

## A GUIDE TO ... THE ZERO POND

This number does not have to be taught first. It is better to introduce it after number one or number two, as this allows you to compare the concept of 'nothing' against other numbers.

### Brief version of the story for teachers and parents

Zero is the Zero Pond, which is in a very overgrown area of Ten Town. King One nearly fell in it when he was out walking. The water is not clean enough for any animals to live in it, which is why it is called the Zero Pond.

### Other names for Zero

Nil • Nought • Nothing • None • Empty set

### HOW TO INTRODUCE THE ZERO POND

#### What you need to have ready:

King One and Zero Pond flashcards

King One's Crown

#### Introducing The Zero Pond to a group of children

What you say to the children is in *italics*

What you do is in **brackets**

#### The Zero Pond Story

This story is all about a place in Ten Town called The Zero Pond. This is a pond, but not a normal pond.

(Hold up King One flashcard)

*King One was walking through the countryside when he came across a very overgrown area. He was struggling through the long grass when he nearly fell into a pond. He hadn't seen it because it was covered with weeds and sticks.*

(Hold up the Zero Pond flashcard)

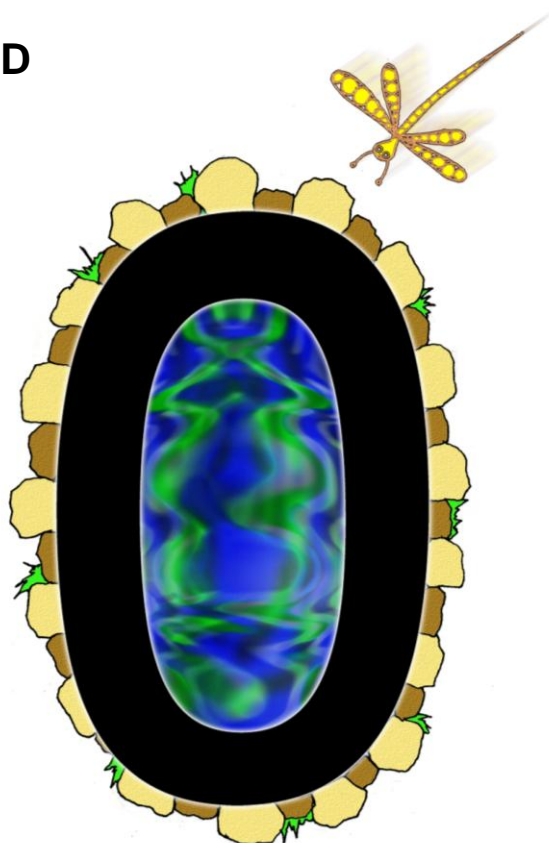
*When King One looked into the water he noticed that the water was so dirty that no animals could live in it so he called it the Zero Pond. 'One day I'll come back and clean up this Zero Pond,' thought King One.*

#### Number Formation

(Hold up the Zero Pond flashcard)

*Let's write a number zero together:*

***"Start at the top, nice and slow.  
All the way round and there you go!"***



**Ideas for practical number formation**

- Ask the children to re-tell The Zero Pond'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 zeros using thick string glued onto card. The children can then take 'rubblings'.
- Draw very large zeros 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 The Zero Pond 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 zeros 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.

The Zero Pond has strong links to Communication and Language (CL) as the children learn the many words for 'zero' and use them in different situations.

There are also links to Understanding the world (UW) as the children find out about looking after the environment and how they can make a change by re-using, reducing and recycling.

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

**Zero Pond's printable resources:**

- **Practical Activities (PAs).**  
There are 6 The Zero Pond Practical Activities including *The Zero Pond's Washing Line* and *The Zero Pond's Guessing Game* along with over 20 extension tasks. Each one contains suggested ways to support Areas for Learning and Development and the Early Learning Goals.
- **Consolidation Activity Sheets (CAs).**  
These printable sheets include "finding sets of zero" sheets, a number formation tracing sheet, as well as some fun colouring-in activities.
- **Sing-a-long Song Lyrics**  
To help you accompany The Zero Pond's song.

- **Finger Modelling sheet**  
How to finger model the number.
- **The Zero Pond'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).

**Zero Pond's online resources – also via Ten Town Map:**

- **The Zero Pond animated story**  
Animated introduction to The Zero Pond story
- **The Zero Pond animated song**  
To the tune of “Here We Go Round the Mulberry Bush”
- **Zero Pond Tracing Game**  
Practice formation of the number zero. The two levels allow for differing abilities of mouse control.
- **Zero Pond: The Big Clean Up Game**  
Help tidy up the Zero Pond by selecting the correct waste to drop in the recycling bin.
- **The Zero Pond's Interactive Consolidation Activities**  
These are interactive versions of the consolidation activities. They can be modelled as a group activity on an IWB or then played by an individual on a computer.
- **Ten Town TV: The Zero Waste Challenge: Parts One and Two**  
Part of Ten Town TV - James Strawbridge cooks a tasty meal for his family. He then tries to reuse all the waste he has created – will he succeed?

**How to use the Ten Town resources:**

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

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

**ZERO POND: SUGGESTED LEARNING PATHWAY**