

Unit Title: Making and Using Story Sacks	
Level:	One
Credit Value:	3
GLH:	27
OCNLR Unit Code:	HB1/1/LQ/046
Ofqual Unit Reference Number:	K/504/8580

This unit has 8 learning outcomes

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1. Know about the purpose and content of story sacks.	1.1. Identify the main components of story sacks.
2. Be able to produce a story sack and contents.	2.1. Identify the main characteristics/features of the story. 2.2. Identify simple games and characters for inclusion in a story sack.
3. Be able to use a story sack effectively.	3.1. Tell a story to a child. 3.2. Show how the characters and props are used.
4. Be able to encourage reading for meaning and comprehension.	4.1. Ask simple questions to promote prediction skills. 4.2. Ask questions to check the child's understanding of the story. 4.3. Make a link between the illustrations and the written story.
5. Be able to use prompt cards to develop literacy skills.	5.1. Carry out the exercises identified on the prompt card.
6. Be able to demonstrate an understanding of sequencing skills and open questioning.	6.1. Help a child to re-tell a story in the correct sequence using the characters/props in the story sack.
7. Be able to identify language development opportunities.	7.1. Play a game from a story sack with a child. 7.2. Identify the opportunities for language development.
8. Know how to evaluate the use of the story sack.	8.1. Describe how a child responded to using a story sack. 8.2. Reflect on the experience of using a story sack.

Assessment

The grid below gives details of the assessment activities to be used with the unit attached. Please refer to the OCN London Assessment Definitions document for definitions of each activity and the expectations for assessment practice and evidence for verification.

P = Prescribed This assessment method *must* be used to assess all or part of the unit.

O = Optional This assessment method *could* be used to assess all or part of the unit.

Case Study		Project	
Written question & answer/test/exam		Role play/simulation	O
Essay		Practical demonstration	O
Report		Group discussion	O
Oral question and answer	O	Performance/exhibition	
Written description		Production of artefact	