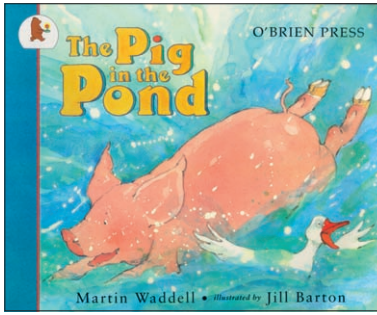


THE PIG IN THE POND



by Martin Waddell, colour illustrations by Jill Barton

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This is the story of Farmer Neligan's pig – a pig who dared to be different. It is a scorchingly hot day at the farm and the pig sits by the pond watching ducks and geese keeping cool in the water. It gets hotter and hotter and the pig becomes more and more agitated. Eventually, she leaps into the water herself. Panic ensues as word is passed around the farm and neighbourhood that 'at Neligan's farm, the pig's in the pond!' Then Farmer Neligan returns, surveys the scene and, with great ceremony, removes all his clothes and jumps into the pond himself! Convention having been broken, all the birds and animals join Farmer Neligan and his daring pig cavorting in the water.

LANGUAGE – ENGLISH

- ◆ Pick out repetition, which increases as dramatic tension builds.
- ◆ Language of position: By, in, at.
- ◆ Use of author questioning the reader: What happened next?
- ◆ Sounds animals make: Honk, honk; quack, quack; oink, oink.
- ◆ Sounds water makes: Splash, sploosh.
- ◆ Animals/birds that swim/don't swim.

SESE – GEOGRAPHY

- ◆ Weather/temperature: Summer hottest time of year, noon hottest time of day; ways of keeping cool, importance of doing so, wearing appropriate clothing.

SESE – SCIENCE

- ◆ Plants and animals: Variety and characteristics of living things. Naming and sorting farm birds and animals from illustrations. The farm: Traditional mixed farm. Dairy farm, beef, tillage.
- ◆ Materials and change: Exploring the effects of water on a variety of materials; exploring the effects of heating and cooling on everyday objects and materials.

SPHE

- ◆ Growing and changing/developing self-confidence. Breaking rules and changing roles. Why did the pig challenge the norm? What happened as a result? Was it a good idea? Do we always have to behave as expected? How do others

react to change? Change as a positive/liberating force.

- ◆ Circle time: 'I broke the rules when I ...'

MATHEMATICS

- ◆ Cumulative effect as pig gets hotter and hotter.
- ◆ Cumulative effect as other animals and birds get into the pond.
- ◆ Sorting: Displacement experiment – fill beaker with water, add pebbles until water spills over the top.
- ◆ Counting activities.

PHYSICAL EDUCATION

- ◆ Warm-up game: The Farmer wants a Wife.
- ◆ Movement activities: Lolling in the sun (heavy and listless).
- ◆ Rise from the ground, turn round and round (stamping, twirling).
- ◆ Jumping, energised by cold water (splashing and moving in water).
- ◆ Cool-down: Relaxed and refreshed, imagine sunbathing by pool.

VISUAL ARTS

- ◆ Group collage of animals all in the pond. In groups, draw and cut out several geese, ducks, cows, etc. Place in painted pond.
- ◆ Three little pigs collage: Using coloured gummed paper, children cut out and draw three pigs each, stick on backdrop of farm or pigsty.