



Work Pack 2:	Subject	Year/Term	Objectives
The Three Pigs Numeracy			
What's the time Mr Wolf story <i>CIP file name</i> time mr wolf.cip <i>WWS file name</i> What's the time Mr Wolf 1.wid <i>PDF file name</i> time mr wolf.pdf	Numeracy	Foundation YR1 YR2	To understand chronology of the school day using o'clock, half past, quarter past and quarter to the hour. The story can easily be edited to suit individual school routines. (Y2) Times could be changed to o'clock to meet foundation stage objectives or to o'clock and half past the hour for Year 1.
Counting to five <i>CIP file name</i> time how many.cip p.1-4 <i>WWS file names</i> Pigs How many 1-5 2c.wid / 2d.wid	Numeracy	Foundation	To be able to count within five, recognise and write numerals
Counting to ten <i>CIP file name</i> time how many.cip p.5-7 <i>WWS file names</i> Pigs How many 1-10 2a & 2b.wid	Numeracy	Foundation	To be able to count within ten, recognise and write numerals
Comprehension sheet (number questions) <i>CIP file name</i> time how many questions.cip <i>WWS file names</i> Pigs How many 3.wid	Numeracy	YR1 YR2	To answer questions relating to number, understand 'how many'
Matching game – match the clock faces to the written times <i>CIP file name</i> time cards.cip <i>WWS file names</i> O clock match 4a.wid, Quarter past match 4b.wid, Half past match 4c.wid, Quarter to match 4d.wid and Wolf pics 4e.wid <i>Wizard Environment</i> Time Mr Wolf	Numeracy	YR1 YR2	To be able to read clock faces set at o'clock, half past, quarter past and quarter to the hour on an analogue clock and match with written times.