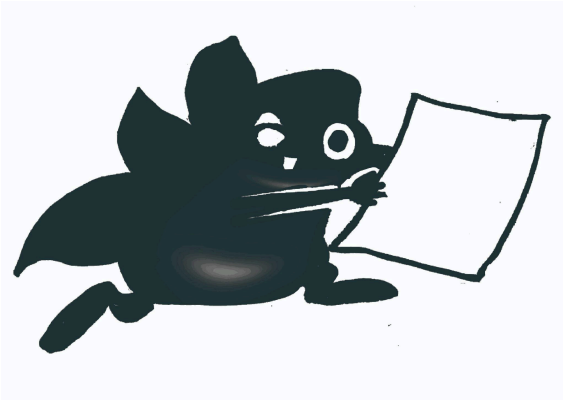
Jockey Club
Learning Chinese Culture through
Arts Tech Theatre Programme Phase Two

Organised by Funded by

The Hong Kong Jockey Club Charities Trust

Calligraphy Lesson Plan (Teacher's Version) | Level: Kindergarten

Unit 4: The Style of Scripts (Characters Get Dressed)



Target Group: K3

Suggested Duration: 25 minutes per lesson

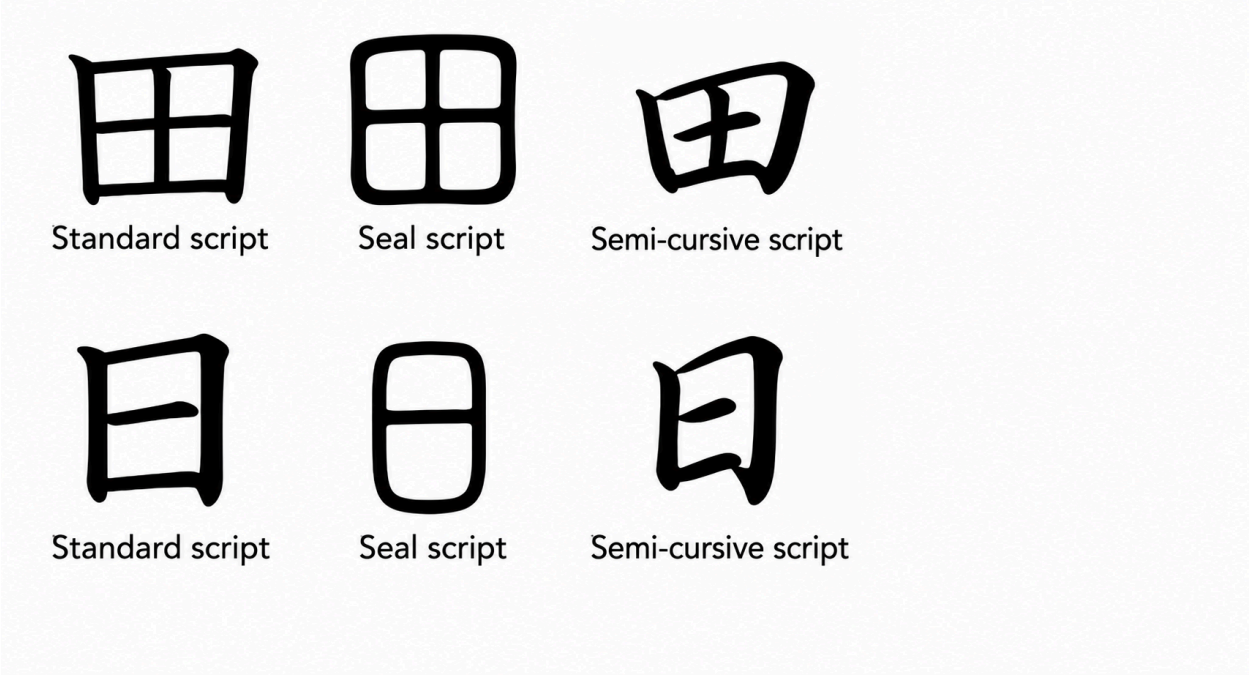
Key Learning Point: Understand that the same character can wear different "clothes", and use simple words to describe how a script feels (round, square, fast or slow).

Lesson Flow:

1. Introduction (about 5 minutes)

・Tell the story "The Character Baby's Wardrobe": today, the character wants to try on different clothes.

・Show several forms of 「日」 and 「田」 in Standard, Seal and Semi-cursive/Cursive scripts. Invite children to describe them as "round", "flat" or "like they are running".



2. Script Transformations (about 5 minutes)

・Introduce the scripts through simple images: Seal script is like ancient clothing; Clerical script is flat and wide; Standard script is neat and tidy; Semi-cursive script walks quickly; and Cursive script runs very fast. Children only need to experience the differences, not memorise the names.

・Show simple characters with clear visual differences, such as 「人」, 「中」 and 「水」 in Standard, Seal and Semi-cursive/Cursive scripts.

3. Moving Like the Scripts (about 10 minutes)

・When you say "Standard script", children stand straight and still; for "Semi-cursive script", they walk slowly; for "Cursive script", they make a running motion. Remind them to move safely.

4. Summary (about 5 minutes)

・Ask: Does your mood today feel more like Standard, Semi-cursive or Cursive script? Share using words such as "fast" or "slow".

Jockey Club
Learning Chinese Culture through
Arts Tech Theatre Programme Phase Two

Organised by Funded by

The Hong Kong Jockey Club Charities Trust

Worksheet

Unit 4: Characters' Clothes | Level: Kindergarten

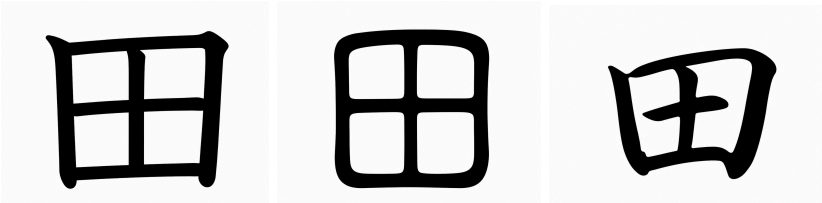
Name: _____ **Class:** _____ **Date:** _____

1. Look and Choose

Your teacher will show several forms of the same character.

Circle:

- the one you think looks the neatest.



- the one you think looks most like it is running.

2. Draw the Clothes

Give one character two different outfits: one "neat and tidy" and one "running fast".

Use different colours to show fast and slow.