



It was the night of the Pony Party, and the ponies were very excited. They wanted to have a great night!

CEFR Level A1+
YLE Movers
Text type: modern story
Word count: 653
Lexile measure: 490L

Lesson objectives

Vocabulary focus

Party: *apple pie, cake, floor, flower, pillar, prince*
Verbs: *dance, do, find, fly, have (fun), meet, sell, sing, speak, stay, try*
Adjectives: *angry, beautiful, boring, excited, frightened, great, happy, interesting, little, nice, red, sad, terrible*
General: *animal, carriage, forest, magic*

Grammar focus

want + infinitive

Reading skills

Identifying characters

Cross-curricular connections

Art (design an invitation)
Music (song)

Resources

Reader
Activity Book
Flashcard download 1–16
Audio download (UK/US) tracks 1, 3, 4

Timing: 40–60 minutes

This is to be used as a general guide and will depend on group size, the pace of learning, and the children's language ability.

We would suggest 10 minutes for **Before reading**, 20 minutes for **During reading**, and 10 minutes for **After reading**. Additional time can be used for further activities.

Lesson plan

Before reading

Show the children the cover of the Reader, but hide the title. Ask: *What are they?* and establish that they are ponies. Then ask: *What are their names?* Introduce the characters if necessary. If the children are familiar with them, ask: *Do you know any other stories about these ponies?* Ask more questions, for example:

How many ponies are there? What colors are they? Where are they? Are they having fun?

Reveal the title and establish that the ponies are at a party. Ask: *Do you like parties?*

Ask the children to look at Reader pages 4–5. Show them the characters and ask: *How many ponies can you see?* Describe a character, and ask the children to identify them. For example, say: *This pony has pink hair*, and elicit *Fluttershy*. Repeat for the other characters and make sure the children understand all the vocabulary items.



During reading

Read out or play the recording of the story (Audio track 1). Ask the children to follow in their books. Every few pages, stop and ask questions about the characters. Encourage the children to use *want* + infinitive. For example, after Reader pages 12–13, ask: *What does Fluttershy want to do at the party?* and elicit *Fluttershy wants to meet all the little animals.* Encourage children to give complete answers.



example: *“I want to sell all my apple pies and cakes”.* The team with the Applejack word card should put up their hands. For an extra point, the team can give more information about their character, for example: *Applejack wears a hat.*

The children can do the following activities to focus on identifying characters:

- Reader activities: 1, 16
- Activity Book activities: 1, 6, 11 (Audio track 3), 12

The children can do the following activities to practice *want* + infinitive:

- Reader activities: 5, 7, 8, 9, 11
- Activity Book activities: 3, 7, 13

Play the song (Audio track 4) on Activity Book page 16. Divide the children into two teams. Ask one team to stand up when they hear *great night* or *terrible night*, and the other team when they hear *Pony Party*.

Read out or play the story again. Stop after Reader page 30, and ask: *Why do the ponies look angry?* Check the children’s understanding of why each pony did not have a great night. For example, ask:

- What happened to Pinkie Pie?*
- What happened at the end of the Pony Party?*
- Was Princess Celestia angry with the ponies?*



Differentiation

Extra support

Before the children do the Reader and Activity Book activities, create and display word cards with the names of each of the ponies. Elicit information about what each pony looks like and what he or she wants to do at the party.

Extension

Fast-finishers can design an invitation to the Pony Party from Princess Celestia. The invitation should include information about where the party will take place, the date and time, and can be illustrated with a picture of one of the ponies.

After reading

Divide the children into six teams and using Flashcards 1–6, give a card to each team. Read out something that a character said, for