

**Episode:  
ALIEN**

**Opportunities offered for curriculum development/reinforcement**

**Ideas for  
website  
activities**

**Examples of  
education values  
and principles.**

**Principle curriculum areas covered: PSED; CD**

**Personal, social and emotional development**

This episode exemplifies the celebration of diversity – a demonstration of the importance of us all having different gifts and talents. It demonstrates the importance of using these skills and talents co-operatively to solve problems.

Co-operative problem-solving/  
valuing self and others

This episode provides a wonderful example of co-operative problem-solving. In order to get the spaceship restarted, Gully says, 'Well, we all need to find a coloured item that we can spare to recharge the spaceship', and all the Boblins work together to find and offer something of the appropriate colour.

Behaviour and self-control  
(doing the right thing)

At first Yam Yam does not want to give up his yellow gift – a banana – because, 'It is so yummy'. Talk to the children about how it is sometimes difficult when we don't want to do something but know that it is the right thing to do.

Emotional knowledge and  
understanding

There are many emotions expressed in this episode that can be explored with the children, e.g.  
Alien – worried  
Yam Yam – reluctant to give up his banana  
Aliens – happy  
Boblins waving goodbye – happy  
Pi (when he mixes the colours and says 'Eureka')  
excited/ proud

## **Creative development**

Exploring media and materials  
(colour)

This episode provides a very good opportunity to support work on recognising, naming and matching colours. Each Boblin finds an object that matches their own colour which also matches one of the colours needed for the spaceship to recharge. How many objects of different colours can children find in the setting? You could make and label displays using photos and/or real objects of similar colours, and games asking children to match a particular colour. Encourage the children to paint or make collages and designs using variations of one colour in different media.

***Links and ideas for curriculum development in other areas:***

**Communication, language and literacy**

Conversational conventions

The aliens are welcomed by Gully. Talk about different ways of welcoming newcomers and what we can say to make them feel at home.

Non-verbal communication

Although only Gully can understand the 'space chickens', the children will be able to guess at what they are saying by watching their facial expressions and movements, as well as the tone of their 'speech'. Use this to explore the importance of non-verbal aspects of communication. If you have children who sign in the group, use this as an opportunity to teach the children basic signs and model the value of all languages.

### **Mathematical development**

Language of number /  
calculating

Support the children's one-to-one matching skills using the example of each Boblin finding a coloured object. You could make cards showing the object and a colour for children to match up, and develop their understanding of the language of number by asking mathematical questions, e.g. How many objects can you see? How many are there if I take one away/ add another one? etc.

Numbers as labels and for  
counting

Pause the programme at different points to enable children to count, for example the number of 'space chickens'; Yam Yam's bounces; the number of coloured lights on the spaceship.

## **Knowledge and understanding of the world**

Designing and making skills  
(tools and safety)

Ruddle is shown mending the wheel on his cart. When he reaches for his screwdriver, he discovers that he has picked up his sandwich. This can support discussion about the importance of looking after things, how things can be mended when they go wrong and the use of the screwdriver and other tools (as well as the safety issues that go with them).

A sense of time (day and night)

This episode includes both night-time and daytime scenes. The owl hooting at night-time could lead to an exploration of animals that we see during the day and those that only come out at night. Use the story to support children's understanding of a sense of time and the sequencing of events.

A sense of place: features of the environment

A range of different environmental features are depicted in the scenes – the 'magical clearing'; the house; Pi's workshop; the rainbow etc. These can be used to extend children's knowledge of the environment and their descriptive language.