BBC Northern Ireland Learning

Na Dódaí

**BBC2 NI
Tuesdays
10.50-11.05 am**

Programme 10: A new pet

27th March

PROGRAMME INFORMATION

Nóra has a surprise for the twins - a new pet. Naoise knows what it is, but the others have to guess. They sing a guessing song before they meet their two new rabbits, Cathal and Coco.

The magic bubble machine shows us how other children take care of their pets, giving them water to drink and the right food to eat.

After this, Nóra tells them a story about Ciarán and his dog Rua, and they learn how important it is to take proper care of their pets.

Then they get food and water for the rabbits. Naoise tries to help, but learns that they don't eat ice cream or yoghurt, and that they like fruit and vegetables.

The twins tell him that even though they have new friends, Naoise is still number one. But Naoise is sad - he has no pet of his own.

Nóra has one more surprise - a special pet for Naoise, a caterpillar.

They do their butterfly dance before they say goodbye to their friends.

LEARNING OUTCOMES

- **Language development**

New vocabulary relating to pets and animals is introduced.

- **Personal development and movement**

'Na Dódaí' learn how to take proper care of their new pets – through the introduction of the rabbits, in the VT and in storytime, they learn about how important it is to take responsibility for a pet.

They learn about difference and similarity.
They also learn the importance of friendship and sharing and understanding another person's feelings.

- **Numeracy**

The difference between bigger and smaller, older and younger is discussed.

- **The Arts**

As they try and guess the identity of their new pets, music, humour and drama are combined in a fun guessing game.

Na Dódaí

- **The world around us**

Different animals are featured, rabbits, dogs, birds and a caterpillar and butterfly.

SUGGESTED ACTIVITIES

1. Paint or draw a number of different pets – dogs, cats, rabbits, goldfish etc.

2. Guess the pet – using the pictures painted by the children, they have to guess which pet. Working in groups, two children have the answer, two have to guess – they can use mime, gesture and verbal clues.

3. Using models or drawings, work through the life cycle of a butterfly – starting out with eggs laid on a cabbage leaf, through to caterpillar, chrysalis and finally butterfly.

4. Using ping-pong balls or old egg boxes painted green, make a giant caterpillar, one link for each child in the class.

5. Using an old sock, stitch down two 'ears' and glue on fabric pieces for eyes, whiskers etc. – make one each for Cathal and Coco. Make their 'hutch' from a cardboard box – this will cover the children as they manipulate the puppets. The children then have to answer questions about what the rabbits would like to eat for dinner.

6. Using paper doilies, placed on sheets of paper, paint one half of each circle with different coloured paint then fold the sheet of paper down the middle – now hang the doiley 'butterfly' from wire or string and suspend from the ceiling.

Story 10
– Irish version

Rua an t-ainm atá ar an mhadadh bheag seo.
Tá sé ina chónaí le gasúr beag darb ainm Ciarán.

Tá grá mór ag Ciarán do Rua.
Tugann sé aire mhaith dó.

Gach oíche, cuireann Ciarán Rua a luí
ina theach beag féin agus druideann sé an geata
sula dtéann sé féin a luí.

Lá amháin, tagann bronntanas do Chiarán.

Ríomhaire atá ann!
Bíonn sé ar an ríomhaire nua
leathuair a chloig gach lá.

Gach lá, nuair a thagann Ciarán abhaile ón scoil,
bíonn Rua ag fanacht air. Ag tafann agus ag léim, ar bís le Ciarán a fheiceáil.

Ach anois, tá dearmad déanta ag Ciarán ar Rua.
        Ritheann sé díreach isteach chuig an ríomhaire nua.

Níos moille, ag am luí,
tá Ciarán go fóill ag smaoineamh
ar an ríomhaire agus déanann sé
glan dearmad an geata a dhruidim.

Nuair a mhusclaíonn Ciarán ar maidin,
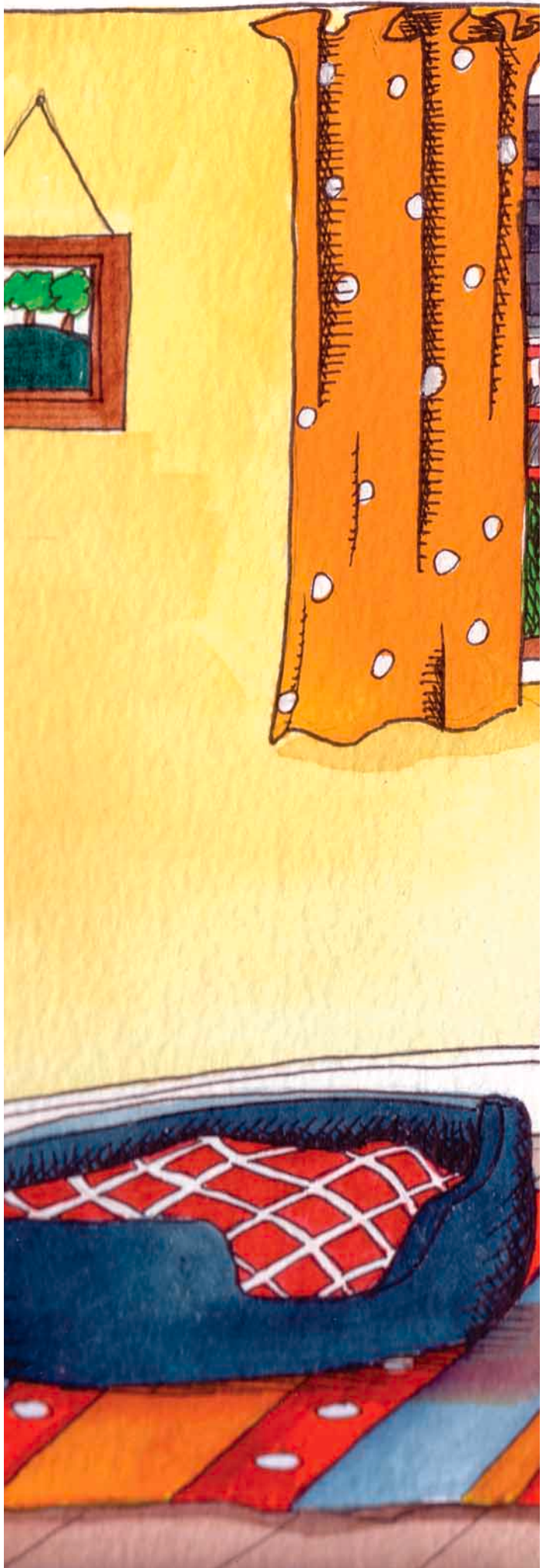ní chluineann sé Rua ag tafann.

Tá Rua…

Ar shiúl!

Amharcann Mamó agus Ciarán i ngach áit.
Ach níl Rua le feiceáil in áit ar bith.
 Agus scairteann siad beirt os ard:
"A Rua, a Rua, tar ar ais, a Rua!"

Cuidigí le Mamó agus Ciarán.

"A Rua, a Rua, tar ar ais a Rua!"

Ach go fóill, ní thagann Rua ar ais.

Tá sé ag éirí dorcha agus
tá Ciarán bocht croíbhriste.
"Amharcfaimid arís amárach," arsa Mamó.

Go tobann cluineann Ciarán fuaim,
agus ritheann sé ar aghaidh chuig a
theach féin,
ar nós na gaoithe.

Cad é a chluineann sé?
Rua! Ag tafann go sona sásta.
"Ní dhéanfaidh mé dearmad ort arís," arsa
Ciarán.

Story 10
– English version

This dog's name is Rua and he lives with a little boy called Ciarán.

Ciarán loves Rua.
He looks after him well.

Every night, Ciarán puts Rua into his kennel to sleep and closes the gate before going to bed himself.

One day, a present arrives for Ciarán.

It's a computer!

He can play on it for half an hour every day.

Every day, when Ciarán comes home from school,
Rua is waiting on him.
Barking and jumping, excited to see him.
But now, Ciarán has forgotten Rua,
he runs in to the new computer.

Later, when it's time to put Rua to bed,
Ciarán is still thinking about the computer
and he completely forgets to close the gate.
When he wakes up in the morning,
he doesn't hear Rua barking.

Rua is......

Gone!

Granny and Ciarán look everywhere.
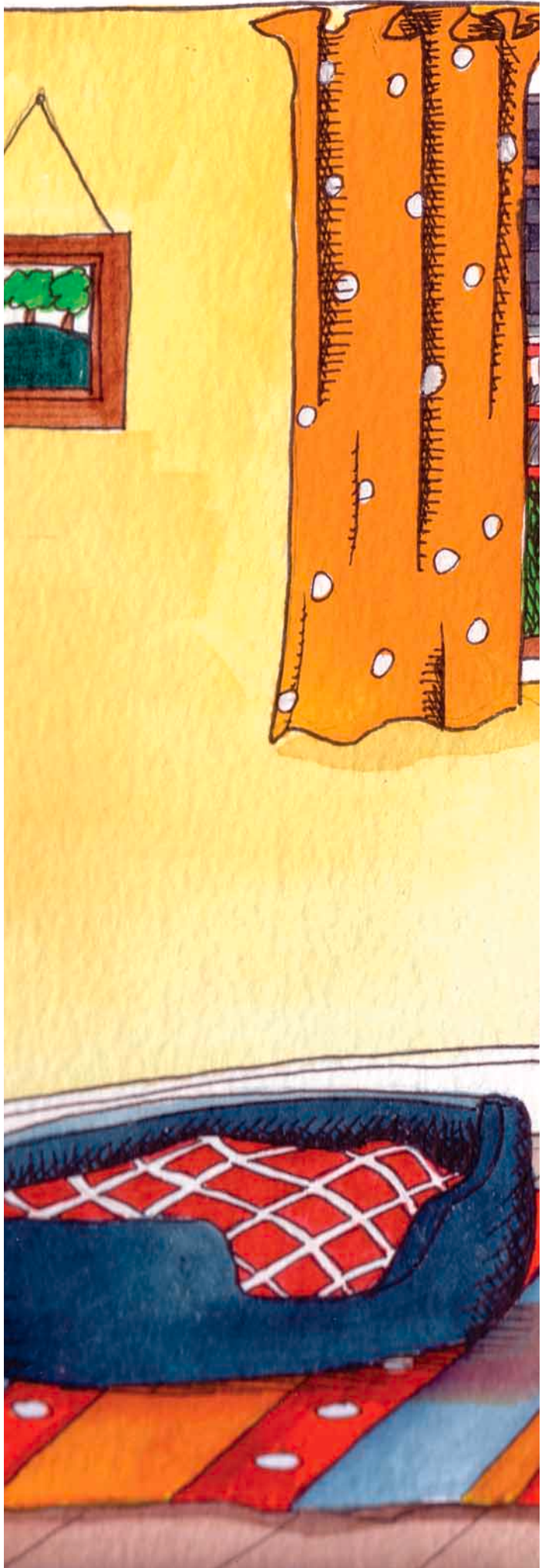But Rua is nowhere to be found.

Let's help Granny and Ciarán

"Rua, Rua, come back Rua!"

But still, Rua does not come back.

It's getting dark and Granny says
they can look again in the morning.
Ciarán is heartbroken.

Suddenly Ciarán hears a noise he recognises.
His heart jumps and he runs quickly to his house.

What does he hear?

Rua! Barking happily!

Ciarán says, "I will never forget you again."