

# MYTHICAL CREATURES

## Lesson Plan

### Capture the Unicorn

Lesson Plan for *Unicorns*

Grade 2

#### Objective

To have students identify reasons behind a key idea from a book about unicorns and to play a game based on this idea.

#### Things Needed

- *Unicorns* book
- A large, open area for an active game
- One belt with a detachable flag

#### Before the Activity

Read *Unicorns* out loud as a class. Choose a different student to read each spread.

#### Activity

Legends about unicorns say they are hard to catch. Ask students to list some facts about unicorns from the book that explain why this is. (Sample Answers: Unicorns run very fast. Unicorns have magic.)

Today, students will play a game based on these legends. First, choose one student to be the unicorn. Give this student a belt with a detachable flag. The student should put the belt on so the flag hangs down like a tail. Next, bring the class to the open area. Ask the class to turn around and close their eyes. The unicorn will find a place to hide. When the unicorn has found a spot, allow the rest of the students to turn around. When you say go, the students should search through the open area to find the unicorn. After students find the unicorn's hiding place, they should run after the unicorn and try to grab the flag off the belt.



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**Evaluation**

The game ends when a student catches the unicorn by grabbing the flag. To play again, have another student put on the belt to become the unicorn.

**Standards**

This lesson plan may be used to address the Common Core State Standards' reading standards for informational texts, grade 2 (RI 2.8, 2.10).

