



## The Smile Shop - Satoshi Kitamura

Teaching and Task ideas for use in schools/home learning

EYFS, KS1, KS2

Themes: kindness, moods/feelings, communication

Shared reading: read together and discuss the story. Ask the following questions:

- What did you like about this book?
- Which part was your favourite?
- Where does this story take place?
- Who are the characters in this story?
- How did the story make you feel?
- Does this book/story remind you of any others?
- What would you tell other people about this book (without spoiling it!!)?

Roleplay: Shops/shopkeepers and customers; child/parent at market and stallholder; child who has lost something and someone who helps.

English:

- Descriptive writing: describe the market and the stalls/produce/atmosphere: use your senses - describe what you can see/smell/hear/taste/feel
- Diary - written in role as different characters from the story, recounting the events from their points of view
- Create an advert for 'The Smile Shop', using persuasive language to entice customers to come in

Maths:

- Money: Create shopping lists, calculating totals and change; making amounts using different coins; calculating average costs from a list of given prices; 'How many can I buy for £5 if one costs 85p?' etc
- Measures - weigh out amounts using scales (as market traders may have to do); weigh and record objects (eg fruit) and order from heaviest to lightest
- Data: carry out a survey of favourites (eg fruit from market stall) and complete tally chart on favourites, then create a pictogram/bar chart from results

#### Geography:

- Look at shop types/markets in local area and investigate changes over time (increase in large shops/supermarkets in modern times). Speak to relatives about shopping when they were growing up and how things have changed
- Map local area and market towns, discussing where they are and how they relate to local area (central location/access etc.)
- Compare shops in your town with that of a 'twinned' town in another country - what would be different and why?

#### Art:

- Look at examples of fruit and shopping-related art (eg "Basket of Fruit" by Caravaggio, "The Basket of Apples" by Paul Cézanne, "32 Campbell's Soup Cans" by Andy Warhol) and create own versions of them. Investigate the artists and their lives/inspirations
- Investigate the work of Leonardo Da Vinci and his painting of Mona Lisa and her famous smile
- Create self-portraits using selected materials (sketching/painting/collage)
- Photography (also ICT subject possibilities and linked to 'Smile!' idea): create scenes and take portrait pictures using cameras. Link to Warhol images - create coloured photos in style of his famous multi-coloured portraits
- Discussion around use of colours in book
- Look at work of illustrator (website link?) and his medium (watercolour) and create images in the style of...

#### ICT:

- Take pictures using digital cameras and edit/adapt images using available software
- Record items purchased/prices/create a 'bill' using a spreadsheet program such as Excel, and inputting formulae to calculate totals/remaining amounts
- Investigate using search engines (online safety links)

#### Science:

- Food types available at the market/healthy plate (focus on fresh food/vegetables)
- Photography -history of technology and practices (Cameron); changes in materials; light (pinhole cameras)

#### DT:

- Make a photo frame
- Cooking (recipes linked to market foods)
- Make a model shop/diorama scene using cereal/shoe boxes

PSHE:

- Feelings (sadness/happiness - discuss these and where they occur in story)
- Kindness
- Sharing
- Caring

Generic tasks:

- Book review
- List and sort books with similar linked topics
- Author study - research and create fact page

Notes made by Rich Simpson, Primary School teacher and English lead, Isle of Wight  
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Check out Rich's website and review of THE SMILE SHOP [here](#).