

Robin Hood Oracy Progression

Foundation 2 	Physical 	Linguistic 	Cognitive 	Social and emotional 
Oracy Objectives	To use gesture to support meaning in play. To speak audibly so they can be heard and understood.	To use talk in play to practice new vocabulary. To join phrases with words such as if, because, so, could, but.	To ask questions. To wonder about ideas. To use because to develop ideas. To describe events that have happened to them in detail.	To listen to others. To take turns in speaking.

Sentence stems To support cognitive overload 	Yes/no because... I like...because... I don't like...because... I think...because... I can see... I think... I wonder...	I would like... First.. After... This is the same as... This is different to... I wouldn't like to...	Can I have...? Do you have...? Where is...? Can I see...?
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Talk Tactics To support discussion 	Instigate- to present an idea or open a new line of enquiry. 	Clarify – ask questions to make things clearer. 	Challenge- to disagree or present a different argument. 
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Groupings To support and apply communication and listening skills. 	Nest- stand apart from each other and whisper ideas to yourself. 	Pairs- talk to a partner. 
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