Juegos y canciones (Games and songs)

Overview Unit 2

ABOUT THIS UNIT	WHERE THIS UNIT FITS IN
In this unit children listen and respond to a Spanish version of a well-known song. The song used here is *Old MacDonald had a farm*, but you can substitute an alternative. Children learn or extend their knowledge of numbers to12 and play familiar playground games. They follow simple instructions for making a game of conkers, although you can choose a different activity where children listen to instructions and respond to them.	Children consolidate and extend their number work from Unit 1, and combine numbers with nouns to make simple plurals. They recognise and respond to sound patterns and words. They play games to help them remember new language. They begin to experiment with the writing of familiar words. Children have opportunities to work co-operatively in pairs and small groups.

Prior Learning	New Language Content
It is helpful if children already know: • the song and actions for *Old MacDonald had a farm* (or an alternative song) • the numbers 1-8 (covered in Unit 1) • playground clapping games • how to play 'Simon says' (*Simón dice*)	• Numbers 9 - 12 • Singular and plural of common nouns • Responding to simple instructions • Understanding and responding to the question *¿Cuántos/as .....?* • Phonics focus: *j, z, v [b], ñ, d (like th in 'that'),* soft c (like th in 'think').

End of Unit Activity

Create a labelled display of playground games. If the school has a link abroad, this information can be researched at the link school and included.

Children perform or teach a playground game or 'counting out' game in assembly.

Links to the New National Curriculum for KS2 Foreign Languages

Where there is a specific focus within the objective, this is shown in bold.

- Listen attentively to simple spoken language and show understanding by joining in and responding
- Explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words
- Engage in conversations; **ask and answer questions**; express opinions and respond to those of others; **seek clarification and help**
- Read carefully and show understanding of **words,** phrases and simple writing
- Appreciate stories, songs, poems and rhymes in the language
- **Write phrases from memory**, and adapt these to create new sentences, to express ideas clearly
- Understand basic grammar appropriate to the language being studied, such as (where relevant): **feminine, masculine and neuter** forms and the conjugation of high-frequency verbs; **key features and patterns of the language**; how to apply these, for instance, to build sentences; and how these differ from or are similar to English.

Expectations

At the end of this unit:

Most children will:	know a well-known children's rhyme in Spanish; understand numbers 1-12 and use some of these out of sequence; begin to understand about simple plurals and pronounce these correctly; respond to spoken instructions to make a game; begin to develop skills in communicating in Spanish in pairs and groups; recognise some familiar words in written form; experiment with writing simple words; pronounce sounds *j, v [b], z, d (like th in 'that'), soft c, ñ.*
Some children will not have made so much progress and will:	join in with a song or game by making a physical response or showing a flashcard; respond to questions or instructions with support from visual clues; recognise numbers 1-12; identify common nouns when these are repeated several times
Some children will have progressed further and will:	sing a song from memory, with clear pronunciation; sequence number words to 12 and write some of them from memory; sequence written instructions; take the lead in using previously learned language to devise a new game

Overview Unit 2

Resources

- Flashcards or props to represent characters in the song
- Digit cards 1- 12
- Number word cards for children to work in pairs
- Mirrors
- Conkers, modelling clay, string, a tool to make a hole in the clay
- Mini-whiteboards
- Words for *Cinco ratoncitos*
- Puppets
- Access to the internet
- Digital picture bank
- Computer
- Interactive whiteboard
- Multimedia presentation software