

Home learning activities 08/06/20 : Gingerbread Man

Monday: Look at the 'Gingerbread Man' story together. (You can use a storybook if you have one!) Tell your child it is another traditional tale and encourage your child to remember what this means. Encourage your child to ask relatives if they can remember the story and what happens in it. Can the children guess what may happen in the story by looking at the first picture or book cover? If you have a book read the 'blurb' on the back too! Read the story with your child stopping at the repeated refrains. Can your child talk about what happened when you have finished the story? Can they recall what happened at the beginning/middle and end?

Play 'the Gingerbread Man Addition Game' together. Can your child add two small amounts together independently? Encourage them to look at the numbers and count the characters one at a time. Can they spot the 'add' and 'equals' sign and do they know what they mean? This game may need to be played a few times, therefore reinforcement is advisable and adult input may be needed.

Practise sounds we know (m,a,s,d,t,l,n,p,g,o,c,k,u,b,f,e,l,h) and look at 'r' 'Down the robot's back, then up and curl.' Practise formation in the air (look at the letter formation sheet for guidance on starting points in **week 1** resources) Don't forget if you can print off the worksheet for the letter 'r' to practice the 'sound of the week', or practice using different media at home.

Tuesday: Look at the story again and talk about it together. Discuss the choices and actions of the characters. Discuss the character of the Gingerbread Man. Why do you think he was running away? How was he feeling? What would you have done if you had seen the Gingerbread Man running away from all of the other characters? Discuss the characters of the old man and the old lady. How do you think they felt when the Gingerbread Man ran away from them? Draw a picture in your Nursery home learning book and get an adult to write down what you say!

Play 'The Gingerbread Man' counting game. Encourage your child to count the number of buttons on the Gingerbread Man and choose the correct numeral to go with it.

<https://www.topmarks.co.uk/learning-to-count/gingerbread-man-game>

Practise sound 'r' and letter formation with the rhyme. Look at the phonics video again to reinforce the sounds they know. Practise 'How to say the sounds' on the reading page and see if your child recognises and says the sound up to 'r'. It is also great for practising teaching the sounds at home!

<https://home.oxfordowl.co.uk/reading/learn-to-read-phonics/>

Wednesday: Look at another version of 'The Gingerbread Man' together, either from a book at home or click on this link. There are also other versions available on You Tube. Discuss the characters in the different stories. Are they the same or are some characters different? Are there similarities and differences in the different stories? Discuss with your child their favourite version and encourage them to talk about why they have chosen a particular story. Can they draw their own Gingerbread Man design on the template (You can draw one yourself if you cannot download this one) and talk about it?

<https://www.topmarks.co.uk/stories/GingerbreadMan.aspx>

Continue practising number writing on the number formation worksheet on the class page on our website under **week 1** resources. Can your child say the number rhyme independently? Can they find the correct amount of objects for each number? (focus on 1 or 2 a week until your child is confident)

Play the 'Painting Game'. This is good practise for reinforcing letter sounds and letter recognition through matching the initial sound to the correct picture.

http://www.literactive.com/Download/live.asp?swf=story_files/easel_US.swf

Thursday: Encourage your child to discuss becoming an author and with help create a new version of the Gingerbread Man story. Can your child make up a different ending for the story too?

Play this 'Design A Gingerbread Person' activity together as it is a good game to reinforce simple 2D shapes. Encourage your child to talk about their decisions and to describe the shapes using its properties. (i.e 'I can see three straight sides and three corners, it's a triangle!')

<https://www.starfall.com/h/holiday/gingerbread/?t=296480282>

Play an 'I Spy Hide And Seek' phonic game. Collect a number of objects beginning with the 'r' sound and place them in different positions around a room. Reinforce the positional language in the story, such as above, below, under, on top, next to etc, as you ask your child to find the objects by giving them instructions. Can they think of anything else that begins with the 'r' sound?

Friday: *Re-enact the story with your child and encourage them to experiment with different ways of moving. Ask them to think about the ways the different characters in the story would move. Can you create a story map together and encourage your child to sequence the events? Act out your story for your family and ask them to join in, especially with the repeated refrains of 'Run, run as fast as you can, you can't catch me, I'm the Gingerbread Man!'*

Make gingerbread people and use the scales to weigh and measure ingredients, reinforcing counting skills and number recognition. Can your child follow the sequence cards for the recipe? Can they talk about and count out the correct number of eyes, buttons etc they need to decorate their gingerbread person? Can they use all of their senses to discuss the smells and tastes they experience while baking, and talk about the changes they see in the ingredients throughout the baking process?

Play 'The gingerbread Man Matching Numbers or Ordering Numbers' game. Encourage your child to count the buttons on the gingerbread people and match them to the correct number tray, or to increase difficulty and challenge, play the 'Ordering' game where your child has to count the buttons and put the gingerbread people on the trays in the correct order from smallest to largest or largest to smallest!

<https://www.topmarks.co.uk/learning-to-count/gingerbread-man-game>

Sing some of our Gingerbread Man songs together and make up some actions to go with the songs. Encourage other members of the family to join in and Face Time them to show them your songs! Send me a clip on Dojo!

PLEASE REMEMBER TAKE YOUR TIME DOING ACTIVITIES AND DO THEM AT YOUR LEISURE OVER THE COMING WEEKS. THESE ARE

ACTIVITIES FOR YOU TO COMPLETE IF YOU NEED IDEAS AND RESOURCES AND ALL ARE NOT EXPECTED TO BE FINISHED EVERY WEEK!