

## Communication & Language

**Listening & Attention:** Listen to a variety of traditional tales and use picture cards to sequence the story. A letter might arrive from a character from 1 of the children's favourite tales asking for the children's help!

**Understanding:** Follow instructions to make the perfect porridge for Goldilocks and the 3 Bears

### **Speaking:**

- Play "King for a Day"
- Retell your favourite fairy tale with props and your friends' help

## Physical Development:

**Moving & Handling:** Move in response to stories

1. Run as fast as you can (Gingerbread Man)
2. Make curls for Rapunzel
3. Climb like Jack (Jack & the Beanstalk) etc

## Personal, Social and Emotional Dev

**Managing Feelings & Behaviour:** Reflect on the impact of the baddies' actions in the stories we share - what happened and how did the other characters feel? Play "Sleeping Dragons"

**Making Relationship:** Share "The Elves and the Shoemaker" then work as a team to decorate a shoe in our "shoemaker's workshop"

Please note that this is an outline of what we hope to cover to provide coverage of The Early Learning Goals – the children's responses and interests will mean that we plan, play & learn and adapt according to their input. **SUNSHINE CLASS - H FATHERS SPRING 2019**

## Literacy

**Reading:** Vote for our favourite tale. Share some alternative endings of well-known tales e.g. "The 3 Little Wolves and the Bog Bad Pig"

**Writing:** Making a collaborative map for our favourite fairy tale on a long roll of paper - using the language of "once upon a time and The End" - using speech bubbles, simple sentences, labels and captions Writing our own version in a template book - use our phonic knowledge/tricky words etc. We will write a thank-you letter from the class following our trip to Stroud Libraru

## Will You Read Me a Story?

### Fairy Tales



## Mathematics

**Number:** Use story of "Gingerbread Man" and "Jack & the Beanstalk" as a context for counting, estimating

**Shape, Space & Measure:** Use story of "Gingerbread Man" as a context for cookery using scales, measuring cups etc. Learn the names of some 3D shapes and use them to make a castle

**Understanding the World The World:** Experiment with a gingerbread biscuit and find out what happens when you put into water and then different temps of water - get children to explain what they see. "The Princess and the Pea" - what materials are best to make a comfy bed for a princess

## Expressive Arts and Design

**Exploring & Using Media/Materials:** Build "3 Little Pigs" house using a variety of materials - can we make them waterproof. Learn to songs linked to fairy tales - "Goldilocks Went Wandering" and "Jack & the Beanstalk". **Being Imaginative:** role play different stories using puppets, props and dress up clothes