



The Gingerbread Man KKO Reception



What our children may already know

Children may already know the story of the Gingerbread Man

Children's interests

To be filled in at the beginning of the topic.

Key Vocabulary

Wriggling	Twist and turn with quick movements
Stinging	To cause or to feel a sharp pain. Known as a tingling or burning sensation
Scampered	Run with quick, light steps. Usually when scared.
Bleated	Crying of a sheep or goat.
smirked	Smile in a smug way.
Milk churns	Large containers for milk.
Haystack	A packed pile of hay
Thistles	Prickly plants
Orchard	A place where trees are planted.
Meadow	A piece of grassland, where farmers grow grass for hay.
Riverbank	The bank of a river
Lane	A narrow road
Character	A person In a story.
Setting	The place where a story happens.

Provision

- Gingerbread Man story and stick puppets
- Gingerbread Man cutters in dough kitchen
- Resources for designing Gingerbread Men: Loose parts, pens and pencils, iPads
- Acting out chasing the Gingerbread Man outside
- Using large tweezers to decorate Gingerbread Men with various materials
- Counting buttons to put on a Gingerbread Man—use a dice to give the amount
- Measuring the length of different sized Gingerbread Men
- Creating a boat for the Gingerbread Man to use to get across the river.
- Story Stones
- Opportunities to practise nursery rhymes and counting rhymes.

Questions we want our children to be able to answer

What happens at the beginning of the story?
What happens in the middle of the story?
What happens at the end of the story?
Which characters does the Gingerbread Man meet?
How does the Gingerbread Man get away?

Adult Directed/Challenge Card

- Retelling the story.
- Creating story maps.
- Creating Look Out! Posters of the gingerbread man
- Baking Gingerbread and using the experience to inform our vocabulary
- Matching items from a bakery to labels by identifying initial sounds
- Adapt the story using different animals, adding labels, served, smothered, splattered, simmering, scooped, speared, scrumptious, supper, ant, anteater, tongue, smoked, savoury, seared, sundried, sautéed, salsami

Final Outcomes

Children will...

Create their own drawings to represent the story and orally retell it. Pupil's drawings will be labelled with marks appropriate to their development stage.

Communication and Language

- Listen and respond to ideas expressed by others in conversation or discussion.
- Extend vocabulary by grouping, naming and exploring the meanings and sounds of new words.
- Use language to imagine and recreate roles and experiences in play situations.
- Introduce a storyline or narrative into their play.

Reading

- Hear and say the initial sound in words.
- Link sounds to letters.
- Use vocabulary and forms of speech that are increasingly influenced by experience of books.

Writing

- Give meaning to marks as they draw, write and paint.
- Hear and say the initial sound in words.
- Link sounds to letters, naming and sounding the letters of the alphabet.
- Use some clearly identifiable letters to communicate meaning, representing some sounds correctly and in sequence.
- Write labels.