Traditional Tales

Personal, Social, Emotional Development:

Talk about Jack's feelings at different points in Jack and the Beanstalk and how he shows bravery.

Explore kindness and helping others through Jack's choices and actions.

Take part in a Gingerbread Man hunt, working together as a team.

Practise sharing, turn-taking, and supporting others while re-enacting parts of the stories.

Religious Education:

Discuss and re-tell the story of Jesus' birth and talk about why it is important to Christians.

Create a 'Starry Night' picture, from when the shepherds spotted the star at night.

Re-create the Nativity scene using props and costumes.

Go on a 'Find the Star' scavenger hunt around the school, pretending to be the Three Kings following the star.

Physical Education:

Take part in a Jack and the Beanstalk movement game, climbing, stretching, and balancing like Jack.

Be the Gingerbread Man! Practise running, skipping, and hopping to escape or chase during story-based games.

Literacy:

Explore descriptive vocabulary linked to the beanstalk and its journey.

Label locations and objects to show where the beanstalk leads.

Discuss "What could happen if...?" scenarios to encourage imagination and story prediction.

Draw and label the Gingerbread Man, identify body parts, and talk about alternative story endings and favourite parts.

Mathematics:

White Rose: Recognising, writing, representing and comparing numbers 4 & 5

Count and sequence the steps in making a Gingerbread Man and planting seeds.

Compare lengths, heights, and sizes, e.g., measuring the beanstalk or comparing Gingerbread Men.

Explore patterns and shapes when decorating Gingerbread Men or creating beanstalk artwork.

Understanding the World:

Plant cress and beans, observing how they grow over time.

Explore and care for plants, taking part in a plant hunt to notice different types in the environment.

Make Gingerbread Men, following simple instructions and sequencing steps.

Expressive Arts and Design:

Tell the story of The Gingerbread Man or Jack and the Beanstalk using musical instruments to represent events and characters.

Design and decorate your own Gingerbread Man using a variety of materials.

Create a giant beanstalk using collage, paint, or construction materials, exploring texture, shape, and colour.

Communication and Language:

Retell the stories of Jack and the Beanstalk and The Gingerbread Man in sequence, using story language and key vocabulary.

Take part in role-play activities, practising dialogue between characters and expressing feelings and actions.

Key Texts:

The Gingerbread Man

Jack & The Beanstalk