

Our Rainbow Promises

Encourage **R**esilience and perseverance

Develop **A**rticulate learners
Influence aspirations
Nurture curiosity

Instil **B**ritish and Christian Values

Provide **O**pportunities to build upon knowledge and skills

Promote **W**ellbeing and Health

Objectives for KSI - Year 1

- Explore some of the sounds of a new language.
- Explore ways to use listening skills to help hear sounds and words in a new language.
- Practise skills in listening and joining in with rhymes, songs and stories.
- Practise joining in with games, played in a different language.
- Explore how to say the new sounds, words and simple phrases we know in the target language.
- Explore how to participate in spoken performances of rhymes, songs and simple performances in the simple target language.

Rationale for Teaching in KSI

Although non-statutory, French is introduced in Key Stage 1, as it allows our children to have a great starting point in learning a language and means our children begin to develop their knowledge, primarily within the areas of speaking and listening.

Lesson Sequence:

- **Lesson 1** - Explore target language for hello, name, and feelings
- **Lesson 2** Recall and practise the target language for hello, name, and feelings
- **Lesson 3** - Explore greetings from different countries. Copy write "bonjour"
- **Lesson 4** - Recognise sound of some French numbers between 1 and 5
- **Lesson 5** - Listen and respond to some French numbers between 1 and 10
- **Lesson 6** - Listen and respond to some colours
- **Lesson 7** - Recall and say some colours in French

Core Skills of Learning

Listening

Can listen and join in with the main parts of a song or rhyme.
Can listen to and enjoy a story.
Beginning to identify accurately some sounds in the target language.

Speaking

Can say a few important words e.g. greetings and polite response,
Can say name and how feeling.
Can attempt to repeat accurately some sounds in the target language.

Reading

Beginning to recognise some important words written in the target language e.g. greetings or a number.

Writing