

Year R Topic (4): Ferociously Friendly Fairytales

Hook: Sharing creative castle representations with peers

Learning Opportunities:

Retelling the story of classic fairytales with story sacks and hand puppets

Designing story maps and ordering the story with sequence cards

Planting magic beans to recreate Jack's giant beanstalk

Estimating and measuring beanstalks using multi-link cubes and standard measures

P4C circle time: Did Jack make the right choices by stealing the golden harp and hen?

Climbing Jack's Beanstalk in Gymnastics

Creating magic doubling and halving machines

Counting, sorting and ordering magic beans

Measuring the Giant's items using standard measures

Acting out the story of Little Red Riding Hood on the woodland trail

Designing character maps using descriptive language

Creating a Wanted Poster to catch the big bad wolf

PSED circle time: Importance of stranger danger

Solving Goldilocks and the Three Bears crime scene in class by studying evidence

Hot seating as fairytale characters

Writing recipes for making porridge and the Gingerbread Man

Investigating which materials will make the strongest house for the three little pigs

Ogre on the wall: writing a character description of Shrek

Setting on the wall: writing a setting description from Shrek

Designing a representation of Shrek's swamp on woodland trail using natural materials

Solving Gingerbread Man crime scene in class by studying evidence

Foundation Friday with pre-school (Zog by Julia Donaldson)

Transition Tuesday (Science) with Year One (Plants)

Planning Story Mountain for fairytales (character, setting, problem & solution)

Writing fairytales as sequence of events (beginning, middle and end)

Fairytale themed parachute games (dragons and knights)

The Easter story - Easter eggs and new life

Golden Easter egg hunt in Year R garden

Foundation Friday (Zog) with pre-school:

Using story sacks, hand/finger puppets and small world figures to retell story of Zog

Creating a representation of a dragon/princess

Creating a representation of a castle using 2D and 3D shapes

Discussing the role of doctors/nurses/paramedics

Discussing fire safety of role of fire service

Representing key characters (Zog, Sir Gandabout and Princess Pearl) using dance/movements/singing songs using musical instruments (Zog the friendly dragon)

Parents and Carers:

Shared weekly observations in focused area (2Simple)

Year R Reports to parents (Characteristics of effective learning)

Parents' Evening (Attainment and Progress)

Goal: Sharing fairytales with parents at Portchester Castle

