

Planning for Nursery Parents
Will you Read Me a Story?
Week 2

This week's focus is on The Gingerbread Man. There are lots of different versions of this traditional tale, often with different animals. It doesn't matter which one you use. In fact, the more versions that your child hears of the same story the better.

Please continue with any daily activities that have become part of your routine at home, like singing morning songs, counting songs and name practice. Please read through the table below first, and choose a few activities to focus on for this week. As before, please adapt them to suit your child and what you have available to you at home. Important this week is sharing the story of the Gingerbread Man, STEM activities, drawing, counting and the Escape Game.

Finally, we hope you enjoy these activities and have some fun. Please message us through J2 with any questions or feedback. We appear in J2Message as FaithM and SarahJ.

Keep safe & Keep Engaged!
Diolch,
Mrs. Muldoon & Mrs. James

Note: We've added two documents to the Home Learning folder. They have QR codes for online stories. "Everyone has a Body" is a lovely one that leads well into a mark-making activity.

Week 2: The Gingerbread Man

Science & Technology	Humanities	Expressive Arts	Health and Well-Being	Language, Literacy and Communication Cymrag Ail-Iaith	Mathematics and Numeracy
<p>STEM Activities: Discover why the Gingerbread Man doesn't like water, and find ways to save him using junk materials or loose parts:</p> <ol style="list-style-type: none"> 1. Test what happens when he gets wet. 2. Try to make a bridge to cross the river. 3. Make a boat to cross the river. 4. Experiment with different materials to make the best boat (test floating & sinking). <p>See below for advice and examples.</p> <p>Make gingerbread biscuit shapes together. Click here for advice and here for recipe.</p>	<p>In your garden or on a walk, talk with your child about the landscape and how the Gingerbread man would have to move to get away. Look for grass, hills, trees, ponds/puddles, or other obstacles/dangers. Talk about and name parts of the environment.</p> <p>Philosophy for children; discuss the moral of the story. See below for circle time discussion ideas to consider talking about concepts like possession, honesty, trust and trickery.</p>	<p>Design and Draw your own Gingerbread person together. Alternatively, draw the outline for your child to design and decorate.</p> <p>Create a Giant Gingerbread Man to decorate, paint or collage. Draw an outline of your child's body onto a large piece of paper and let them decorate with lines and shapes. See below for example.</p> <p>Make a Gingerbread people using old toilet roll tubes. See below for examples.</p> <p>Make some gingerbread playdoh for modelling. See recipe below.</p>	<p>"Run, run as fast as you can!" Ask your child to think of different ways of moving other than running. Can they change the Gingerbread man's words? "Skip, skip as fast as you can!" Walk, jump, stomp, etc. The Gingerbread man was fast. Can they perform the actions very fast?</p> <p>Share an alternate version of the story Keep Running Gingerbread Man. Chat about ways to keep fit and healthy. Learn this super simple song Walking, Walking.</p> <p>Play the PE Bean Game and PE with Mr. Rees.</p>	<p>Share the traditional story The Gingerbread Man.</p> <p>Draw your own Gingerbread story using a story organiser.</p> <p>Make your own character. Choose who is going to chase you. Decide how your story ends.</p> <p>Practice the sounds in this video. Practice with your child blending sounds together. Practice blending the letter sounds for man.</p> <p>Practice lines on a Gingerbread man. Make your own or use this example.</p> <p>Continue sharing Once Upon a Time.</p>	<p>Practice counting, matching and ordering numbers 1-5 with this online Gingerbread Man Game.</p> <p>Counting with clothing: Encourage your child to count how many pieces of clothing they are wearing. Count at different times of the day. Are the numbers more, less or the same.</p> <p>Escape Game: Help your child begin to learn the language of direction. Play this simple game to plan the Gingerbread Man's Escape. See below for instructions.</p>

STEM Activities for the Gingerbread Man:

STEM stands for Science, Technology, Engineering, and Mathematics. STEM activities help children to explore, observe, ask questions, predict, and integrate their learning through play. "When children play they can be seen as fiddlers who play about with materials, apprentices who build prototypes, and scientists endeavouring to solve puzzles presented to them in any environment" (Andrews, 2012).

1. Find out why the Gingerbread Man doesn't want to go into the river. [Click here](#) for the experiment card and [click here](#) for the question card. (Note: you can use any type of biscuit.) Encourage your child to talk about what they can see. Can they use words like crunchy, crisp, hard, wet, soggy, mushy? For older children, you can experiment with different liquids to see if it makes a difference. Will the Gingerbread man last longer in milk than water?



2. Bridge building: For the river you can use a narrow container filled with water, or use a piece of blue fabric or blue paper. Provide your child with loose parts or junk materials and explain the challenge. Encourage your child to experiment and try to build a strong bridge for the Gingerbread man to cross the river. Below are some examples of STEM bridge building.



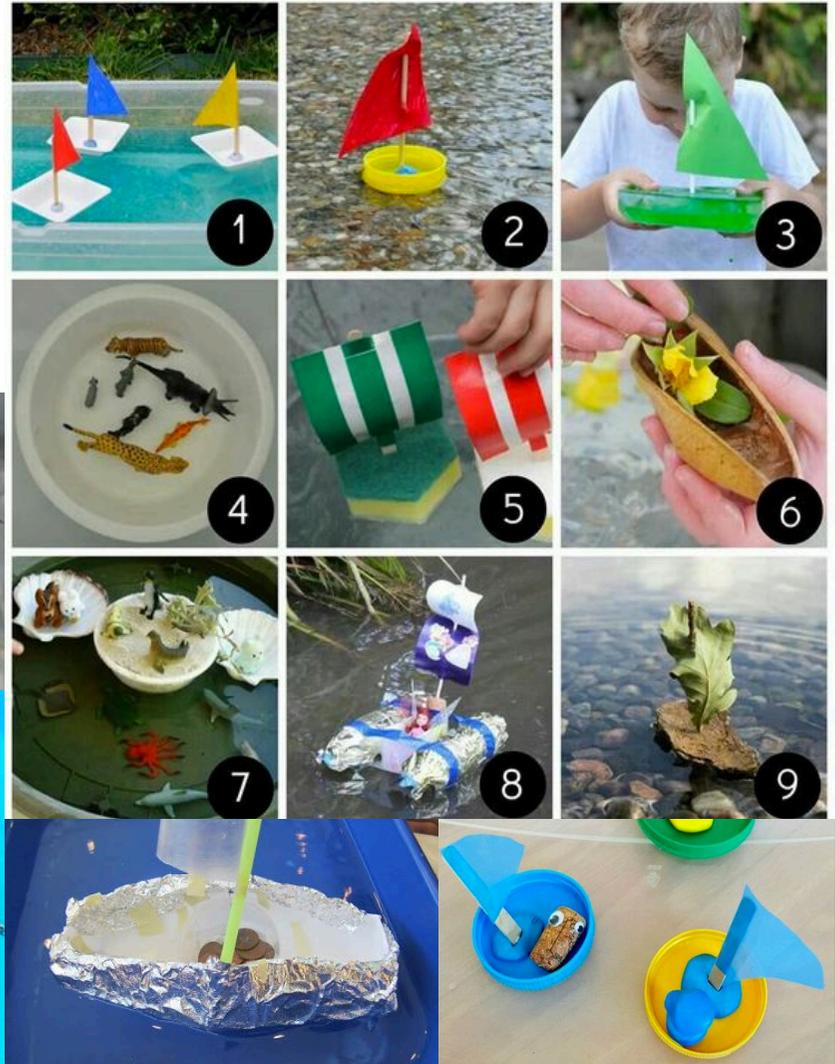
It doesn't matter what materials you use. Other options you may have at home could be aluminium foil, lego/duplo, playdoh, cotton buds, clothes pegs, or cardboard. Any combination of loose parts materials are good, so long as they are safe.

STEM for the Gingerbread man continued:

3. Work with your child and make a boat for the Gingerbread man to cross the river. As with the bridge activity, set the scene and work with your child to make a simple boat out of something like a plastic container or a polystyrene tray. Discuss with your child the difference between floating and sinking. Provide a container of water, tub or sink to test the boat (indoors or outdoors). Using a straw, can your child blow the boat across the water? Did the boat stay floating or did it sink?

4. Enhanced play activity: As with the bridge experiment, provide your child with junk materials and loose parts to experiment and make different types of boats. **Important:** include materials that will sink! By allowing children to experiment and fail, they are learning about the world and what works and what doesn't work first hand. Allow your child to choose freely from the materials. Encourage them to test their creations. Encourage your child to talk about what they are doing, how they are doing it and describe what is happening when they test their creations. Allow this activity to go for as long as your child is happy to play and experiment.

Alternatively, allow your child to simply play and test household and natural objects to see what floats and what sinks.

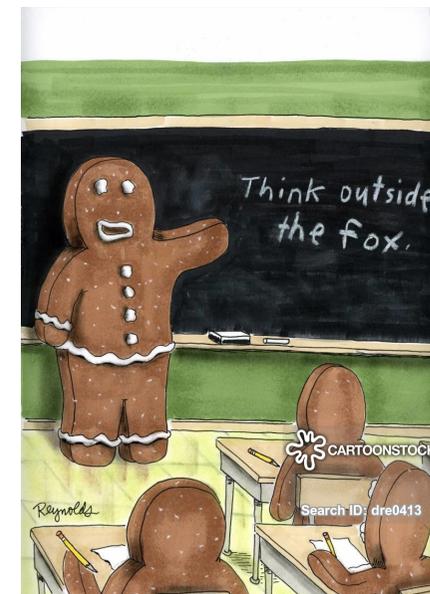


Philosophy for Children: The Moral of the Gingerbread Man Story

The moral of the story is to not trust anyone blindly. The story also covers issues like honesty and possession. Each character in the story wants to eat the gingerbread man; but does the biscuit man actually belong to them? Do they have the right to eat him? For very young children, the story and discussion help them to begin to understand that just because you own something, doesn't mean that it's truly yours. Just like a toy that they own, bought by parents, can be taken away. The Gingerbread man becomes his own individual character and runs away. The people and animals chasing think that they can have him because they want him, and they tell the truth about wanting to eat him. However, the fox wants to eat him too and lies to trick him. Very young children may think then that lying to get what you want is okay. By discussing the story with your child, they can begin to understand these very complicated concepts.

Consider the questions below, choose a **few** and **change** them to suit your child's age and understanding. Discuss with your child in a comfortable, relaxed environment. As with circle time rules, there are no right or wrong answers to the questions. The point here is talking about it.

- Questions for Circle Time Discussion:
 - Who is the smartest character in the story?
- The fox laughed, "I don't want to catch you, little gingerbread man. Why do you run?"
 - Why can't anyone else catch the gingerbread man, only the fox?
 - Have you ever been tricked by someone you trusted?
 - Why did the gingerbread man trust the fox?
 - Have you ever tricked someone? How did they feel? How did you feel?
 - Is it ever ok to trick someone?
 - Is it ever ok to lie?
 - What would happen if everyone lied all the time?
- "Run, run, as fast as you can, you cant catch me, I'm the Gingerbread man."
 - Why do you think he is bragging about running fast?
 - Is it ever ok to brag?
 - Why did the gingerbread man run?
 - Why didn't he stop and listen to the old lady and the man? Why did he stop for the fox?
 - Have you ever been like the gingerbread man? How?
 - How might things have been different if the gingerbread man stopped and listened?



Gingerbread Man Craft Examples
and Playdoh Recipe



Gingerbread Playdoh

1 cup flour

1/2 cup salt

1/2 tsp ground ginger

1/2 tsp cinnamon

1 tbsp vegetable oil

1/2 cup water

Mix together and knead
until smooth.



GIANT GINGERBREAD MAN

A FUN & EASY CHRISTMAS ACTIVITY



Plan the Gingerbread Man's Escape!

Note: This game supports numerical reasoning skills and digital coding skills; as children begin to use the language of direction and understand that a series of instructions can be linked together.

You need something that will represent the Gingerbread man; like a cardboard crafted one or a stuffed toy to represent. Put the Gingerbread Man somewhere in the room you are going to use.

Explain to your child that you are going to play a game. The Gingerbread Man has popped out of the oven and is stuck in the room. Can we help to plan his escape? Can we give him instructions on how to reach the door?

Take turns with your child calling out one step instructions and moving the Gingerbread Man.

Example instructions: Three steps forwards. Turn to the door. Four steps forwards. Two more.

Adjust the simplicity or complexity of your instructions along with your child's ability.

Once he reaches the door, place him somewhere else in the room and repeat the game.

Enhancing the game: Introduce a pretend obstacle or hazard in the room that the Gingerbread Man must avoid or navigate in order to escape. For example, instructions to go around a mat on the floor, or under/over a chair/table. Make the game more challenging if it is too easy; perhaps put the Gingerbread Man in another room and navigate him to either the front or back door.

Alternatively, if you have enough people to role play this game, a person can represent the Gingerbread man and they must follow instructions exactly as called out. This could then include many more actions, like crawling or jumping.