

INTRODUCTION TO... THELMA THREE

Brief version of the story for parents and practitioners

Thelma Three is the one person in Ten Town who doesn't always make good choices, like taking things that don't belong to her. She takes three jam tarts from King One without asking. PC Maz, the Ten Town police officer, saw what Thelma Three had done and asks her if she is making a good choice. Thelma Three has a think and decides to put back the jam tarts. PC Maz tells Thelma Three that if she keeps taking things that don't belong to her, she will have to put the handcuffs on her and take her to the police station. Thelma Three decides to do three good deeds instead.



Introducing Thelma Three to children

What you say to the children is in italics

What you do is in brackets

What you need to have ready:

Thelma Three flashcard

Crown for King One (see Practical Activities 1.09)

Three 'jam tarts' made of cardboard or play dough

A large number 3 made of cardboard, sprayed silver, or covered in silver foil.

The Thelma Three Story

(Hold the Thelma Three flashcard on the character-side)

This is Thelma Three. She is the one person in Ten Town who doesn't always make good choices.

(Hold the King One flashcard to the left of three jam)

King One had made one jam tart for everyone in Ten Town. When Thelma Three saw them cooling on the window ledge, she could not stop herself. Guess what she did?

(Hold the Thelma Three flashcard on the number-side)

She reached out her hands towards King One's jam tarts and took three of them.

PC Maz was passing by and saw what Thelma Three had done. She asked Thelma Three, "Have you made a good choice?"

Thelma Three thought about what she had done and realised she hadn't made a sensible choice. Then she put back all three jam tarts.

PC Maz said, "Now that's a good choice, Thelma Three, but if you keep taking things that don't belong to you I will have to put these handcuffs on you." (Show the children the handcuffs that make the shape of the three)

She said, "I'm sorry, I would like to do three good things instead." She cleaned the castle windows, scrubbed the castle floor and mowed the Ten Town grass!

PC Maz told Thelma Three, "I'm proud of you!"

(Re-tell the story, with one child being King One, one being Thelma Three and one being PV Maz)

Number Formation

Let's draw Thelma Three:

***"Over one hand, over the next
Stop and think, which choice is best!"***

- Repeat several times, in the air and then on a white board or IWB.
- Ask the children to come and write a number one on the board
- Ask the children to re-tell Thelma Three 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 three's using thick string glued onto card. The children can then take 'rubblings'.
- Watch Thelma Three's animated story.
- Play Thelma Three online tracing game.
- Draw very large three'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 Thelma Three 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 three'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, it also offers many cross-curricular opportunities that can be implemented across all areas of development and learning within the EYFS framework.

Thelma Three helps to develop Communicating and Language (CL) as children play games that involve speaking and listening. Early years practitioners have also found Thelma Three a very useful way to introduce concepts within Personal, Social and Emotional Development (PSE). In particular, as a way to develop an understanding of the difference between right and wrong and to consider how the choices we make can affect other people.

There is also the possibility to discuss the consequences of people's actions. For example, what should happen is someone continues to take things that don't belong to them?

As with all of Ten Town, there are links to Expressive Arts and Design (EAD) as the children learn about the Thelma Three 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 Thelma Three:

Thelma Three's printable resources

- **Practical Activities (PAs).**

There are 9 Thelma Three Practical Activities including things to make like *Thelma Three's Triangle Pictures* and things to do like *Thelma Three's Dance*. Each activity contains suggested learning objects along with the Early Learning Goals that the activities work towards (w/t).

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

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

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

To help you accompany Thelma Three's song.

- **Thelma Three'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

- **Finger Modelling sheet**

How to finger model the numbers.

Thelma Three's online resources include -

- **Thelma Three animation**

Animated introduction to the King One story

- **Thelma Three song**

To the tune of "*The big ship sails on the alley, alley, oh*"

- **Thelma Three's Tracing Game**

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

- **Thelma Three's interactive consolidation activities**

These are interactive versions of the consolidation activities. They can be utilised as group activities with an IWB or by the individual on a computer.

THELMA THREE: SUGGESTED LEARNING PATHWAY