

## GUIDE TO SIR SEVEN

### Brief version of the story

Number seven is Sir Seven. He tries to do seven good deeds every day. Sir Seven loves animals and he has seven hamsters, seven horses and seven kittens that he rescued from a tree. He is always polite to everyone and when he sees King One he bows seven times.

### INTRODUCING SIR SEVEN:

#### What you need to have ready:

King One and Sir Seven's flashcards

King One's Crown (see PA1.09)

Sir Seven's helmet (see PA7.05?)

### Introducing Sir Seven to the children

*What you say to the children is in italics*

What you do is in brackets



### The Sir Seven Story

(Hold up King One and Sir Seven's flashcard, showing the number side)

*This is King One and this is Sir Seven. Sir Seven is kinder and braver than anyone else in Ten Town. He's the knight in shining armour when he sees King One he bows down seven times. Can you see him bowing down?*

*If anyone is in trouble they always call for Sir Seven. Once he rescued seven kittens that were stuck in a tree. Sir Seven loves animals and took the kittens home to look after them. Sir Seven also has seven horses and seven hamsters.*

*Sir Seven tries to do seven good things every day. His favourite task is to pick up seven pieces of rubbish. He also helped King One clean up Zero Pond.*

*He likes to make sure his suit of armour is shiny, so he polishes it seven times a day!*

*Sir Seven looks at King One because he always bows down to him.*

Re-tell the story with one child being King One, wearing the crown, and another being Sir Seven, wearing the helmet.

### Number Formation

(Hold up the Sir Seven flash card)

*Let's write a number seven together:*

***"Across his back, then down to his feet,  
Take your time and keep it neat!"***

**Ideas for practical number formation**

- Ask the children to re-tell Sir Seven'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 seven using thick string glued onto card. The children can then take 'rubblings'.
- Draw very large seven 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 Sir Seven 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 seven 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.

Sir Seven links to Communicating and Language (CL) as children play games that involve speaking and listening. There are also links to Personal, Social and Emotional Development (PSE) as they discuss Sir Seven's behaviour and how he is kind to everyone including animals.

There are also links to Understanding the world (UW) as the children learn about life in the past and how they can care for their environment by recycling.

As with all of Ten Town, there are links to Expressive Arts and Design (EAD) as the children learn about Sir Seven 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 Sir Seven.

**Sir Seven's printable resources:**

- **Practical Activities (PAs).**

There are 12 Sir Seven' Practical Activities including things to make like *Sir Seven's Coat of Arms* and things to do like *Sir Seven Says* 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 seven" sheets, a number formation tracing sheet, as well as some fun colouring-in activities.

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

To help you accompany Sir Seven's song.

- **Finger Modelling sheet**

How to finger model the numbers.

- **Sir Seven'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).

**Sir Seven' online resources:**

- **Sir Seven's animation**

Animated introduction to the Sir Seven's story

- **Sir Seven's song**

Animated version of Sir Seven's song (to the tune of "Clementine")

- **Sir Seven's Tracing Game**

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

- **Sir Seven's More or Less Game**

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

- **Sir Seven'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.

- **Sir Seven's Ten Town TV**

**How to be a knight:** Guide to the seven things you needed to be a good knight.

**Pet's corner:** A guide to looking after small animals

**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.

**SIR SEVEN: SUGGESTED LEARNING PATHWAY**