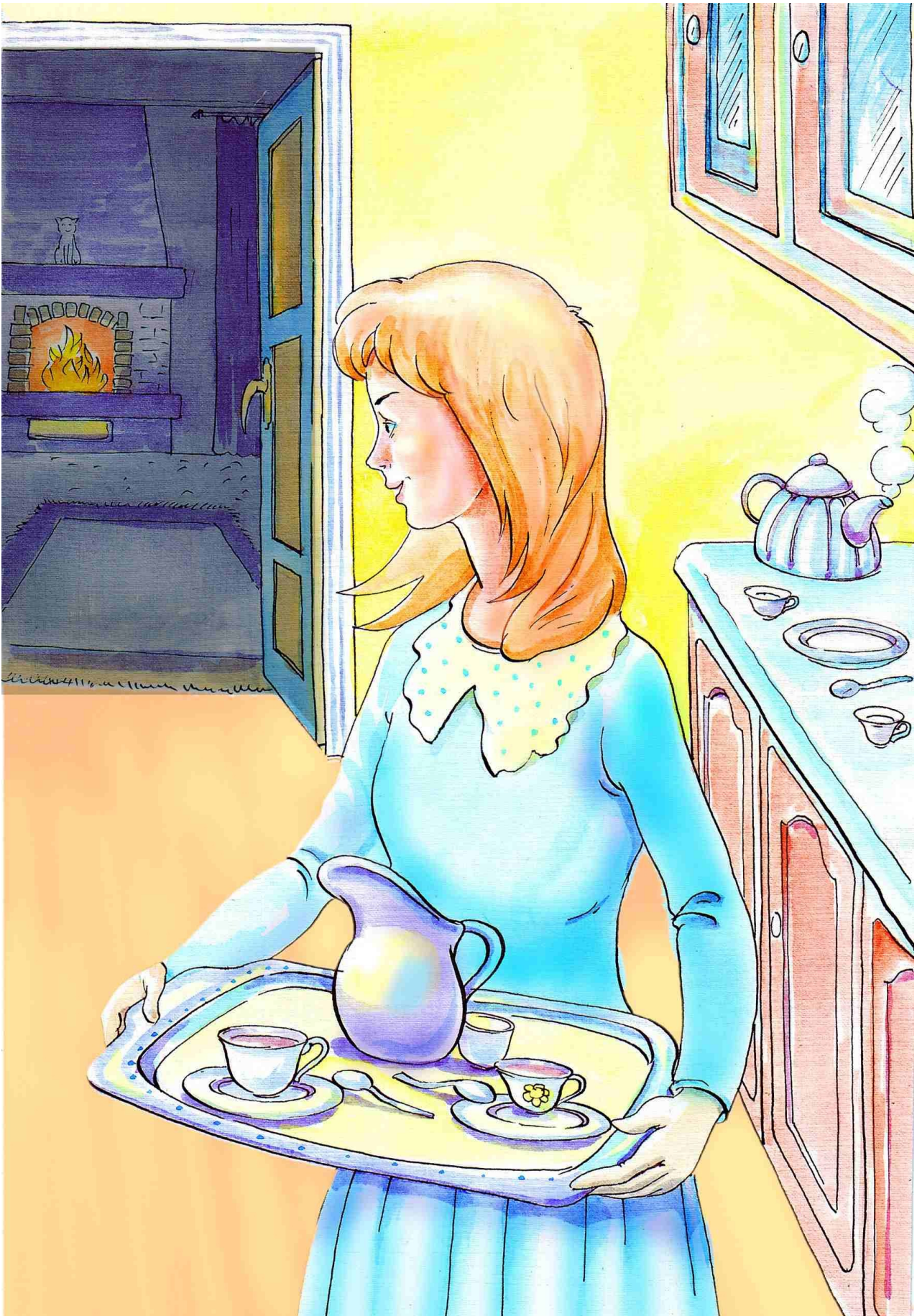






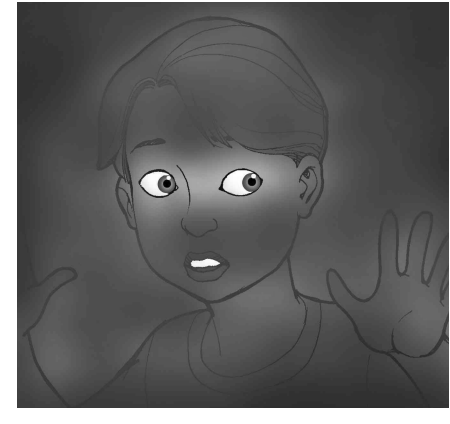
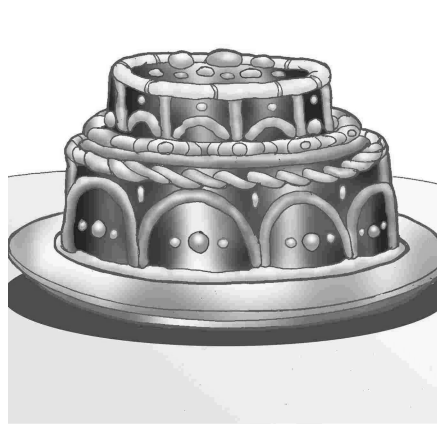
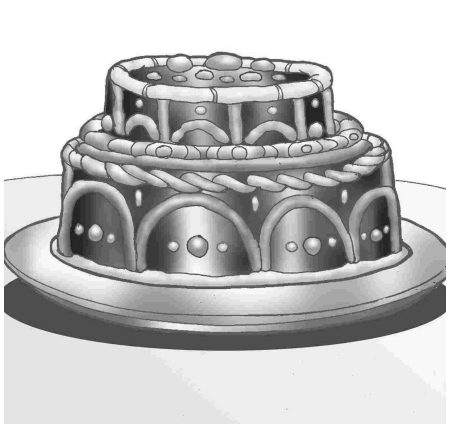
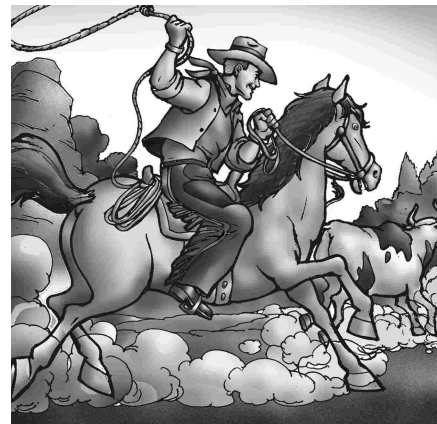








Bingo - Top



Story Texts to stick on back of Illustrations

Picture 1

It's very dark in the
bedroom, but you can
hear the cowboys and
Indians fighting.

Pow pow pow!

Picture 2

It's very dark in the
bathroom, but you can
hear the cowboys and
Indians fighting.

Splash, splash splash!

Picture 3

It's very dark on the stairs, but you can hear the cowboys and Indians fighting.

Bump bump bump!

Picture 4

It's very dark in the hall, but you can hear the cowboys and Indians fighting.

Crash crash crash!

Picture 5

It's very dark in the living room, but you can hear the cowboys and Indians fighting.

Bang bang bang!

Picture 6

"It's tea time", calls mother.

Picture 7

It's very light in the kitchen and you can see the cowboys and Indians eating their chocolate cake.

"Thank you mummy, I love chocolate cake."