

## A GUIDE TO FREDDIE FOUR

### Brief version of the story

Number four is Freddie Four. He does not face King One because he goes off to explore other countries and tell them about Ten Town. On his travels he takes four of everything - four sun hats, or four scarves, depending on whether the weather is hot or cold.

### HOW TO INTRODUCE FREDDIE FOUR

#### What you need to have ready:

A paddle, made out of cardboard, or a real paddle

A backpack

King One's and Freddie Four's flashcards

The King One crown (see PA1.09 for full details)

*What you say to the children is in italics*

What you say is in brackets

#### Freddie Four's Story

(Hold up the King One and Freddie Four flashcards character-side showing)

*This is Freddie Four. He is one of the characters in Ten Town who does not face King One, but there is a good reason for this. He is always going off to explore the world and when he travels he takes four of everything.*

(Hold the flashcards to show the number side)

*If he is going somewhere hot he will take four sun hats, or if it is going to be cold he will take four scarves. He packs everything into his backpack, jumps into his boat and paddles away from King One.*

*Everyone in Ten Town looks forward to Freddie Four's return because he always brings back interesting souvenirs from the places he visits. He brings back four of everything, of course!*

(Re-tell the story, with one child being King One with his crown and one child being Freddie Four, sitting on the ground, facing away from King One, paddling away, wearing a backpack)

#### Number Formation

(Hold up the Freddie Four flashcard)

*Let's write a number four together:*

***"Down, across, oar in the water."***



**Ideas for practical number formation**

- Ask the children to re-tell Freddie Four'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 four's using thick string glued onto card. The children can then take 'rubblings'.
- Draw very large four'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 Freddie Four 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 fours 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 the areas of learning and development within the EYFS framework.

Early years practitioners have found Freddie Four a very useful way to introduce concepts relating to Understanding the World (UW). In particular, stimulating discussion and activities about travel as well as for developing goals relating to the natural world, the environment and the understanding about the cultures and beliefs of others.

Freddie Four also develops 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 the Freddie Four 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 Freddie Four.

**Freddie Four's printable resources:**

- **Practical Activities (PAs).**

There are 10 Freddie Four Practical Activities including things to make like *Freddie Four's Postcards* and things to do like *Freddie Four's Dance* along with over 25 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 four" 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 Freddie Four's song.
- **Freddie Four'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).

### **Freddie Four's online resources – also via Ten Town Map**

- **Freddie Four animation**  
Animated introduction to the Freddie Four story
- **Freddie Four's Song**  
Animated Freddie Four song to the tune of '*Cold and Frosty Morning*'
- **Freddie Four's Desert Island Adventure**  
In this game the player helps Freddie Four navigate a desert island with four palm trees on it. Then they collect coconuts from the trees.
- **Freddie Four's Tracing Game**  
Practice formation of the number four. The two levels allow for differing abilities of mouse control.
- **Freddie Four's More or Less Game (Coming Soon)**  
This is a fun way to practice this important mathematical concept.
- **Freddie Four'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.
- **Freddie Four's Ten Town TV**  
There are two short films featuring TV presenter and explorer Piers Gibbon. In the first film Piers reveals the four things he always takes with him on an expedition. In the second, Piers demonstrates some of the "Magnificent Musical Mementos" he's brought back from the countries he's visited.

### **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.

**FREDDIE FOUR: SUGGESTED LEARNING PATHWAY**