



Work Pack 1: The Three Pigs Literacy

How to use this pack

Contents

Storyboard	WWS and In Print files to print
Story	WWS , PDF and In Print files to print
Paper activities	WWS and In Print files to print
On-screen environments	WWS Wizard Environments
Guide to National Curric. Obj.	PDF
Information Sheet	PDF

How to find the files

Writing with Symbols 2000

WWS Files will be installed into your WWS2000Work folder:

- The PDF Files are in a folder called Activity PDF
- The Worksheet files for printing are in a folder called Activities inside the Writing folder. To open these, Open WWS, Click on the Symbol processor button, and then use the file menu to open the files from the Writing folder.
- The Wizard environments are in the Wizard Environments folder, inside one of the folders: NT2000, Hi-res or Lo-res.

Communicate: In print

The Communicate: In print files are installed to the Communicate Files folder.

- The printable activities are in a folder called SIP Activities
- The PDF Files are in a folder called SIP PDF

If you are not able to read PDF files you can download a free PDF Reader from <http://www.adobe.com/products/acrobat/readermain.html>

Paper based activities, ready to print

1. Storyboard:

- **Communicate: In print file name - pigs storyboard 1.cip**
- **WWS file name - Pigs storyboard 1a.wid - through to 1i.wid**

Begin the activities by telling the story of The Three Pigs using the storyboard.
Read **general information** for how storyboards are beneficial to children's learning.

How to make a storyboard

- Materials – A1 mounting board, sticky back Velcro, laminate pouches
- Print the files
- Cut out and laminate
- Attach small Velcro strips to back of laminated card
- Arrange appropriately onto black A1 mounting board before sticking. (Refer to photograph for guidance)

2. Table top version of storyboard:

For use with individual pupils, pairs or small groups – to retell story

- **Communicate: In print file name - pigs table storyboard 2.cip**
- **WWS file name – Pigs storyboard 2a.wid and Pigs storyboard 2b.wid**

How to make a tabletop storyboard

- Make as large storyboard but use A3 mounting card (preferably black)



3. Story structure board

- **WWS file name - Pigs structure 3a.wid through to Pigs structure 3d.wid**
- **Communicate: In print file name - pigs structure.cip**

Resource to teach story sequence structure, by identifying beginning, middle and end of story.

How to make a story structure board

- Materials – A3 mounting card and sticky back Velcro (both preferably black), laminate pouches (preferably matt because they are anti-reflective), green, orange and red paper, storage bags
- Print off files 3a.wid on white paper, 3b.wid on green, 3c.wid on orange and 3d.wid on red.
- Leave 3a, 'My story has', in one piece and laminate
- Cut the sentence/phrase strips and laminate
- Attach small Velcro strips to back of story structure card and strips.
- Attach small Velcro strips to the story structure card, 'My story has' and place this on the top half of the A3 laminated card.
- Attach an A5 pocket using Velcro strips to the bottom half of the A3 laminated card for storing the sentence/phrase strips.

4. Pelmanism (pairs)

- **Communicate: In print file name - pigs pairs.cip**
- **WWS file name - Pigs pairs 4a.wid - through to - Pigs pairs 4f.wid**

How to make game

- Print the six sheets
- Cut out and Laminate

How to play

Introduce symbol first, then symbol and word and finally word. Can be played in several ways – symbol to symbol, symbol and word to symbol and word, symbol to symbol and word.

5. Word recognition board game

- **Communicate: In print file name - pigs game.cip Pigs game 5.pdf**
- **WWS file name - Pigs game 5a.wid and 5b.wid, Pigs game 5.pdf**

How to make game

- Print PDF file to make the game board, stick the two A4 pages onto board
- Print the word and symbol sheets, cut out and stick onto the main board (symbols in the middle and words around the outside track.)
- Laminate

How to play

- Set of counters for each player
- Die with 1-3
- Players take turn to throw die and move a counter along the track.
- When player lands on a word, he/she reads the word and places one of own colour counters on matching symbol.
- The winner is the player who places all their counters first.



6. Play script

- **Communicate: In print file name - pigs playscript.cip**
- **WWS file name - Pigs play script 6a.wid**

The play script requires seven characters including a narrator.

7. Story

- **Communicate: In print file name - pigs story.cip**
- **WWS file name - Pigs story 7a.wid**
- **PDF file – pigs story.pdf**

To print and read as paper copy

8. True or false

- **Communicate: In print file name - pigs true or false.cip**

Printable questionnaire, similar to the WWS Environment activity

WWS Environments to do on screen

9. Talking Book

- **WWS Wizard environment file name - Pigs short story**

This short version of The Three Pigs is for pupils to listen to and read along with.

10. Talking Book

- **WWS Wizard environment file name - Pigs long story**

This is the same version of the story as the paper version.

11. True or False

- **WWS Wizard environment file name - Pigs true or false**

Wizard environments help pupils to write independently. If they are unable to use a keyboard or mouse a switch facility is available.