

Planning for Nursery Parents
Will you Read Me a Story?
Week 3

This week's focus is on Cinderella. Share the traditional story together or watch a film version if you are able. We have included a simplified pdf version of the story this week; and an alternate version called Prince Cinders. Important this week is sharing the story, numeracy with shoes and lots of oracy activities like Ruler for the Day.

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.

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

Week 3: Cinderella

Science & Technology	Humanities	Expressive Arts	Health and Well-Being	Language, Literacy and Communication Cymrag Ail-Iaith	Mathematics and Numeracy
<p>Help to make edible magic wands. Make fruit kebabs, or dip a breadstick into melted chocolate and add sprinkles.</p> <p>Help your child use JIT to make a fairy tale picture using the clipart and paint tools. Help your child to name and save their picture.</p> <p>Make Magic Mud! Similar to Gloop, but even better. See below for instructions.</p> <p>Similar to the Numeracy activity, encourage your child to sort shoes by types of material; or by laces, velcro, buckles, etc.</p>	<p>A Hard Worker: provide brooms/dustpans to help tidy up and sweep outdoors. Water play and Fairy liquid to help washing up. Help your child to learn to make their bed.</p> <p>History: Look at Cinderella's kitchen & compare the equipment with those used today, e.g. candle in holder/ electric lamp, carpet beater/hoover, fire/cooker, old kettle/ electric kettle.</p> <p>Are fairy tales real? Can the things that happen in fairy tales REALLY happen? How do you feel when you hear a fairy tale? Are you sometimes scared? Are the characters real?</p>	<p>If you haven't done already, please see the Week 2 activity plan for junk modelling to build a castle.</p> <p>Extend junk modelling to build other fairy tale objects like the ones below:</p> <ul style="list-style-type: none"> • Make a pretend broom. • Make a magic wand. • Make a crown. • Make a coach or carriage. <p>Make a crown and decorate it to use in King/Queen orders game and Ruler for the Day activity.</p> <p>Design a crown for the Prince or a dress for Cinderella using mark-making lines and shapes.</p>	<p>Play the PE Bean Game and PE with Mr. Rees.</p> <p>Discussion: If you were Cinderella's sister or brother and you saw her working hard, what do you think would be a nice thing to do?</p> <p>The King/Queen Orders: make a game to practice gross motor skills. Wearing a crown, give orders to roll, hop on one foot, skip, etc.</p> <p>Dancing at the Ball: Make a game of dancing to music and when a chime/alarm is heard, your child must run to their "house" as quickly as they can.</p> <p>Consider the alternate story: Prince Cinders.</p>	<p>Share the traditional story Cinderella.</p> <p>Cut and stick a simple time sequence of the story.</p> <p>Continue sharing Once Upon a Time. Ask your child to tell you a fairy tale using some of the characters.</p> <p>If you had a fairy godmother, what would you ask her? Draw a picture of what you would wish for.</p> <p>Spot the Difference: Look at the images with your child and discuss.</p> <p>Ruler for the Day: "Now I am King/ Queen..." See below for advice.</p>	<p>Matching Slipper Game: Using a pile of shoes and a timer, find a matching pair; or hide around the room and match before the timer is up.</p> <p>Support your child to use different resources to measure their feet. Lego, ruler, tape measure, small toys. Let your child measure others feet to compare.</p> <p>Sort shoes by size order. Focus on the use of language of size: smaller, smallest, bigger, biggest, Bigger than, Smaller than.</p> <p>Make up a number scavenger hunt at home. Practice saying the numbers on a clock.</p>

Magic Mud!

You need: water, dirt, baking soda, white vinegar and crushed chalk.

Mix equal parts dirt and water. Add a few tablespoons of baking soda and mix.

Play with the mud mixture and divide into smaller containers if you wish. (An old muffin tin works well.)

Add colour by adding crushed chalk into the mud mixture. (Or powdered paint if you have it.)

Slowly start to add splashes of vinegar. Watch as the mixture bubbles and fizzes!

Get messy and have fun!



Ruler for the Day Activity:

This activity is to develop oracy skills. Oracy skills in the Nursery include:

- Use newly learned vocabulary in and through play activities.
- Express some enjoyment or interest.
- Use sentences with five or more words with some grammatical immaturities, e.g. leaving out some link words
- Imitate real-life and make believe experiences within role play.
- Speak clearly enough to be understood by adults and peers.
- Take part in an activity alongside others.
- Participate in discussions with other children and/or adults.

You will need a pretend crown. Sit somewhere comfortable with your child; or do the activity with the whole family.

Explain that whoever wears the crown has the power to make a new rule. Put on the crown to model the idea, saying "Now I am the Queen, everyone must have jelly for breakfast" or "Now I am the King, all children must do a silly dance on Fridays". Give your child time to think of a rule they would like to introduce. Then pass on the crown. Encourage your child to put it on and share their idea for a new rule. Encourage them to use the words "Now I am Queen/King...". Continue passing the crown around. Encourage your child to speak confidently (bossy voice), respond with imagination and use humour. For children who aren't very confident yet, take it slow and help them put together simple rules using 2 or 3 words. For children who are confident speaking, encourage them to extend their sentences using 'and' and 'because'. This activity may start off a bit serious, but soon descends into silliness. Try to keep it fun and silly; and encourage your child to be dramatic and use a 'bossy' voice.