



Moomin saw a beautiful pebble. It was like a shining star. “Is my pebble a star? Do I have a wish? What is a good wish?”

CEFR Level A1  
 YLE Movers  
 Text type: modern story  
 Word count: 563  
 Lexile measure: 360L

## Lesson objectives

### Vocabulary focus

Adjectives: *beautiful, good, happy, hot, little, nice, sad, small, white*

Environment: *lake, pebble, shooting star, sky, star*

Verbs in the past simple: *could, enjoyed, found, had, looked, made, said, smiled, thought, told, took, wanted, was*

General: *family, picnic, problem*

### Grammar focus

Past simple

Adjectives

### Reading skills

Identifying characters

### Cross-curricular connections

Art (drawing characters)

Social studies (family)

Music (song)

### Resources

Reader

Activity Book

Audio (UK/US) tracks 1, 3, 4

Flashcard download 1–13

### 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.

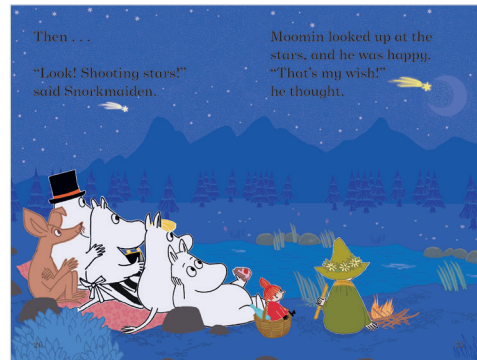
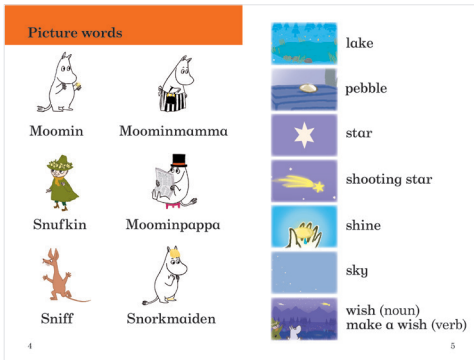
## Lesson plan

### Before reading

Show the children the cover of the Reader but hide the title. Ask: *Who can you see?* If the children don’t know the characters, point to them and say: *This is Moomin. This is Snufkin.* Establish that Moomin and Snufkin are friends. Ask more questions for example: *Is it day or night? What can you see?* and elicit *trees, mountains, stars*. Point to the shooting stars and explain the meaning. Ask: *Have you ever seen a shooting star?*

Reveal the title and read it out. Make sure that the children understand the meaning of wish. Ask: *Have you ever made a wish? What did you wish for?*

Ask the children to look at Reader pages 4–5 and introduce the other characters and vocabulary. Make statements about the characters and ask the children to guess which one you are referring to, for example: *He is reading a newspaper. She has yellow hair.*



Then hold up Flashcards 1–6 one by one, but with the names of the characters covered. Ask the children to name the characters without referring to their books.

### During reading

Read out or play the Audio recording of the text (track 1) and ask the children to follow in their books. Every few pages, stop and focus on the characters and what they did. Encourage the children to reply using the past simple tense. For example, after Reader pages 20–21, ask *What did Moomin look at in the sky?* Focus on the dialogue and ask: *What did Snufkin tell Moomin to do? What did Moomin say?*



Read out or play the recording of the text again. Continue asking questions about the characters. Stop at pictures of characters and scenes and elicit adjectives which go with them. For example, after Reader page 25, ask: *How did Moomin feel?* and elicit *sad*. After Reader pages 26–27, elicit *white, brown, black, green, yellow, red, warm, happy*.

### After reading

Divide the children into teams. Gradually reveal Flashcards 1–6 but hide the names. Ask: *Who is this?* Award points for correct answers. For extra points, give each team a Flashcard in turn. Ask them to look back through the story, and tell you three things about that character. For example, for Snufkin: *He has a green hat. He has an orange tent. He plays music.*

Talk about the story with the children. Ask: *Do you ever go on picnics? Do you like them? What do you eat/drink on picnics?* Discuss Moomin's wish. Ask: *Did you like Moomin's wish? What wish would you make if you were Moomin?*

To finish, play the song (Audio track 4) on Activity Book page 16. Encourage the children to listen and join in.

### Differentiation

#### Extra support

Display Flashcards 1–6 again with each name covered. Ask the children: *Who is this? What do they look like?* Select some Reader pages which show two or more characters and help the children identify them, for example, Reader pages 24–25.

#### Extension

Fast-finishers can work in pairs to play a game of Hangman based on the characters, items, and adjectives from the story.