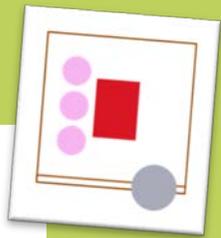




SG6



THE THREE LITTLE PIGS – Visual-spatial modelling



10-15 minutes



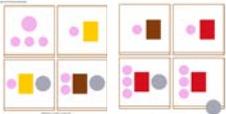
To develop the ability to analyse a story – to use Episode Models to identify the key features of it
To develop the ability to summarise episodes
To develop abstract thinking and early literacy skills – the ability to ‘read’ (decode) Episode Models



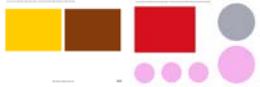
- ❖ Set of 8 Episode Pictures from SG2



- ❖ Set of 8 Episode Models



- ❖ Substitute Shapes from SG5



- ❖ Episode Picture ‘Place Keeper’ from the ‘Universal Resources’ document



- ❖ Episode Model ‘Place Keeper’ from the ‘Universal Resources’ document



Note: Familiarise yourself well with the 8 Episode Models before you start!

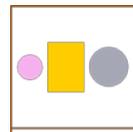
Remind your child of the previous activities that they have done with the substitute shapes in ‘The Three Little Pigs’ and lay out the shapes on the table or floor.

Match the Episode Picture to the Episode Model:

Tell your child that you have a special way of remembering what happens in each episode of the story that is like a ‘secret code’. Say: *The shapes we have here are the first part of the secret code. But I’m going to share the rest of the secret code with you now – only people who understand this code can know what’s going on in this game!*

Model for your child how the Episode Models have been created by using the relevant Substitute Shapes. Choose one episode, for example Episode 5 – the Wolf blows down the First Little Pig’s straw house. Take the yellow rectangle (the straw house) and place it in front of your child. Then take one of the small pink circles (the First Little Pig) and place it to the left of the yellow rectangle and then take the grey circle (the Big Bad Wolf) and place to the right of the yellow rectangle. Then take the corresponding Episode Model and show your child how it matches. Explain that there is an Episode Model for every episode in the story.

Tell your child that they are now ready for the game. Show them two episode pictures; one that matches this episode model (i.e. the detailed picture of Little Pig hiding inside the straw house and the Wolf outside blowing) and another one. Line them up like this, using the Place Holder to show where they should put the correct Episode Picture once they have identified it:



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SG6



THE THREE LITTLE PIGS – Visual-spatial modelling – continued



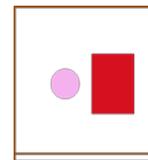
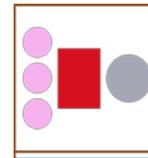
Your child's task is to select the Episode Picture that corresponds to the Episode Model. Support them as necessary, with questions/comments like: *What is the yellow rectangle in this story? Yes, that's right, it's the straw house. So that means we're looking for a picture with the straw house in it. Now what else do we have? Who could this pink circle be? And this grey circle? So which Episode Picture do you think this one matches?*

Once they have identified the correct Episode Picture, put out another set for them to match – a different Episode Model, two Episode Pictures and with the Place Holder in between them, as before. Repeat the game with a few different Episode Models.

If your child needs more support, you could build up to each Episode Model by using the Substitute Shapes and explaining how the Model was created with the shapes, as at the beginning of this session.

Match the Episode Model to the Episode Picture:

Show your child an Episode Picture (e.g. Episode 7). Now show them two completed Episode Models (e.g. 4 and 7), one of which corresponds to the Episode Picture.



Ask your child if they can find the right Episode Model and put it on top of the Place Holder. If your child find this difficult, use questions to guide and prompt them as before. Repeat the game with a few different Episode Pictures.



Your child can match individual Episode Pictures to Episode Models.
Your child can match individual Episode Models to Episode Pictures.
Your child can 'read' (decode) an Episode Model.



KEY TO LEARNING
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Cut out each of the 8 Episode Models separately.

