

Planning for Nursery Parents
Will you Read Me a Story?
Week 4

This week's focus is on Hansel and Gretel. Share the traditional story together and choose a few activities from the table below. Important this week is Baddies Beware, Pathfinders & Trailmakers, Safer Strangers, and mark-making. Please continue with any daily activities that have become part of your routine at home, like singing morning songs, counting songs and name practice.

In the Home Learning folder in Shared Files, there is a copy of Emergent Writing posters for those parents that want to know more about mark-making. All children progress through these stages at different rates. It is a slow process. This is why daily opportunities for mark-making is really important. The second wordless book 'Once Upon a Picnic' has also been uploaded and shared. Please read our [advice](#) first and share the story with your child.

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 4: Hansel and Gretel

Science & Technology	Humanities	Expressive Arts	Health and Well-Being	Language, Literacy and Communication Cymrag Ail-Iaith	Mathematics and Numeracy
<p>With your child, play around with JIT5 animate to make a simple gif using the clipart available. Show your child this example. Click here to see my example file.</p> <p>Look at this example of STEM trap building. Let your child use junk-building to design a trap for the Witch.</p> <p>Try the Sugar Crystal experiment and observe sugar crystals forming.</p> <p>Use Google Maps with your child to look at your home, Dafen School and other landmarks. Try zooming in and out. Talk about what you can see. Can you see the Nursery and the big yard?</p>	<p>Baddies Beware PSE Activity: to talk about things from experience and share information. See below for advice.</p> <p>Did Hansel and Gretel know the old woman or was she a stranger? Should we go with strangers? What should we do if we get lost? Don't worry. Just look for a safe stranger. Talk about safe strangers like police/shopkeepers.</p> <p>No Place Like Home: Ask your child to think of rooms from their house and draw something from that room. Ask the children to draw things that remind them of home. What does home mean to them?</p>	<p>If you are able, revisit Week 2 plan and consider making and decorating biscuits.</p> <p>Offer your child junk modelling materials to make the Witch's cottage and paint/ decorate.</p> <p>Draw a picture of Hansel or Gretel. Check they have arms, legs, ears, eyes, hair, etc.</p> <p>Draw a picture of the Witch's cottage. You will need a door, windows, a roof, walls and maybe a garden. Draw some sweets. Or click here for printable.</p> <p>Make up a Witchy dance to go along with this Cbeebies Hansel & Gretel song.</p>	<p>Play the PE Bean Game and PE with Mr. Rees.</p> <p>See Pathfinders & Trailmakers activity. Help your child make their path into an obstacle course. Explore different ways of moving your body. Can you include in your path places to go over/ under or through/ around? Try movements like crawl, wriggle, climb, jump, and stretch.</p> <p>Share the presentation about Strangers and Safer Strangers with your child.</p> <p>Take a walk. Encourage your child to notice the direction of pavements, paths or trails. Also discuss safely crossing roads/intersections.</p>	<p>Share the traditional story Hansel and Gretel.</p> <p>Introduce the wordless book Once Upon a Picnic. As before, don't point anything out. Encourage your child to narrate what they can see happening. Movie link here & pdf link here.</p> <p>Make a "Once upon a time Story Bag" with your child. See below for advice.</p> <p>Hansel & Gretel mazes: Start with an easy one and go slowly to encourage mark-making control. Or draw your own on a large piece of paper and let your child use a small toy to navigate through the maze.</p>	<p>Pathfinders and Trailmakers: Numeracy activity to support counting, shape, space and measure. See below.</p> <p>Try Cbeebies Hansel and Gretel digital jigsaw puzzles.</p> <p>Practice recognising the shapes square, circle and triangle. Colour this Hansel and Gretel shape path.</p> <p>Make DIY number puzzles with paper plates for your child. See examples and information below.</p> <p>Try this simple number recognition sheet or make your own. Bingo dabbers work well for this activity.</p>

Baddies Beware!

To support and develop Oracy skills. To begin to communicate about what is good and bad, right and wrong, fair and unfair, caring and inconsiderate.

Ask your child to think of some 'baddies' from the stories that they have read. (Have story books nearby to refer to if needed.) Can they remember what the baddies did and how they caused problems for others?

Ask your child to think about a time when something went wrong because of their actions or the actions of others. Perhaps a time when something was accidentally broken. Ask 'How did it make you feel?' and 'Were any other people upset?'. Discuss with your child and explain how doing good things can make them feel good inside and doing something bad can make them feel bad inside.

Ask them to think of something good that they could do today and share their idea with others in the house. When your child has thought of a good deed, encourage them to draw their idea on to paper. Write your child's words onto their drawing as they speak them.

Encourage your child to think about the good deeds and acts of kindness on the poster. Can they think of any more?

20 Random Acts of Kindness

Try some of these random acts of kindness. You will need to ask an adult for help before completing some of these activities.

1. Let somebody go first.
2. Help a friend with their work.
3. Ask somebody who is by themselves to come and play.
4. Let somebody go in front of you in the line.
5. Bring flowers for a grown-up.
6. Share your snack.
7. Make a drink for somebody.
8. Thank somebody.
9. Give somebody a hug.
10. Give some toys to a charity shop.
11. Draw somebody a picture.
12. Pick up litter.
13. Read a story to somebody younger.
14. Make a new friend.
15. Help to wash somebody's car.
16. Help a grown-up with a job.
17. Smile at people.
18. Tidy your bedroom.
19. Help somebody who has dropped something.
20. Feed the birds.



Once Upon a Time Story Bag:

You need: a pillowcase, small toys, and other small household items (like an old key, hair brush or coins)

Make a Once Upon a Time story bag containing a range of objects and figures inside a pillowcase. This can be done initially with or without your child. Items might include a dragon, a prince and princess, a small toy house or castle, a mysterious key, a magic wand or bean. **Any combination** of small world toys and objects to spark interest and talking. (You never know... Spiderman could save Princess Peppa and the Gingerbread Man with Lego and a magic key.) Choose about 5 toys to begin with.

Sit together and begin. You hold the bag first to model how to play. Begin by choosing an object from the bag:

- Start out the story with "Once Upon A Time" then set up the story...
- State what the toy/object is "There was a teddy"...
- Then set the scene "he lived in the forest"...
- Then state a problem to be solved "but he/she was lost"...
- End with a hook "just then..." or "suddenly..."

Pass the bag around and take turns adding to the story. Remember to finish with "The End". Model ideas when needed to help your child. Let your child change or add items to the bag. Encourage your child to tell a story using the bag on their own by taking out one item at a time.

Consider the following words to use while creating a story together:

First...	Because...	Also...
Next...	So... So that...	On the other hand...
After that...	Although...	Unfortunately...
Later on...	However...	Fortunately...
Finally...	But...	

Pathfinders and Trailmakers:

In your garden or on a walk, encourage your child to collect 5 stones and 5 twigs. Encourage them to check and count as you go. Pause to ask simple questions. If you have 2 stones how many more do you need to find to make 5? You have 2 stones and I have 3 who has the most? Who has the least (or less)?

Explain that you are going to play a game to make a path just like Hansel and Gretel. Encourage your child to find a toy and hide it in your garden. Encourage them to make a path from somewhere in the garden to the toy using the stones and twigs you have collected. Get your child to ask you to follow their path and see if you can find their toy! Try hiding the toy somewhere else or take turns hiding and making a path to follow. Repeat the activity as long as it holds your child's interest and consider suggestions below.

Enhancing the Activity:

- Use other objects available in your garden to make the path/trail more like an obstacle course.
- Introduce the idea of a path that forks off in two directions. Include clues to which is the correct path. A clue could be a grouping of 3 pebbles, or twigs arranged like an arrow.
- Try having two paths that intersect or weave in and out. Can your child stay on the correct path?
- Just like the story, you could make some toast and crumble it to make a trail. Return the following day to check if it's still there.
- For older children who are more confident counting, increase the collecting part to 10 stones and 10 twigs.

DIY Paper Plate Number Puzzles

Use paper plates cut in half, in thirds or quarters, depending on the age of your child. For younger children, only do one to five. Please use the layout of the coloured dots below! They represent the Numicon system that is used across the whole school. Practice with your child to match the puzzles. Challenge your child to complete the puzzles independently. This activity can be done frequently to reinforce number recognition. Please use the [number formations](#) that we use for consistency. [Click here](#) for more information about Numicon if you would like to know more. Please message through J2 if you would like any advice!

1		6	
2		7	
3		8	
4		9	
5		10	

