

Core Book -

The Gingerbread Man

Supplementary Books -

3 Little Pigs

Literacy

Have some favourite stories, rhymes, songs
Distinguish between marks made
Beginning to be aware of the way stories are structured
Suggest how the story might end
Describes main story events, settings and characters
Looks at books independently
Listens to stories with increasing attention and recall
Give meanings to marks they make
Link sounds to letters, naming and sound letters of the alphabet
Attempts to write short sentences in meaningful contexts
Writes own name and other things such as labels and captions
Enjoys an increasing range of books
Children read and understand simple sentences

Personal, Social and Emotional Development (linked to F1 & F2 Unit 3 Jigsaw—Dreams and Goals)

Separates from main carer with support
Seeks comfort from familiar adults
Show understanding and cooperate with some boundaries and routines
Can inhibit own actions or behaviours
Interested in others play and starts to join in
Can select and use resources with help
Aware of own feelings, and knows that some actions or words can hurt others feelings
Can play in a group, extending and elaborating play ideas
Shows confidence in asking adults for help
Take turns and share resources
Confident to speak to others about own wants, needs interest and opinions
Begin to negotiate and solve problems without aggression
Work as part of a group or class and understand and follow the rules

Mathematics (used alongside White Rose Maths Planning)

Selects a small number of objects from a group
Begin to use the language of size
Uses some language of quantities—more/a lot
Compares two groups of objects saying when they have the same
Realises anything can be counted
Begins to represent numbers using fingers
Shows interest in representing numbers and solving number problems
Counts objects to 10 and begin to count beyond 10
Counts out up to 6 objects from a larger group
Counts an irregular arrangement of and finds 1 more/less to 10 objects
Records using marks they can interpret/explain
Orders 2 items by weight/capacity
Begins to identify own mathematical problems based on interests

Communication, Language and Literacy

Listens with interest to the noises adults make when they read stories
Understands who/what/where questions
Develop understanding of simple concepts
Uses simple sentences
Joins in repeated refrains and anticipates key events and phrases in stories
Listens to stories with increased attention and recall
Shows understanding of prepositions
Respond to simple instructions
Can retell simple past event in correct order
Uses talk to connect ideas, explain what is happening, and anticipate what might happen next
Questions why things happen and give explanations
Responds to instruction involving a two part sequence
Uses talk to organise, sequence and clarify thinking, ideas feelings events
Uses language to imagine and recreate roles and experiences in play situations
Children can listen attentively in a range of situations
Children follow instructions involving several ideas or actions

Understanding the World

Enjoys playing with small world models
Seeks to acquire basic skills in turning on and operating ICT equipment
In pretend play imitates everyday actions and events
Can talk about things they have observed
Talk about why things happen and how things work
Develop an understanding of change
Knows how to operate simple equipment
Looks closely at similarities, differences, patterns and change
Understand basic scientific concepts such as floating and sinking

Physical Development

Runs safely on whole foot
Begins to use three fingers to hold writing tools
Imitates drawing simple shapes
Can usually manage washing and drying hands
Uses one handed tools and equipment
Draws lines and circles using gross motor movements
Moves freely and with pleasure and confidence in a range of ways
Runs skilfully and negotiates space successfully, adjusting speed or direction to avoid obstacles
Draws lines and circles using gross motor movements
Observes the effect of activities on their bodies
Shows some understanding of how good practises with regards to exercise, hygiene and eating can contribute to good health
Practises some appropriate safety measures without direct supervision
Travels with confidence and skill around under over and through balancing and climbing equipment
Shows increasing control over an object when throwing, catching, pushing, patting, kicking
Practices some appropriate safety measures without direct supervision

Expressive Art and Design

Joins in singing favourite songs
Experiments with blocks, colours and marks
Begin to use representation to communicate
Begin to make believe by pretending
Sings a few familiar songs
Realises tools can be used for a purpose
Begin to be interested and describe the texture of things
Uses various construction materials
Engages in imaginative role play based on own first hand experience
Experiments to create different textures
Manipulates materials to achieve a planned effect
Understand that different media can be combined to create new effects
Constructs with a purpose in mind using a variety of resources
Introduce a storyline or narrative into play
Safely use a variety of tools and techniques experimenting with colour, design, texture, form and function

Area of Provision	Enhancements (additional resources, visits, visitors, displays etc)	Resource Implications
Literacy	Writing a shopping list for bakery Story order/retell Drawing story Range of fairytale books /recipe books Gingerbread story basket 5 currant buns song	Till Books Fruit Scones
Maths	Counting gingerbread man buttons Ordering gingerbread numbers Describe where the gingerbread man is hiding Playing with scales and balances to explore weight Gingerbread size ordering How many gingerbread men on the tray Using pennies in the bakers role play	Buttons Gingerbread men Ingredients Scales Pennies
Role Play & Small World	Gingerbread house role play Farmyard small world Bakery role play	
Investigation, sand, water	Boats—floating and sinking Sandpit bakery	Cupcake cases Baking tins/trays Modell/toy boats
Creative/ Construction	Designing and building a gingerbread house Building bridges to cross the river Designing and building boats	
Physical	Playdough Bakery—rolling and kneading dough Gingerbread tracing/drawing Painting Gingerbread Tweezing buttons to decorate gingerbread men Piping icing/puffy paint Chasing games	Rolling pins, baking tray, cutters Buttons Icing/piping bags Shaving foam

Area of Learning	Possible adult-led experiences/provocations/activities	Resource Implications
PSE	Discuss running away, stranger danger (fox), telling the truth (not playing tricks) Working together to do a gingerbread man hunt	Emotion cards
CLL	Story retell Farm animal noises—phase 1 Pat a cake/5 currant buns song Biscuit tasting	Story puppets Biscuits
PD	Catch me if you can obstacle course Salt-dough gingerbread men (link to UW) Healthy eating linked to biscuits	P.E equipment, benches, tunnels, fabrics Flour, salt
Maths	Counting gingerbread man buttons /solving number problems with buttons How many gingerbread men on the tray Ordering gingerbread numbers Describe where the gingerbread man is hiding Weighing and ordering ingredients Gingerbread size ordering Counting out pennies to match prices/ solve simple money problems Jumping and counting the stepping stones to cross the river	Buttons Gingerbread men Ingredients Scales Pennies
LIT	Free story writing Story sharing Writing instructions to make biscuits Labelling story characters	Word mats Range of papers, story frames, blank books
UW	Painting/drawing gingerbread men on IWB Exploring spices Soggy biscuit experiments	Ginger, cinnamon , vanilla, lemon Range of biscuits
EAD	Biscuit houses Gingerbread man songs /story songs	Selection of biscuits Icing Sweets