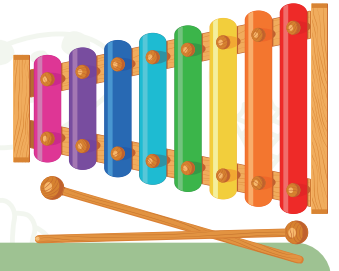


X x



Storytelling – Big Letter X Looks For His Xylophone

One day, Big Letter X came back home from school and he wanted to play with his xylophone. Big Letter X could not remember where he had put his xylophone. When Big Letter X was looking around, he heard some sounds coming from the living room, so he said, **'It must be my xylophone.'**

Big Letter X went into the living room and found that Rabbit was playing with a triangle. Big Letter X asked Rabbit, 'Have you seen my xylophone?' Rabbit said, 'I heard some sounds in the dining room this morning.' Suddenly, Big Letter X heard some sounds coming from the dining room, so he said, **'It must be my xylophone.'**

Big Letter X went into the dining room and found that Cat was playing with some spoons. Big Letter X asked Cat, 'Have you seen my xylophone?' Cat said, 'I heard some sounds in your bedroom this morning.' Suddenly, Big Letter X heard some sounds coming from his bedroom, so he said, **'It must be my xylophone.'**

Big Letter X went into to his own bedroom and found that Dog was playing with a guitar. Big Letter X asked Dog, 'Have you seen my xylophone?' Dog said, 'I heard some sounds in the garden just now.' Suddenly, Big Letter X heard some sounds coming from the garden, so he said, **'It must be my xylophone.'**

Big Letter X ran to the garden and saw Bird playing with his xylophone using his beak. Big Letter X was so happy that he finally found his xylophone. He played the xylophone joyfully with Bird. Rabbit, Cat and Dog heard the xylophone and ran to the garden to join Big Letter X and Bird. Everyone sang beautifully with Big Letter X on the xylophone.

Extended activities related to the story

- Game: Tic-Tac-Toe with the letter X
 - Divide children into two teams and guide each team to choose a team colour.
 - Invite one child from each team to take turns drawing an 'X' in the Tic-Tac-Toe grid using their own team colour.
 - Give one point to the team which completes a line of 'X's first in each round.
 - Count the points each team gets at the end of the game.
- Art-and-craft activity: Making a xylophone
 - Give each child two big popsicle sticks and six small ones.
 - Let children colour all the sticks using their favourite colours.
 - Guide children to paste the six smaller sticks over the two big sticks to make a xylophone on a piece of paper.



Real-life experience activity – Playing a real xylophone

- Tell children that they will learn to play a real xylophone.
- Invite Small Letter x to provide children with some xylophones.
- Invite Small Letter x to teach children how to play a xylophone.
- Demonstrate how to play a xylophone.
- Invite children to play the xylophone by guiding them to:
 - hold the xylophone mallet with one hand properly.
 - hit the correct note on the xylophone with the mallet.
 - play a simple song that children are familiar with, e.g., *Happy Birthday Song*.
- Provide children with ample chances to listen to and say the name of the object: xylophone.
- Guide children to make association between the letter and the words (e.g., xylophone, xylophone mallet).
- Invite Small Letter x to sing the song with children while they are playing the song with the xylophone.



Other possible real-life experience activities and extended activities

- Making X-shaped cookies
- Playing a game: The letter X/x hunt
 - Stick letters children have learned at different locations (e.g., door, chair) in the classroom.
 - Divide children into two teams.
 - Invite one child from each team, for each round, to look for the letter X/xs and stick the letters on the white board: one side for each team.
 - Count the number of X/xs on the white board with children.
 - Give one point to the team with more X/xs.
- Watching online xylophone performances
- Singing a song

I Can Play My Xylophone (Tune: Mary Had a Little Lamb)

I can play my xylophone,
Xylophone, xylophone.
I can play my xylophone.
Would you sing with me?

Suggested books



Book Title

1. *My First Music Book: Xylophone*
2. *Play Xylophone with Liselle*
Colour-coded melodies
3. *What About X? An Alphabet Adventure*

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