

GUIDE TO KING ONE

Brief version of the story for teachers and parents

Number one is King One. He is in charge of Ten Town and does everything one at a time. The other characters in Ten Town either look towards or away from him. This gives them the reason for their shape and direction. It is important that King One is always seen to the left of the other Ten Town characters.

HOW TO INTRODUCE KING ONE

What you need to have ready:

King One flashcard

Ten Town wall frieze

King One's crown (for details see the Practical Activity PA1.09)

Introducing King One to children

What you say to the children is in italics

What you do is in brackets

King One's Story

(Hold the King One flashcard so the children can see the character)

This story is about King One. Can you see him? He looks very important in his smart uniform, but do you think he's kind? Let's find out. Everybody in Ten Town has a job to do and King One's job is to look after everyone and make sure they are happy.

King One lives in the Ten Town castle and does everything one at a time. He always has one piece of toast for breakfast and rides round Ten Town on his one horse or sometimes on his bicycle with only one wheel, called a unicycle.

Everyone in Ten Town likes King One because he is kind and thoughtful and always has time to talk to anyone who has a problem.

King One is very proud of being in charge of Ten Town, which is why he stands up tall and straight. Some of people in Ten Town face towards King One and some face away from him. We will find out why later on.

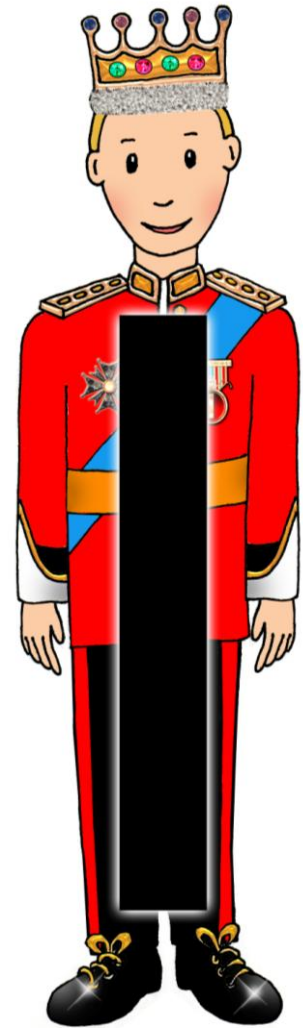
(Re-tell the story, with one child being King One, wearing the crown)

Number Formation

(Hold up the King One flashcard)

Let's write a number one together.

"Top to toe and there you go!"



Ideas for practical number formation

- Ask a few children to come and “trace” over the number on both sides of the flashcard with their fingers.
- Make number ones using thick string glued onto card. The children can then take 'rubblings'.
- Draw very large ones 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 King One 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 one's 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 areas of development and learning within the EYFS framework.

Early years practitioners have found King One a very useful way to introduce concepts relating to Communication and Language (CL) such as being the 'leader' involving giving as well as receiving instructions.

Investigating how people lived in the past and comparing it with life now links with Understanding the world (UW) as the children are encouraged to find similarities and differences between themselves and others.

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

There is range of resource available for King One.

King One's printable resources:

- **Practical Activities (PAs).**

There are 9 King One Practical Activities including *King One's Castle* and *King One Says*- along with over 20 extension tasks. Each activity contains suggested ways to support Areas for Learning and Development and the Early Learning Goals.

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

These printable sheets include “identifying sets of one” 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 King One's song.

- **King One'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 Pack (sold separately)

King One's online resources – also via Ten Town Map:

- **King One's animated story**

Animated introduction to the King One story

- **King One's animated song**

Animated version of the King One song.

- **King One's Tracing Game**

This is a fun way of learning how to form the number

- **King One's More or Less Game (Coming soon)**

This is a fun way to practice this important mathematical concept

- **King One'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.

- **King One's Ten Town TV**

Including

"What was it like to live in a castle?"

Filmed at Stafford Castle, this short video gives a brief insight into what life would have been like for the people who lived in castle.

Ten Town News: King One's Party

The children from the nursery class of Wansbeck First School created this news story about what happened when King One held a party.

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 the suit your children's learning style.

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

KING ONE: SUGGESTED LEARNING PATHWAY