

## GUIDE TO SEAL SIX

### Brief version of the story

Seal Six lives in the sea round the coast of Ten Town. King One often goes down to the beach for a swim. Seal Six is so cheeky that when King One gets too close to Seal Six, he splashes King One six times with his tail!

### HOW TO INTRODUCE SEAL SIX:

#### What you need to have ready:

King One and Seal Six's Flash Cards  
King One's Crown (see PA1.09)  
Beach ball or similar

*What you say to the children is in italics*

What you do is in brackets

### The Seal Six Story

(Hold up King One's flashcard)

*King One loves to walk on the Ten Town beach and when it is warm enough he likes to go swimming. When he was in the water one day a smooth shiny grey head popped up beside him. I wonder who it is?*

(Hold up Seal Six's flashcard)

*It was Seal Six. The graceful creature dived down under the water because he was rather shy. When King One got back to the shore he threw Seal Six his beach ball. Seal Six caught it on his nose and threw it up in the air six times.*

*Soon he wasn't shy anymore, in fact he became a little bit cheeky and whenever King One came down to the beach, Seal Six lifted up his tail flippers and splashed him. King One didn't really mind and he splashed Seal Six back. What a cheeky seal!*

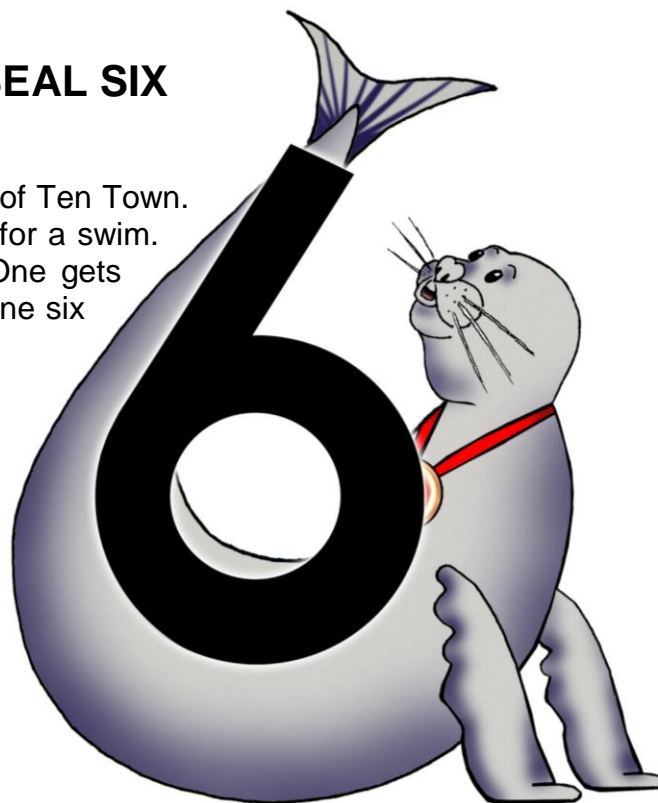
*(Retell the story, with one child being King One with his crown and one child being Seal Six. See if Seal Six can throw and catch the ball six times. Then ask them to make the Seal Six shape by lying down on the ground with their legs in the air.)*

### Number Formation

(Hold up the Seal Six flash card)

*Let's write a number six together:*

***"Slide down his tail, curl under his nose,  
Nearly there so strike a pose!"***



**Ideas for practical number formation**

- Ask the children to re-tell Seal Six's story in their own words.
- Ask a few children to come and "trace" over the number on both sides of the flashcard with their fingers.
- Make number six's using thick string glued onto card. The children can then take 'rubblings'.
- Draw very large six's in chalk on the hall floor or in the playground for the children to walk around. Encourage them to repeat the rhyme as the walk.
- Laminate a picture of Seal Six and ask the children to form the number using Play-doh or Plasticine. (Reusable A4 laminated character cards are available to purchase separately for this purpose).
- Once the children have practiced writing six in the air and in sand, move onto writing on a chalk board, white board or IWB.

**Where next?**

Ten Town was created primarily as a numeracy scheme, however Ten Town offers many cross-curricular opportunities that can be implemented across all the areas of learning and development within the revised EYFS framework.

Early years practitioners have found Seal Six a very useful way to introduce concepts relating to Understanding of the World (UW), such as exploring their environment and finding out about animals that live in and around the sea

Seal Six also links to Communicating and Language (CL) as children play games that involve speaking and listening.

As with all of Ten Town, there are links to Expressive Arts and Design (EAD) as the children learn about Seal Six they will sing songs, dance and use their imagination during the many opportunities for role-play and storytelling.

There are a range of teaching resources for the character Seal Six.

**Seal Six's printable resources:**

- **Practical Activities (PAs).**

There are 8 Seal Six Practical Activities including things to make like *Seal Six's Mobile* and things to do like *Seal Six's Fishing Game* along with over 20 suggested extension tasks. Each activity contains suggested areas of learning and development along with the Early Learning Goals that the activities work towards.

- **Consolidation Activity Sheets (CAs).**

These printable sheets include "identifying sets of six" sheets, a number formation tracing sheet, as well as some fun colouring-in activities.

- **Finger Modelling sheet**

How to finger model the numbers.

- **Sing-a-long Song Lyrics**

To help you accompany Seal Six's song.

- **Seal Six's Certificates**

There are four certificates available to print

- i) For demonstrating correct number formation
- ii) For good work
- iii) For good effort
- iv) The Ten Town Reward Chart - to be used with the Ten Town Sticker Set (sold separately).

**Seal Six's online resources (also via Ten Town Map):**

- **Seal Six's animation**

Animated introduction to the Seal Six story

- **Seal Six's song**

Animated version of Seal Six's song to the tune of "Five Little Engines Sitting in a Row"

- **Seal Six's Tracing Game**

Practice formation of the number six. The two levels allow for differing abilities of mouse control.

- **Seal Six's More or Less Game (Coming Soon)**

This is a fun way to practice this important mathematical concept.

- **Seal Six's Flipping Fish Game**

In this game the player helps Seal Six catch his dinner, while separating the fish from the recycling!

- **Seal Six's Activities**

These are interactive versions of the "find the sets" consolidation activities. They can be modelled as a group activity on an IWB or then played by an individual on a computer.

- **Seal Six's Ten Town TV**

Short video about Seal Six's cousin the Sea Lion. Filmed at West Midlands Safari Park.

**How to use the resources:**

Below is a flow chart that gives you a simple way to use the resources. This is just a suggestion. You can use them to suit your children's learning style.

As there are many Practical Activities, Interactive and Printed Consolidation Activities, these can be repeated as required.

**SEAL SIX: SUGGESTED LEARNING PATHWAY**