



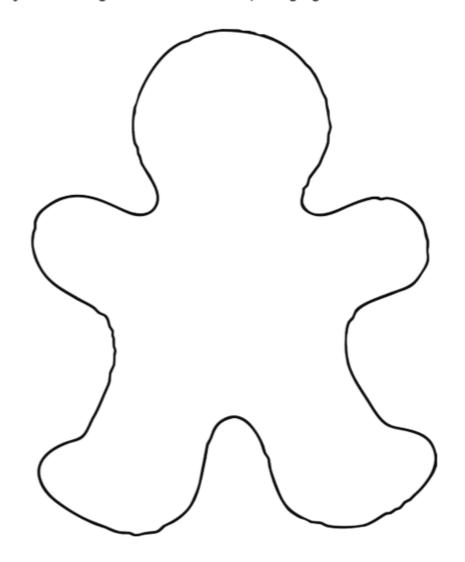


Maths	English	Creative	The World	Physical
Ordering quantities Play the gingerbread man ordering game here	Watch the story of The Gingerbread Man here Or read your own version of the story if you have one in a book. (Note for parents – he gets eaten at the end!)	Can you make a puppet show theatre to retell the story of The Gingerbread Man? Use an old box or even hide behind a chair or sofa?	Find out which animal is the fastest runner in the world. Draw or write some facts about it.	Set up for Meditation Monday like we do at school and enjoy this Gingerbread Man Relaxation here
Play the Gingerbread Dice Game below. You could draw your own gingerbread man onto brown paper or an old cardboard box. Extension – make up your own version.	Can you collect some lolly sticks or twigs to use to make stick puppets for some of the characters in the story? Use these to retell the story yourself.	Can you design your own gingerbread man or woman? What would you use to decorate it? You could collage with brown paper.	Play Mrs Taylor's Bug in a Rug game – there is a video for this on eSchools.	Have a dance to the Cookie Boogie <u>here</u>
Follow a recipe to make some gingerbread men of your own. Measure out the quantities carefully!	Can you write a list of all the animals that the gingerbread man meets in the story?	Can you make a paper chain of Gingerbread People? Video tutorial here	Can you do an experiment about dipping biscuits in a cup of tea or other warm drink? How long can you dip the biscuit before it breaks?!	The gingerbread man runs as fast as he can! Could you try running for one minute? Or run round your garden? Up and down the stairs? Go for a run?
2D Shapes – listen to our favourite shapes song here and then look for shapes around your house – how many triangles, circles, squares, semicircles, diamonds can you find?	Retell the story of the gingerbread man with your own toys.	If you have some paint, use some cookie cutters (maybe you have a gingerbread man) to print patterns. No paint – use mud, food colouring, play doh.	Think about safer ways to cross the river than getting a ride with a fox! Can you make a boat that will float to take him safely across?	Decorating biscuits is a great funky fingers activity. Make some icing and decorate some biscuits or cakes.
3D Shapes – watch the 3D shape song here. Go on a 3D shape hunt to find and name 3D shapes in your home. Optional sheet below.	Make a book of your own story – you could keep some things the sme and make some different. Eg instead of a gingerbread man it could be a chocolate biscuit girl? Or a fairy cake fairy? Or a crocodile on the river?	Make up a song about gingerbread men/women to the tune of 10 green bottles eg ten sweet gingerbreads running in a line	Do a survey amongst your friends and family to find out what is the most popular biscuit!	If you have ingredients to make playdough, add some ginger to it and make smelly play dough! Our favourite recipe here (glycerine not essential)

Gingerbread Man Dice Game

In groups, take it in turns to roll a dice. The first one to finish rolling and to draw a complete gingerbread man is the winner!

Draw the eyes Draw the clothes Draw the smile Draw the buttons Draw the bow Draw the hair







3D Shape Hunt

Use a tally to count the shapes you see.

Shape	Tally	
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Which shape did you see the most?

Which shape did you see least?





Must Dos

Parents – give the children the sheet to the left or draw one out on paper. Tell them the three must dos on the right and show them the pictures. Ask them to record their Must Dos for the week by drawing a picture and writing under it. Don't forget to tick them off when you are done!

Challenge 1 Challenge 2 Challenge 3

Must Do Job 1

Learn how to wash up this week!



Must Do Job 2

Choose a way to be a rainbow this week! Can you eat something from each of the colour of the rainbow this week? Or try to wear each colour of the rainbow over the course of the week. Or you could make or paint a rainbow.



Must Do Job 3

Read to one of your cuddly toys this week.

