SILVER			<u>School</u>	name:		FOUNDATION F	PLANNING YEAR	<u>R A</u>			
		Theme: Playtime	1	Yea	r: 3/4		Term: Summe	er 2		Education Trust	0
ART	D&T	Geography	History	ICT	MFL X	MUSIC	PE & SPORT	PSHE/SMSC	RE	SCIENCE	

Lesson	Learning Objective and Success Criteria	Learning Tasks & Activities	Resources/ICT	Links to the Arts
1	 L.O. To learn how to say things you would find on a farm in <u>French.</u> Lesson 1: The farmer in his meadow Leçon 1: Le fermier dans son pré <u>Success Criteria:</u> 1. I must be able to say the names of people you would find on a farm in French. 2. I should be able to say the names of some animals you would find on a farm in French. 3. I could ask and answer a question in French. 	 Input: IWB LESSON: Present Vocab and Review Vocab IWB LESSON: Hit it! IWB LESSON: Question and Answer IWB LESSON: Song: 'Le fermier dans son pré' CLASSROOM ACTIVITY: Sing the song several times as a class. This well-known nursery rhyme is sung in many different languages around the world. "Qui" ("who") is a common question word. See p.53-54 of the Teacher Handbook for more French question words. "Est" ("is") comes from "être" ("to be") which is an irregular verb. See p.49 of the Teacher Handbook for more information on conjugation and irregular verbs. Task: <u>PRINTABLE</u>: Worksheet CLASSROOM ACTIVITY: There are actions to this song that the children may already know from singing the English version. Get the children to stand in a circle 	Salut! Software <u>Vocabulary</u> : <i>le fermier</i> the farmer <i>le pré</i> the meadow <i>la femme</i> the wife <i>l'enfant</i> (m) the child <i>le chat</i> the cat <i>la souris</i> the mouse <i>le fromage</i> the cheese <u>Question and Answer</u> : Qui est dans le pré? Who is in the meadow? est dans le pré. is in the meadow.	Song : 'Le fermier dans son pré'

holding hands. They select " <i>un fermier</i> " who stands in the middle of the circle. They then move around him singing the song. When they sing about " <i>la femme</i> " the farmer chooses another child to be the "wife" and to join them in the middle. The song continues with the last child chosen selecting the character from the next verse. The child who plays " <i>le fromage</i> " is the farmer in the next round.	
Plenary: Try singing or saying the song with the lyrics and vocals turned off to see how much children remember.	

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2	Criteria L.O. To learn how to say actions in French. Lesson 2: Simon says Leçon 2: Jacques a dit	Input: • IWB LESSON: Present Vocab and Review Vocab • IWB LESSON: Beat that bee! • IWB LESSON:	Salut! Software <u>Vocabulary</u> : Sautez! Jump! Touchez le nez! Touch your nose! Touchaz le tête!	
	 Success Criteria: 1. I must be able to join in with a French game. 2. I should be able to say some actions in French. 3. I could ask and answer a question in French. 	 Question and Answer <u>CLASSROOM ACTIVITY</u>: Ask the pupils to prepare a script for a game of "Jacques a dit" ("Simon says") using the instructions they've learnt in this lesson, e.g. "Sautez!" ("Jump!"). Get pupils to take turns leading the game using the scripts they've prepared. The more actions the pupils learn, the longer you can make the game. The verbs in this lesson are in a different format — they mostly end in "-ez" or "-es". This is because they are in the imperative — they're commands. See p.49 of the Teacher Handbook for more on the imperative. The question "Qu'est-ce que Jacques a dit?" is in the perfect (past) tense. It translates literally as "What has Jacques said?". 	Touchez la tête! Touch your head! Dites 'bonjour'! Say 'hello'! Dites 'au revoir'! Say 'goodbye'! Frappez dans les mains! Clap your hands! Question and Answer: Qu'est-ce que Jacques a dit? What did Jacques say? Various responses	
		 Task: PRINTABLE: Worksheet Plenary: <u>CLASSROOM ACTIVITY</u>: You could introduce some additional commands to the game of "Jacques a dit", e.g. "Dansez!" ("Dance!"), "Criez!" ("Shout!") or "Touchez" ("Touch") plus body parts from Core Unit 3, Lesson 2. 		

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3	L.O. To learn how to say the names of play equipment in French. Lesson 3: I play Leçon 3: Je joue Success Criteria: 1. I must be able to say at least two names of play equipment in French. 2. I should be able to say at least six names of play equipment in French. 3. I could ask and answer a question in French.	 Input: IWB LESSON: Present Vocab and Review Vocab IWB LESSON: Trolley dash IWB LESSON: Question and Answer IWB PHONICS: Look at the 'Tricky Sounds and Similar Sounds' section of the Phonics Unit, as "ballon" ("ball") and "toboggan" ("slide") are words with similar sounding phonemes — "an" and "on". Get pupils to play Can you spell it? to test their spelling of other words with similar sounds. "Un ballon" ("a ball") is a large ball, like a football or beach ball. For a smaller ball, like a tennis or cricket ball, use "une balle". "Qu'est-ce que?" is like "What?" in English. For more on French question words, see p.52- 54 of the Teacher Handbook. 	Salut! Software <u>Vocabulary</u> : <i>un ballon</i> a ball <i>une corde à sauter</i> a skipping rope <i>un vélo</i> a bicycle <i>une trottinette</i> a scooter <i>une balançoire</i> a swing <i>un toboggan</i> a slide <i>une bascule</i> a seesaw <i>un tourniquet</i> a roundabout <u>Question and Answer</u> : <i>Qu'est-ce que c'est?</i> What is it? <i>C'est</i> It's	
		 Task: <u>PRINTABLE</u>: Worksheet <u>CLASSROOM ACTIVITY</u>: If you have any of the items in your school playground that are listed on the vocabulary screen, take pupils outside, point at an item, ask them "Qu'est-ce que c'est?" ("What is it?") and get them to say the correct word in French. <u>Plenary:</u> <u>CLASSROOM ACTIVITY</u>: As a class, write a wish-list of items they'd like in their playground. Start the list with "Dans la 		

	cour, je voudrais" ("In the playground, I would	
	like") and then get pupils to write down what	
	they would like in bullet points.	

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4	 L.O. To learn how to say the names of some playground games in French. Lesson 4: In the playground Leçon 4: Dans la cour Success Criteria: I must be able to say at least two names of playground games in French. I should be able to say at least six names of playground games in French. I should be able to say at least six names of playground games in French. I could ask and answer a question in French. 	 Input: IWB LESSON: Present Vocab and Review Vocab IWB LESSON: Beat that bee! IWB LESSON: Question and Answer CLASSROOM ACTIVITY: Ask pupils to write a letter to a French pen pal. Ask pupils to introduce themselves, say how old they are and then something that they like to do in the playground. Encourage the children to write as much as possible from memory. The verbs, e.g. "jouer" ("to play"), in all the phrases on the vocabulary screen are in the infinitive. That means it's the complete form of the verb. For more about the infinitive, see p.49 of the Teacher Handbook. For the conversation, pupils just need to add the phrases from the vocabulary screen after "j'aime" ("I like"). If you put a verb after "j'aime", it needs to be in the infinitive. To find out how to conjugate verbs, see p.48-49 of the Teacher Handbook. 	Salut! Software <u>Vocabulary</u> : jouer à chat to play tag jouer au foot to play football jouer à la balle to play catch jouer à la thèque to play rounders sauter à la corde to skip faire la course to race jouer à cache-cache to play hide-and-seek jouer aux jeux de mains to play clapping games <u>Question and Answer</u> : <u>Qu'est-ce que tu aimes faire dans</u> la cour? What do you like to do in the playground? J'aime I like	
		 Task: PRINTABLE: Worksheet Plenary: <u>CLASSROOM ACTIVITY</u>: Using the internet, find a clip of children playing a French clapping game — "<i>une</i> <i>motocyclette</i>" is a good choice as it encourages children to practise saying the alphabet in French. Teach your class to play the game using the video clip and a copy of 		

the words.		
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5	L.O. To learn how to say the	Input:	Salut! Software	
	<u>names of games I like to play in</u>	IWB LESSON:		
	French.	Present Vocab and Review Vocab	<u>Vocabulary</u> :	
		IWB LESSON:	les jeux d'équipe	
	Lesson 5: What do you like to	Snap	team games	
	play?	IWB LESSON:	les jeux de société	
	Leçon 5: À quoi tu aimes jouer?	Question and Answer	board games	
		Get pupils to practise these questions and	<i>les jeux vidéo</i> video games	
	Success Criteria:	answers in pairs, making sure that they	<i>dans le pré</i> in the meadow	
	 I must be able to say some 	answer in full sentences.	<i>à l'intérieur</i> inside	
	names of games in French.	PRINTABLE: Worksheet	dehors outside	
	2. I should be able to some	The vocabulary items are split into two	dans la cour	
	names of places I would	types of word — there are nouns and	in the playground	
	play these games in French.	prepositional phrases (e.g. "in the		
	3. I could ask and answer a	playground"). Ensure that pupils don't get	Question and Answer:	
	question in French.	confused and use the prepositional	À quoi tu aimes jouer?	
		phrases as nouns, or vice versa.	What do you like to	
		• <i>"Les jeux</i> " ("the games") is the plural of <i>"le</i>	play?	
		<i>jeu</i> " ("the game"). For more on forming	Où tu aimes jouer?	
		plural nouns, see p.41 of the Teacher	Where do you like to	
		Handbook.	play?	
			<i>J'aime jouer</i> I like to play	
		Task:		
		CLASSROOM ACTIVITY:		
		Get pupils to stand in a circle. Throw a ball to		
		one child and ask them "À quoi tu aimes		
		<i>jouer?</i> " ("What do you like to play?"). After		
		responding to your question they ask the		
		same question to another player and pass		
		them the ball at the same time.		
l		Plenary:		
		 When making sentences with the nouns 		
		from the vocabulary screen, the article		
		has to be modified. In order to say "I like		
		to play" in French, you use "à" —		

<i>"j'aime jouer à…".</i> When "à" is written next to " <i>le</i> ", it becomes " <i>au</i> ", and " <i>les</i> " becomes " <i>aux</i> ". For more on blending articles with "à", see p.38 of the Teacher Handbook .	
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	Criteria			
6	L.O. To listen to a story in French. Lesson 6: Luc the dreamer Leçon 6: Luc le réveur Success Criteria: 1. I must listen to a story in French. 2. I should be able to say some of the words used in the story and understand what they mean in English. 3. I could translate parts of the story into English.	 Input: <u>REVISION ACTIVITY</u>: The story in this lesson includes a selection of the activities covered in Lessons 4 and 5. Combine the printable flashcards from both of these lessons to see how many activities your class can remember — you don't have to just use the ones that feature in this story. <u>IWB LESSON</u>: Present Vocab and Review Vocab <u>IWB LESSON</u>: Story: '<i>Luc le réveur</i>' <u>PRINTABLE</u>: Worksheet and Story Quiz "Occupé" ("busy") is the masculine form of the adjective. To make it agree with a feminine singular noun, it's "occupée". To agree with a masculine plural noun, it is "occupés". To make it agree with a feminine plural noun, it's "occupées". "Ennuyeux" ("boring") is the masculine form of the adjective — for both singular and plural nouns. It's an irregular adjective, so when you're using it to describe a feminine singular noun, it changes to "ennuyeuse". To make it agree with a feminine singular noun, it needs to change to "ennuyeuses". "Écrire" ("to write") is the infinitive form of the verb. See p.49 of the Teacher Handbook for more on the infinitive. "Ce soir" literally means "this night"— that's why it's two words in French. "Veux" comes from the irregular verb "vouloir" ("to want"). 	Salut! Software <u>Vocabulary</u> : <i>un garçon</i> a boy <i>ce soir</i> tonight <i>occupé</i> busy <i>ennuyeux</i> boring <i>écrire</i> to write	Drama
		Task:		

<u>CLASSROOM ACTIVITY</u> : Ask pupils to act out the story in small groups.	
 Plenary: <u>PRINTABLE</u>: Give your class copies of the printable Story Text in French and get them to follow along with the story as it is read aloud. 	

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7	Unit Revision	This French playground game is called <i>"Les poissons-pêcheurs"</i> ("The Fish-Fishermen"). Take the children outside and split them into two teams — " <i>poissons</i> " and " <i>pêcheurs</i> ". The " <i>pêcheurs</i> " stand in a circle linking hands in the air, and the " <i>poissons</i> " 'swim' in and out of the circle, passing underneath their hands. Before starting the round, the " <i>pêcheurs</i> " secretly choose a number. As the " <i>pôissons</i> " pass in and out of the circle, the " <i>pêcheurs</i> " count (in French). When they reach the number that they have decided on, they lower their hands to trap the " <i>poissons</i> " is caught they become a " <i>pêcheur</i> " and the game continues with a new number chosen.		