



# The Gingerbread Man



## Personal, Social and Emotional Development

**Hot seating** - Discuss the character of the Gingerbread Man. Why do you think he was running away? How was he feeling? What would you have done if you had seen the Gingerbread Man running away from all of the other characters?

**Help the Gingerbread cross the river** -

**Gingerbread Man Dice Board Game** - Turn taking

**Role-play area** - Bakers

**What we did at the weekend** - slideshow

**Games to encourage sharing and turn taking** - ball games, What's the Time Mr Wolf, circle time games, board games

## Communication & Language

**The Gingerbread Man** - explore text. Discuss/ retell/ story maps.

**Role-play/ retell story** - masks/ stick puppets

**Themed role-play area** - Bakers Shop

**Listening Area** - CD player with headphones. Stories/ songs and rhymes.

**Phase 1 and 2 games and songs** - Letters and Sounds

**Daily story time/ songs and nursery rhymes**

**Speaking and listening games/ activities** - circle time, feely box, small group, one-to-one

**What I did at the weekend** - slideshow. Camera to go home with children.

**Oral sequencing of events** - baking gingerbread, how we made the bridge, what we did today.

## Physical

**Opportunities to develop gross motor** - Mud Kitchen, outdoor games, large apparatus, dance, large chalks, water and brushes, Cosmic Yoga

**Themed;**

**Move like ...** run like the man, mix like the lady, hop like the Gingerbread Man, snap like the fox

**Gross movements** - Find all the Gingerbread men outside - run, jump, hop

**Story Map** - retell story with actions

**Mark-making** - painting/ drawing large Gingerbread Men - rolls of paper/ outline of child.

**Opportunities to develop fine motor control** - play dough, dough disco, tweezer activities, threading, cutting, drawing, writing, painting, tracing activities

**Themed;**

		<p><b>Tweezer</b> - Use tweezers to add buttons to Gingerbread Man</p> <p><b>Scissors</b> - Cutting out outlines of the Gingerbread man</p> <p><b>Painting</b> - large Gingerbread Men - rolls of paper/ outline of child</p> <p><b>Action songs and Rhymes</b> - Incy Wincy Spider ...</p>
<p style="text-align: center;"><u><b>Literacy</b></u></p> <p><b>Text: The Gingerbread Man</b></p> <p><b>Retell story - Oral</b></p> <p><b>Story map with actions</b></p> <p><b>Role - play area link to story</b></p> <p><b>Small world tray</b> - add pictures and words as prompts</p> <p><b>Following recipes/ instructions</b> - visual/ oral</p> <p><b>Sequencing instructions</b></p> <p><b>Making story booklets</b></p> <p><b>Phase 1 and 2 games - Letters and Sounds</b></p>	<p style="text-align: center;"><u><b>Mathematics</b></u></p> <p><b>Baking Gingerbread Men</b> - Cooking, amounts, order, sequencing/ following instructions</p> <p><b>The Gingerbread Man themed games:</b></p> <p><b>Gingerbread Man Dice Board Game</b> - Number/ amount recognition</p> <p><b>Gingerbread Man activity-</b> Matching colours, amounts and sizes</p> <p><b>Gingerbread Man Pairs game</b> - matching quantity/ digit</p> <p><b>Mud Kitchen</b> - outdoors. Provide cake tins, scales, saucepans, spoons, shovels</p> <p><b>IWB</b> - counting games, rhymes and songs</p> <p><b>Counting Nursery Rhymes and songs</b></p>	<p style="text-align: center;"><u><b>Understanding the World</b></u></p> <p><b>Baking</b> - Gingerbread Men - changes in materials</p> <p><b>Small world</b> - The Gingerbread Man themed- to explore and create worlds</p> <p><b>Large/ small blocks</b> - to explore and create worlds</p> <p><b>Bridge</b> - make a bridge for the Gingerbread Man</p> <p><b>Interactive Whiteboard</b> - Smart Notebook, games, rhymes and songs</p> <p><b>Camera</b> - child-led</p> <p><b>What we did at the weekend</b> - slideshow</p> <p><b>Visits to the Secret Garden</b></p>

## Expressive Arts and Design

**Feely Box** - small group activities

**Songs, Nursery Rhymes and musical instruments**

**Provision of materials for junk modelling, art and craft activities**

**Role-play area** - provide masks, stick puppets, resources and equipment linked to the story

**Bridges** - Make a bridge to save the Gingerbread Man

**Small world** - animals, people, blocks, shapes

**Collage Gingerbread Men**

## Hook!

Biscuit crumbs left in the kitchen

Paw prints in the kitchen

Recipe for *Gingerbread* left out - help to make another *Gingerbread* man

What has happened?

Children to become detectives!

