

Literacy ,

Re-tell stories in the correct sequence

Read and re-tell a wide range of traditional tales

Create a reading castle in the role play area filled with fairytale books and images

Compare Jasper's Beanstalk to the traditional tale

Re-tell stories in own words

Read and join in with repetitive phrasing in stories

Write magic spells

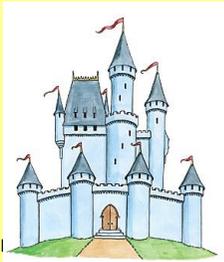
Write/amend:

- an ending to a favourite fairytale story
- a letter to the giant saying they have found the things Jack
- invitations to the fairy tale ball/lunch at the palace
- a list of things for Jack to take up the beanstalk
- a list of questions for the frog prince
- instructions how to make swords, crowns, shields
- wishes for Jack/his mother to ask
- instructions on how to grow a beanstalk

Create character profiles of characters in the fairytales

Keep a diary of how my bean grows by drawing pictures and writing

Rewrite the endings of stories e.g. the gingerbread man gets away...



Mathematics

Discuss numbers in fairy stories – 7 dwarves, 3 pigs, 3 bears etc. Use sorting hoops for stories with 3 characters and more than 3 characters etc.

Make sets of objects belonging to each story

Hide golden eggs around the room to be found and collected in a basket in number order

Sort colour jelly beans in sorting hoops. Which is the most/least popular colour?

Make a tally of children's favourite jelly bean colour/fairy tale/character etc.

Make a class pictogram of the tallies collected

Use numbers on beans and leaves to play ordering games, missing number games, matching and counting games etc.

On a large beanstalk outside, add numbered leaves in order all the way to the top

Use balance scales magic beans and golden eggs to explore weight

Use 2 and 3d shapes to design and create a castle/house etc. From fairytales

Follow directions through a wood/playground to get the characters from side to another

Give directions to Beebot to find its way through a wood/to a cottage/away from the giant etc.

Use language such as 'greater', 'smaller', 'longer' 'shorter', 'heavier' or 'lighter' to compare quantities including beans and other objects related to fairytale stories

Use everyday language related to time; order and sequence familiar events and measure short periods of time in my day and in fairy tale stories

Look at sizes in traditional tales, Jack and the Beanstalk, The Frog Prince, Elves and Shoemaker, Carry out giant measuring - look at a giant's footsteps and decide what they could be used to measure with, how many times our feet fit into them, how many footsteps it takes to cross the playground etc.



Personal Social Emotional Development

Create a friendship beanstalk

Practise playing with others in role as characters from fairy tales, thinking about others' ideas

Talk about feelings of themselves and of characters in stories

How would you feel if?

- Jack took your things – discuss
- you were turned into a frog?
- someone was sleeping in your bed?
- your friend ran away from you?

Write sorry letter from Jack to the giant for stealing his things/from the giant to Jack for frightening him

Share ideas about people who can help us when we do not feel safe/are frightened

Discuss strangers in fairy tales – who should we trust? Who should we not trust? Why?

Talk about families in stories who are rich poor/kind or cruel

Think about how we should behave towards family and friends

Write wishes to go in a decorated bucket containing a range of sparkly wands and stars

Once Upon a Time Reception – Spring 1



Physical Development

Play, 'What's the time Mr Wolf?'

Thread beads to make jewellery

Create bridges /houses /chairs according to sizes of characters - use them to take part in a adventure hunt -travel around, under, over and through balancing and climbing equipment – use language of size and position

Use large equipment to make buildings dens/castles/palaces etc.

Use small world and other construction equipment to make small world castles/bridges chairs /houses

Travel in different ways/heights/speeds in role as characters from stories such as animals, royals, witches, Jack, giant, bears, frogs etc.

Travel over, under and up obstacles using large pull out hall apparatus

Create and travel over, under and up obstacles outdoors

Children play at 'jumping beans' – say beans jump, beans wobble, beans stretch etc.

Once Upon a Time Reception – Spring 1

Expressive Arts and Design

Do giant sized writing on giant sized paper or walls with very large paintbrushes dipped in paint and/or water
Do fairy sized writing on tiny paper with very fine paintbrushes and colour buds
Make leaves and beans with colour playdough
Make crowns
Explore how some colours make other colours
Use a range of materials to design a ball gown, knight's clothes, helmet, castle etc.
Describe the texture of different luxurious and rough materials
Design bridges /houses /chairs according to sizes of characters
Create obstacle courses to stop the wolf/giant/witch catching characters
Recognise and explore how sounds can be changed to make happy and scary sounds – use them to re-tell stories
Sing songs about characters
Play in the Hall of the Mountain King – Grieg – listen, discuss, move to



Communication and Language

A letter from the giant arrives to ask the children to find the things Jack has stolen. Hide objects around the room. Children find them during the day. In Literacy write back
Hot-seat/ interview characters
Discuss beginning middle and ends of fairy stories is – is there always a happy ending?
Investigate – Are there always good/bad/helper characters in all fairytales?
In a story bag, put small related objects such as princess, toy castle, wand, key, bean
Reveal one object at a time and ask the children to continue the story
Role play characters from different fairytales - hotseat, interview, conscience tunnel
Make masks/puppets/finger puppets etc. and act out stories



Understanding the World

Use the internet to find pictures of different fairytale characters
Direct beebot through a maze or map of woods or a castle to find characters
Plant and grow a beanstalk to learn about the lifecycle of a bean/changes in shoots and roots
Learn about
Write a diary an instructions about how my bean grows (see literacy0
Use an ipad to watch and read fairytales
Investigate the questions:

- Do all leaves look the same? How can I sort them?
- Do all beans look the same? How can sort them?
- What things do beans need to grow well?
- What happens to jelly beans in a jar of water left overnight?

Look at how ingredients change when cooking- gingerbread men, fairy cakes, porridge etc.
Test strength of materials
How clothes are that fairy characters wear different from clothes we wear every day. Think about modern outfits they would wear e.g. red riding hood might wear a red hoodie top
Growing our own beanstalks and observing the changes in the roots shoots etc.
Give ordnance survey maps to look at. Draw routes on them
Create maps/follow routes to/from various starting points- through the woods/ from the palace /over the bridge etc.
In the mud kitchen, make a feast fit for a giant
With children as giants, use small world equipment to make a house for Jack



