

1

Teacher's notes

Reinforcement worksheet 1

- Pupils look at the characters and say their correct names. Pupils then colour in the characters and the backgrounds. They cut them out and use them as bookmarks. See also Extension worksheet 2, *Optional follow-up activity*.
- **Optional follow-up activity:** Pupils work in pairs, A and B. Pupil A lifts up one of the bookmarks and Pupil B says *Hello* to the character, e.g. *Hello, Marie!* Pupils A and B exchange roles.
- **Optional audio activity:** Play the audio (Track 2). As they listen, pupils lift the character who has been named and repeat the greeting.

Key: 1 Hello, Marie! 2 Hello, Monty! 3 Hello, Marie!
4 Hello, Maskman! 5 Hello, Maskman! 6 Hello, Monty!

Reinforcement worksheet 2

- Pupils look at the faces and use their fingers to trace over the example. They then use a pencil to draw the noses. When they have drawn all six, they colour in the faces and add hair. Encourage them to be original!
- **Optional follow-up activity:** Pupils work in pairs, A and B. Pupil A points to a face and Pupil B says the number. Pupils A and B exchange roles.
- As part of your assembly routine, when you count how many pupils are absent, you can draw (or ask a pupil to draw) the number face on the board.
- **Optional audio activity:** Play the audio (Track 3). As they hear a number, pupils find the face and trace over the number with their fingers.

Key: 5, 2, 3, 6, 1, 4.

Extension worksheet 1

- Copy onto thin card for best results. Pupils colour and cut out the birthday scene and the number wheel. Help them cut out the shaded area in the birthday scene. Help pupils fix the number wheel to the back of the card using a split paper fastener. Push this through the cross in the birthday scene and then through the cross in the middle of the number wheel. If it is easier, pupils can use a pencil to make the holes. Say a number. Pupils move the number wheel so that the number is showing. Ask *How old are you?* Pupils answer with the visible number. They then repeat the exercise in pairs.

- **Optional follow-up activity:** Pupils choose a number and move the number wheel accordingly. Say, e.g. *I'm three. If your number is three stand up.* Repeat with other numbers.

Extension worksheet 2

- Pupils look at the pictures. They listen to the story frame by frame (Track 4) and point at the picture that goes with it. As they hear each frame, pupils write the number in the correct picture. Play the audio again so they can follow the story.

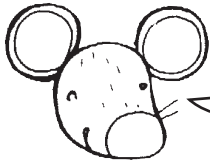
Key: 2, 5, 3, 6, 4, 1.

- **Optional follow-up activity:** Pupils can use the characters from Reinforcement worksheet 1. Divide the class into three groups and give each group one of the three cut-out characters. Play the story. Pupils in each group lift their character when their character speaks.

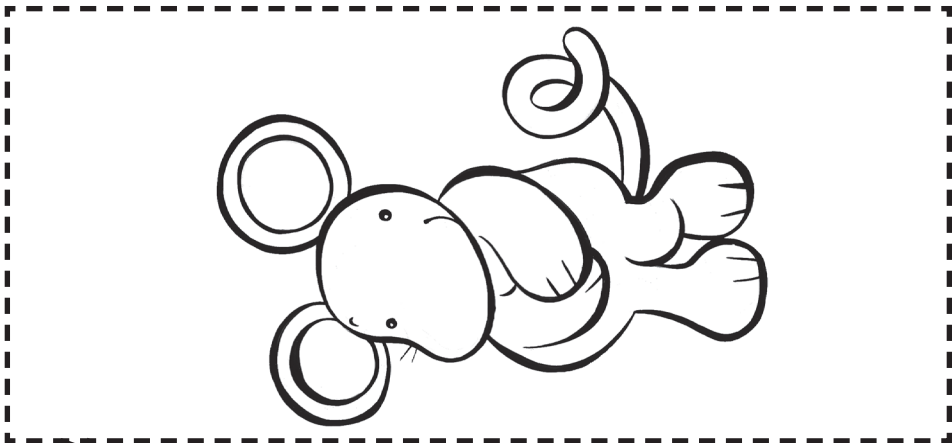
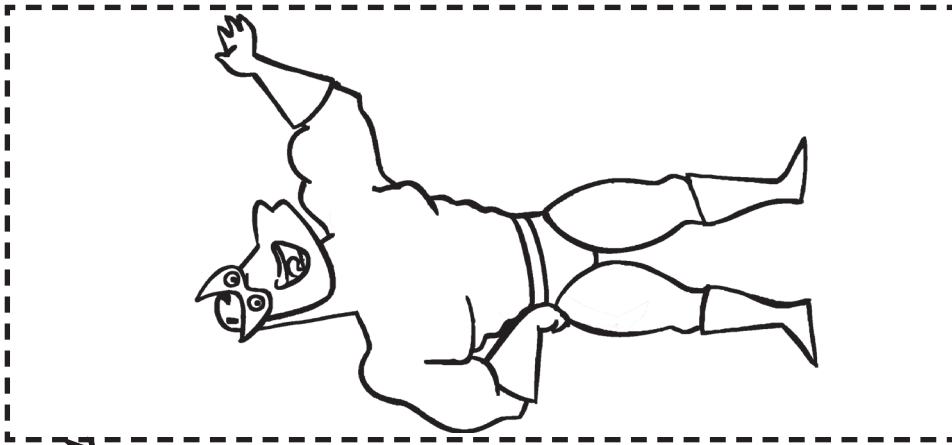
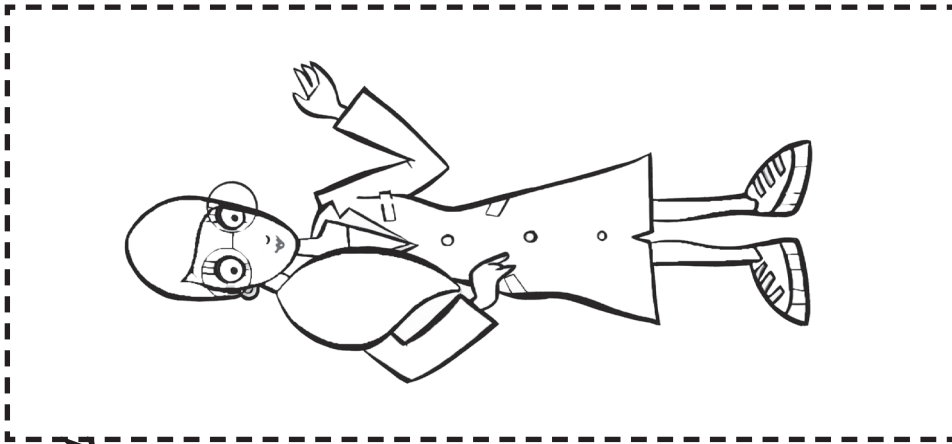
Song worksheet

- Prepare a set of cards in advance. Show one of the owls and ask *How old are you?* Imitate the owl's answer, e.g. *I'm five.* Repeat with another number then give the remaining cards to four pupils and ask them to answer with the age of the owl they are holding. Take the cards back and fix them to the board. One of them should be face down (so that the image is hidden). Point at the hidden owl and ask *How old are you?* Pupils look at the remaining owls. They work out the age of the hidden owl and answer. Pupils sing the song (Track 5), pointing at each answering owl on their worksheets.
- **Optional follow-up activity:** Pupils decorate and cut out the cards. Pupils work in pairs, A and B. Pupil A points to one of the owls and asks *How old are you?* Pupil B answers. Pupils A and B exchange roles.

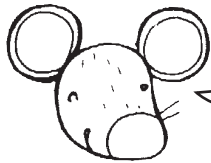
Reinforcement worksheet 1



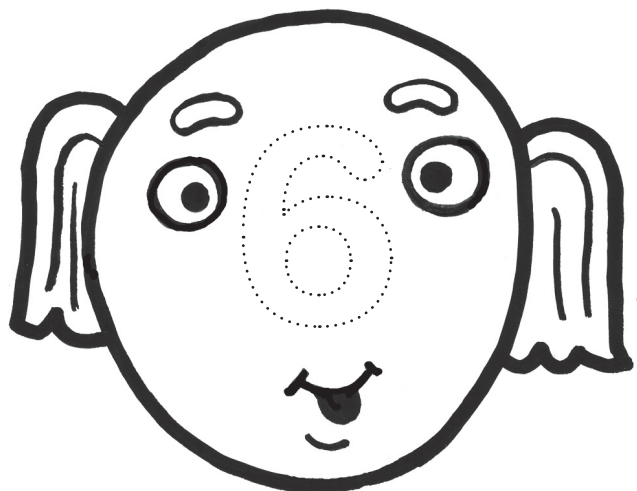
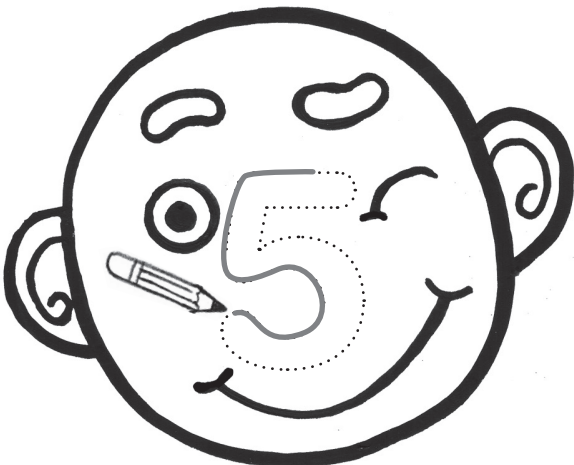
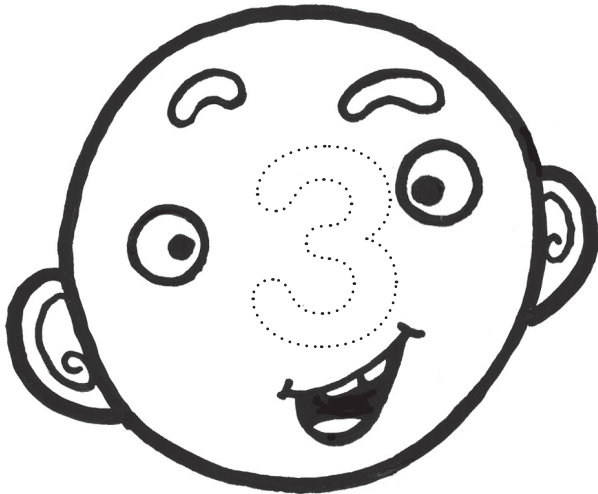
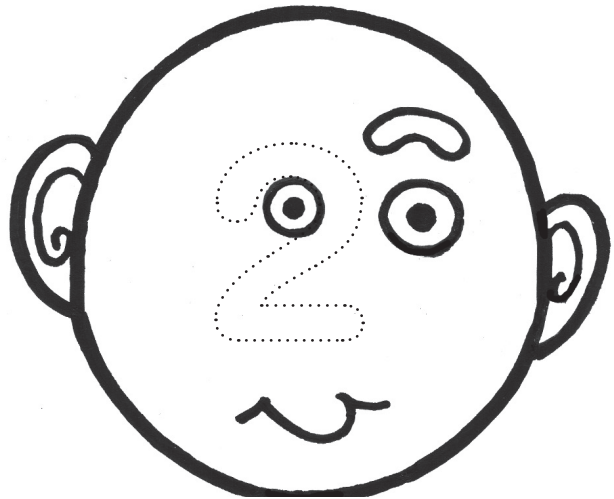
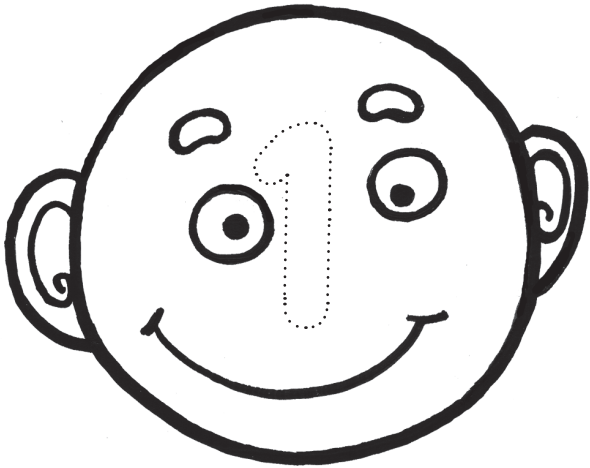
Look, colour and cut.



Reinforcement worksheet 2



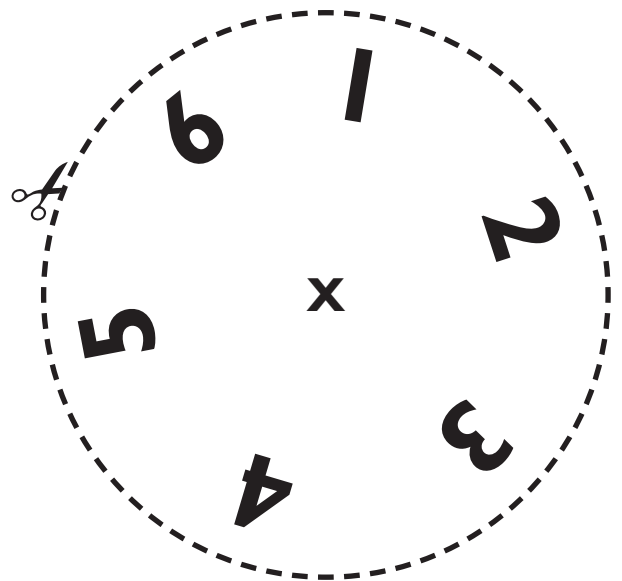
Trace and colour.



Extension worksheet 1



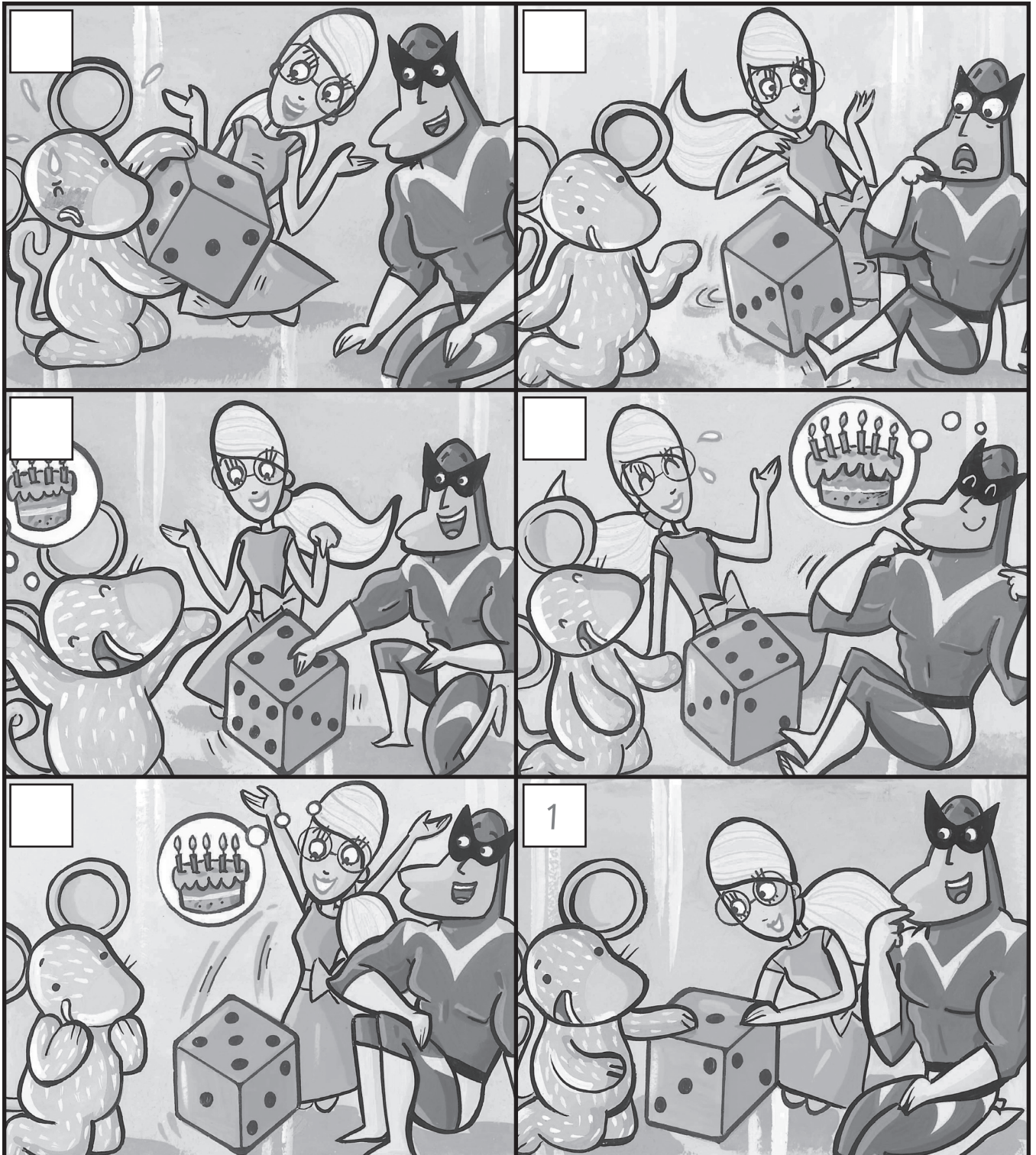
Make and play.



Extension worksheet 2



Listen, point and write.



Unit
1

Song worksheet



Play, point and sing.

