



Can You Hear Footsteps?

Traditional Tales

Jack and the Beanstalk



Resources

- Non-tuned percussion instruments, such as drums, tambourines, woodblocks and beaters, castanets and maracas
- [Footsteps Posters](#)

Aspect

2

Objective: To use instruments to create sounds.

Key Words: instrument, sounds, soft, quiet, slow, hard, loud, fast

Small Group Activity

10–15 minutes

Before the activity, make sure children are familiar with the story of [Jack and the Beanstalk](#).

1. Show the image of the stomping giant from the [Footsteps Posters](#). '**Can you stomp like the giant?**' Model this and encourage children to stomp, either on the spot or around in a circle.
2. Place a selection of non-tuned percussion instruments in the middle of the circle.
3. '**Who can choose an instrument and make a stomping sound with it?**' Continue to show the image of the giant.
4. Go around the circle, giving every child a turn. '**Which instrument makes the best stomping sound?**' Encourage children to comment and describe the sounds.
5. Repeat steps 2 to 5 with the images of Jack tiptoeing and then running. For each, ask questions, such as: '**Which instrument makes the best tiptoe sound? How can you make it sound like Jack is running?**'

Extension

6. Ask children to explore playing the same instrument in different ways, e.g. banging a drum loudly for stomping and tapping the drum gently with fingertips for tiptoeing.

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Aspect 2: Instrumental Sounds

Strands covered:

- Tuning into instrumental sounds
- Listening and remembering instrumental sounds
- Talking about instrumental sounds

Enhancements

- Allow children to access the [Footsteps Posters](#) and instruments independently.
- Create a 'stage' area with instruments, [Role-Play Masks](#), dressing-up clothes and props from the story.

Look, Listen, Note

How well can the children...?

- create different sounds with instruments
- talk about the instrumental sounds they make and hear
- choose different instruments to create different effects

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