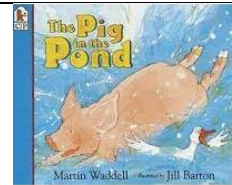









Stephen Hawking Outreach Multisensory story plan


Text/Story: <i>The Pig in the Pond</i> by Martin Waddell							
Focus 1: Multi-sensory prompts:  <p>Plastic pig Bowl or tray of water</p>		Focus 2: Multi-sensory prompts:  <p>Hot water bottle or microwaveable equivalent Cold water (ice cubes added then melted?)</p>		Focus 3: Multi-sensory prompts:  <p>Plastic pig and ducks/geese Bowl or tray of water</p>		Focus 4: Multi-sensory prompts:  <p>Recordings of animal sounds- pig, duck, goose. Plastic pig, duck, goose or pictures / puppets of these.</p>	
Child Explore playing with the pig and putting it in and out of the water.	Adult: Observe and comment on child's play. Highlight key words and signs below. Look at the front cover and first page 'This is the story of Nelligan's pig'	Child: Explore the hot water bottle. Explore the cold water. Find the appropriate prop when the words hot or cool appear on this page of the story	Adult: Use the words 'hot' and 'cool' Read up to 'They were cool on the water in Nelligan's pond'	Child: Explore playing with the pig and ducks/geese and putting them in and out of the water. Explore splashing self and adult.	Adult: Comment on child's play. Encourage child to splash the water, dropping the pig into the pond. Use the key word 'splash!' Read up to 'SPLASH, SPLASH, SPLASH!'	Child: Listen to animal sounds and choose which animal is making them. Repeat several times. Explore making the sounds with their mouth when playing with the props/plastic animals.	Adult: Play animal sounds in random order and use question "Who is that?" Model making animal sounds with mouth. Read up to 'which means very loudly the pig's in the pond!'

Key phrase (signs highlighted) Pig, water, pond		Key phrase (signs highlighted) Pig, geese, ducks, pond, hot, cool, water		Key phrase (signs highlighted) Pig, pond, ducks, geese, water, splash		Key phrase (signs highlighted) Pig, goose, duck, oink, honk, quack.	
Focus 5: Multi-sensory prompts:  <p>Range farm animals (plastic, soft, puppets or a combination)</p>		Focus 6:  <p>Bag or box with clothes inside and a large picture of Nelligan with his name on it. Hat, shirt, stripy socks, boots or wellies for Nelligan.</p>		Focus 7:  <p>Bag or box with clothes inside and a large picture of Nelligan with his name on it. Hat, jacket, stripy socks, boots or wellies for Nelligan. Range farm animals (plastic, soft, puppets or a combination) Bowl or tray of water</p>			
Child: Explore the animals. Name where this happens independently. Make animal sounds where this happens independently.	Adult: Comment on child's play, naming animals as child handles them and making their sounds. Read up to 'And then'	Child: Explore putting on and taking off Nelligan's clothes.	Adult: Comment on clothes and name as child puts them on. Say the name 'Nelligan' when the child is dressed. Read up to 'What happened next?'	Child: Explore putting on Nelligan's clothes and putting all the animals into the pond with a splash.	Adult: Comment on child's play, modelling sentences such as "Splash! in went the pig". Take photographs to make a book.		

Key phrase (signs highlighted) Pig, goose, duck, oink, honk, quack. Cow, sheep, hen, goat, cat, dog Moo, baa, cluck, miaow, woof	Key phrase (signs highlighted) Nelligan, farmer, hat, shirt, boots.	Key phrase (signs highlighted) Pig, goose, duck, Cow, sheep, hen, goat, cat, dog Pond, water, splash.			

Further literacy activities:

- Make simple puppets and create a simple version of this or another familiar story.
- Explore a range of pig stories:



- Make a flap book to show different animals in the pond (under the flap). Extend to build sentences- 'The xxxxxx's in the pond.'
- Visit a real farm (Spitalfields, Mudchute, Stepney etc.) and identify the different animals there. Take photographs and make a book about the animals.
- Make a collection of pictures and/or objects beginning with 'p' to put a pig in- park; pushchair; police car; paint pot; pool.
- Match speech bubbles with animal sounds to their owners.

Maths activities:

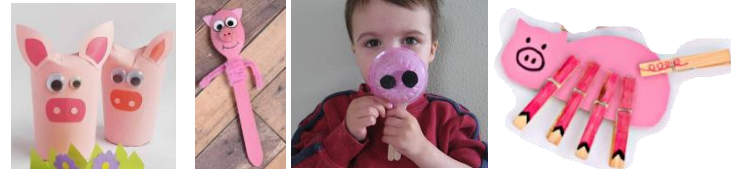
- Arrange animals in and out of the pond. Count animals in and out of the pond. Extend to create simple 'how many now?' problems.
- Create a pig using different sized circles.



- Explore positional language around the story and develop understanding of 'in' in a range of contexts e.g. put the pig in the pond/house/bag.

Fine Motor activities:

- Explore a range of pig fine motor activities



- Make a splash picture by splashing blue paint onto paper using droppers and flicking brushes.
- Practice dressing and undressing using Nelligan's clothes- button a shirt, put on socks, boots.