

French

Year 3- Summer 2

Going on a picnic / Aliens in France

Remember when - Year 3- numbers

<p>Nouns bank Le pique-nique- the picnic Un jus d'orange- an orange juice Un sandwich- a sandwich Une salade – a salad De l'eau- some water Des chips- some crisps Des fruits – some fruits Le pré - the field La rivière – the river La colline – the hill Le sable – the sand La plage – the beach</p>	<p>Nouns bank <u>Towns and cities:</u> Amiens Fontainebleau Chamonix Clermont- Ferrand Nice</p>	<p>Verb bank Il y a - there is/ there are</p>	<p>Question and answer bank Où habites-tu? – Where do you live? J'habite à ... – I live in...</p>	<p>Key sounds “que” “age” “eau” “chips” “i” “iens” “eau” “ont” “and”</p>
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National curriculum-

https://pln.myvle.co.uk/files/sc3490/websites/lspace_47/?page=1455&t=Summer+2

Grammar covered-

When you want to explain what items you have in your picnic, then you use in English either the phrase “there is...” or “there are..” In French the phrase “il y a” means both “there is ...” and “there are.....”.
 When you ask a question in French, your voice goes up at the end as you say the question.

Title/Focus	Lesson outline
<p>Lesson 1 I can name and label food items to take on a picnic. AT1- Listen attentively to spoken language and show understanding by joining in and responding AT2- Explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words AT3- Engage in conversations; ask and answer questions; express opinions and respond to those of others; seek clarification and help* AT4- Speak in sentences, using familiar vocabulary, phrases and basic language structures AT12- Understand basic grammar appropriate to the language being studied</p>	<p>Go fetch: The odd one out Learn: Food and drink items for a picnic Game: Picnic basket beetle drive Task: Draw and label picnic basket items</p>
<p>Lesson 2- I can listen to, read and understand a picnic story. AT7- Read carefully and show understanding of words, phrases and simple writing AT8- Appreciate stories, songs, poems and rhymes in the language AT9- Broaden their vocabulary and develop their ability to understand new words that are introduced into familiar written material, including through using a dictionary</p>	<p>Listen: Write the picnic item Learn: Watch and understand the picnic story Game: Picnic locations Task: Spot the picnic locations</p>
<p>Lesson 3- I can write phrases to build my own picnic story. AT5- Develop accurate pronunciation and intonation so that others understand when they are reading aloud or using familiar words and phrases* AT6- Present ideas and information orally to a range of audiences*</p>	<p>Go fetch: Picnic locations anagram game Learn: Get active with the picnic story Game: Silly or sensible Task: Picnic story rainbow writing</p>
<p>Lesson 4- I can understand familiar vocabulary and use the phrase "I live". AT1- Listen attentively to spoken language and show understanding by joining in and responding AT2- Explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words AT3- Engage in conversations; ask and answer questions; express opinions and respond to those of others; seek clarification and help*</p>	<p>Go fetch: French locations quiz Learn: Let's explore a map of France Game: Where does the Alien live? Task: Read and draw where the Alien lives</p>
<p>Lesson 5- I can ask the question "where do you live" and understand the answer. AT5- Develop accurate pronunciation and intonation so that others understand when they are reading aloud or using familiar words and phrases* AT6- Present ideas and information orally to a range of audiences*</p>	<p>Go fetch: Where do the Aliens live? Learn: Alien and friends conversation Learn: Where do you live? song Game: The secret Alien Task: Making an Alien friend</p>
<p>Lesson 6- I can apply my language detective skills to learn another language AT12- Understand basic grammar appropriate to the language being studied</p>	<p>Listen: Listen out for the languages Learn: Word colour coder Game: Language puzzle Task: Speak in Spanish with Irene</p>

Working towards	End of unit assessment Working at Age related expectations	Working at a greater depth
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