

Communication and Language

- Looking at and retelling fairy tales.
- Follow instructions for cooking.
- Story sequencing.
- Make a new ending to a story.
- Prediction what might happen.
- Role play - fairy tale castle.
- Re-enact fairy tales.



Personal, Social and Emotional Development

- Is there always a happy end in fairy tales?
 - Look at good and bad characters.
 - Take turns using role play areas.
 - Discuss strangers in fairy tales
 - Cinderella's family, rich/poor, kind/unkind.
 - Favourite bedtime stories
- PSHE - All about me / Staying healthy



Expressive Arts and Design

- Using material make yourself into a fairy tale character.
- Design a crown.
- Listen to music, can we link them to a fairy tale?
- Decorate gingerbread people.
- Act out different fairy tales.
- Make things using textile techniques in nursery tales (wool from spinning, weaving etc).
- Design a suit for a prince or dress for a princess.
- Make music with instruments for a ball.

Look what we're learning!



Fairy Tales

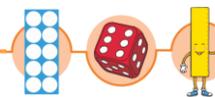


Literacy

- Write an invitation to a ball, wedding etc.
- Write a magic spell.
- Story scribe our own fairy tales.
- Make a shopping list for Little Red Riding Hood to make granny's cake.
- Make a wanted sign for the wolf/ make a for sale sign for Daisy the cow.
- Enjoy alternative versions of traditional tales.
- Look at nursery tales on screen, CD player etc

Maths

- Directional language
- Ordering characters in size.
- Measure Rapunzel's hair and the Billy goats gruff horns.
- Measure ingredients for cooking activities.
- Look at numbers in tales (3 bears, 7 dwarves).
- Use shapes to make a castle.
- Use money in role play, set up bakers shops, use tills, clocks and phones in role play area.



Understanding the World

- Forest school.
- Who lives in a castle?
- Look and talk about how milk gets to a supermarket.
- What happens when gingerbread gets wet? What could we do to protect the gingerbread man?
- Make dens inside/outside, can we blow them down?
- Bee bots, can you make them reach the castle or get them to granny's house?

Physical Development

- Dress and undress with dressing up clothes.
- Ballroom dancing like Cinderella, move like a giant, roar like a bear.
- Use boxes, tubes junk to make a castle.
- Use duplo and small world play to re-enact fairy tales.
- Different movements/speeds. Did Jack run or walk, climb. Move like a scary wolf.
- What time is it Mr Wolf?
- Play dough activities - make cakes, gingerbread, wedding cakes.

