

Fairytales: The Gingerbread Man— Week Three

The theme for our learning for this new half term is Fairy tales with a focus on the classic traditional tale 'The Gingerbread Man' for this next week.



Expressive Arts and Design Build bridges using different construction materials across the river for the gingerbread man to use.	<u>Personal, Social and Emotional</u> <u>Development</u> Discuss different themes from the s Was it kind of the gingerbread man to r from the old couple? What about the animals he ran away f Was the fox truthful/a good charac	tory. un away from?	Physical Development Make ginger scented playdoh to use to make playdoh gingerbread men. Use different materials such as beads, string, ribbon to decorate. Make threading gingerbread men by laminating a gingerbread man and hole punching around the edges. Use different coloured ribbons/strings to thread with.
Communication and LanguageRead/watch the story of The Gingerbread Man- Ask questions throughout to encourage discussion and use of key vocabulary.Re-enact the story using either puppets or masks.Set up a bakery roll play area with salt dough items.	<u>Literacy</u> What happened next? Plan a Gingerbread Man adventu Writing simple sentences/CVC Drawing Club : Trap D Breakfast	S.	Understanding the World Create an experiment to observe what happens to a gingerbread man in water along with other liquids. How long does it take to see changes? What changes can you see?
<u>Mathematics</u> Follow a recipe to bake gingerbread men. Work on sharing by sharing out the sweets used to decorate. Counting, ordinality and cardinality : The children will continue to engage with activities that draw attention to the purpose of counting – to find out 'how many' objects there are.		<u>Ideas to Explore at Home</u> Follow the recipe provided to bake gingerbread men. Play a game making the gingerbread man run along a number line. Roll a dice to see how far he moves each time. Share the story at home: <u>The Gingerbread Man Fairy Tales </u> <u>Gigglebox (youtube.com)</u>	