

Maths

Children add buttons onto gingerbread men. Can the children talk about bigger, smaller, amount, can they order the gingerbread men?

Can the children count out some magic beans?

Children to use 2d and 3d shapes to build their own fairy tale castle.

PSED

Talking about baddies in stories and the problems they might cause and discussing how we can help the baddies become good characters.

Play sleeping dragons and see if the children can hear someone coming to steal the treasure.

Read *The Elves and the Shoemaker* and children work as a team to make a surprise for someone in the class.

Understand the World

Read the story *The Enormous Turnip*. Children work together to plant seeds and all help harvest them when they are ready.

Read *The Gingerbread Man* and discuss why the gingerbread man needed the fox to take him across the water. Set up own experiment for children to find a way to get their gingerbread man safely across the water.

Literacy

Play fairy tale snap—do they children recognise any characters? Can they match the characters to the traditional tales?

Can the children sort the good characters from the bad ones?

Retelling traditional tales using props.

Read stories with repeated refrains and encourage the children to join in.

Read contemporary versions of fairy tales and children to decide which version they like the best.

On large paper children retell and map out a traditional story.

Autumn 1

Will you read me a story?

Memorable

Experience:

Teddy Bears

Picnic

Innovate: We've found some magic beans what shall we do with them?

Express: Have a fairy tale tea party and encourage children to dress up as their favourite fairy tale character.

Physical Development

Children follow a giants obstacle course.

Go on a hunt to find pretend poisonous apples before snow white can find them.

Writing name in fairy dust.

Play the bean game but link it to Jack and the Beanstalk and the beans are magic beans.

Expressive Arts and Design

An independent piece of artwork in the style of Georges Seurat Pointillism.

Children play with castles to act out a story.

Children use wands and a cauldron to make wishes.

Children use a variety of materials to make bridges to act out *The Three Billy Goats Gruff*.

Children to build own the three little pigs homes and act out the story

Look at the witches house in *Hansel and Gretel* and sweet decorations, can the children decorate their own biscuits.

Children attend a royal workshop and make their own swords, shields, crowns and plates and decorate them in royal colours.

Communication and Language

Discuss a fairy tale formula including: setting, characters. problem and solution.

As a group children follow instructions to make porridge and add their own toppings.

Be a ruler for the day and the other children need to follow the rules.

Retell a story starting with 'Once upon a time..' children take objects out of the bag and add them to the story to make a new fairy tale.