Communicating: Oral language and early literacy development



Learning possibilities

Text: Allen, P 1999, *The pear in the pear tree*, Viking, Victoria.

Engage

- Step 1. If you have this book at home, encourage your child/children to predict what the story is about from the cover. If not use the suggested video link in the Resource box and watch the story together.
- Step 2: Gather your child/children for a story using the song, 'If you want to hear a story'.
- Step 3. Read/watch the story and explain that some of the words rhyme because they have the same sounds at the end of the word. Re-read the story and draw children's attention to the rhyming words.
- Step 4. Here are some questions to ask your child/children about the story.
 - 1. What did John see in the tree?
 - 2. How many pears did you see in the tree?
 - 3. Why couldn't John and Jane reach the pear in the tree?
 - 4. How did they try to solve this problem? Do you think it was safe to climb the ladder by themselves?

Resources

Song

'If you want to hear a story'

(Tune: 'If you're happy and you know it')

If you want to hear a story, come sit down, If you want to hear a story, come sit down.

Let's share a great big smile, as we read and talk a while,

It's time to hear a story, come sit down.

Rhyme

- · Hickory dickory dock
- Jack and Jill went up the hill
- · Teddy bear turn around
- · Pease porridge hot

Video

The Pear in the Pear Tree Animation (YouTube, Demi Schmidt) https://www.youtube.com/watch?v=b2PjKS1TZ5k

The Pear in the Pear Tree, written by Pamela Allen (YouTube, Books and Things)

https://www.youtube.com/watch?v=cmDAMtLVIpA

Down by the Bay with Lyrics - Nursery Rhymes - Children's Songs by The Learning Station (YouTube,

TheLearningStation – Kids Songs and Nursery Rhymes)

https://www.youtube.com/watch?v=Yt1czInCUCg

Extend

Play 'Follow that rhyme' and ask your child/children to complete the action.

Tap your **head** and find something **red**.

Wiggle your hips and lick your lips.

Give your hands a **clap** and lay them in your **lap**.

Walk to the **door** and sit on the **floor**.

Pretend you are a tree and count to three.

Touch your **toe** and then say **no**.

(Adapted from: Love, E and Reilly, S 1996, A sound way, Longman, Melbourne, p. 93)

 When playing rhyming-match games, use three-dimensional objects rather than illustrations or picture cards to support kindergarten children. For example, the following items may be available at home toy car/star; dog/frog; bear/chair; clock/block; plug/jug; hat/cat.

