

FAIRY TALE ADVENTURES FMS - LESSON 4 - EY

Learning Intention: How can you cross the river in different ways?

EQUIPMENT:

Throw down spots, strips, benches

Physical Development:

Negotiate space and obstacles safely; with consideration for themselves and others.

Demonstrate strength, balance and co-ordination.

Move energetically, such as running, jumping, hopping, and skipping

Keywords: Run, stomp, fast, slow, freeze, hop, skip, jump, big, small, throw, catch, balance

STORY TIME: Before the lesson

Share the story of The Gingerbread Man with the children.

<https://www.youtube.com/watch?v=KEf6MtgIpXk>

Please note this is an external link to PPP.

WARM UP:

1. Children are to lie down in the shape of the 'gingerbread man', they are to imagine they come to life and they...

Hop across the table

Jump onto the floor

Run out of the door

2. Children now move around in different ways.

Teacher to call the names of the following animals/characters that the 'gingerbread man' meets:

Cow

Pig

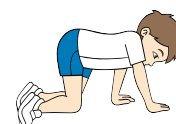
Little old man

Little old woman

Horse

Children are to move around, pretending they are the animal/character. If teacher calls "**FREEZE**", they are to **freeze** in that shape.

- Negotiate space
- Move energetically - Jumping
- Move energetically - Hopping
- Move energetically - Running
- Demonstrate balance



ACTIVITY 1: Run, run as fast you can

Children to listen and follow the instructions.

- ✓ Move energetically - Running
- ✓ Move energetically - Jumping
- ✓ Move energetically - Skipping
- ✓ Move energetically - Hopping

"Run, run" as fast as you can, you can't catch me I am the gingerbread man = **children run around in the area**

"Skip, skip" as fast as you can, you can't catch me I am the gingerbread man = **children skip around in the area**

"Hop, hop" as fast as you can, you can't catch me I am the gingerbread man = **children hop around in the area**

"Jump, jump" as fast as you can, you can't catch me I am the gingerbread man = **children jump around in the area**

"Tiptoe, tiptoe" as fast as you can, you can't catch me I am the gingerbread man = **children tiptoe around in the area**



"Run, run"

"Hop, hop"

"Skip, skip"

"Jump, jump"

"Tiptoe, tiptoe"

ACTIVITY 2: Cross the river

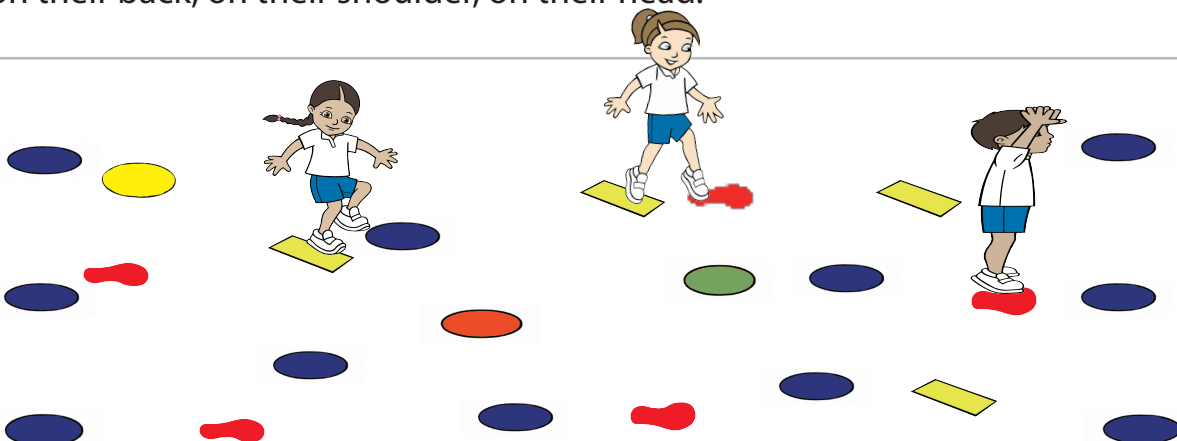
- ✓ Negotiate obstacles
- ✓ Move energetically - Jumping
- ✓ Move energetically - Hopping
- ✓ Negotiate space
- ✓ Demonstrate balance

1. Children to imagine they are the **'gingerbread man'** and they have to find different ways to cross the river: step, hop, jump etc...

Teacher can put out spots, benches, throwdown strips, anything they can step on to get across to the other side.

Make it harder: Add some benches at the beginning of the river - these can be fences for the gingerbread man to climb over.

2. Children now pretend they are the **'fox'** - give them a beanbag (this is the **'gingerbread man'**). Can they carry the **'gingerbread man'** in different ways across the river? E.g. on their back, on their shoulder, on their head.



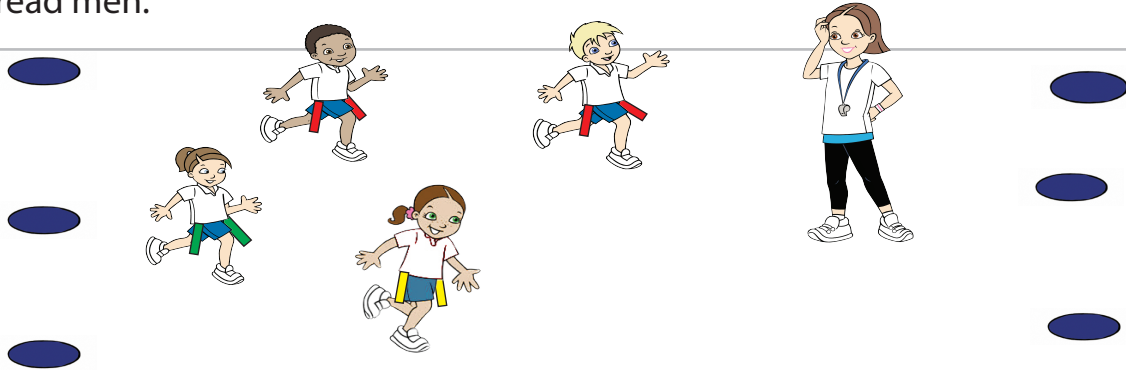
✓ Move energetically - Running

✓ Negotiate Space

ACTIVITY 3: Beat the fox (extension)

Children to have two bibs either side of their shorts.

1. Children cross the river, pretending they are the 'gingerbread man'.
2. Teacher is to be the Fox and tries to catch the gingerbread man's legs (The bibs)
3. Teacher can select some children to be the 'Fox' and they can attempt to catch the gingerbread men.



✓ Move energetically - Running

✓ Demonstrate co-ordination

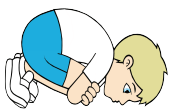
ACTIVITY 4: Circle time

Children to get into a circle, tell them they are going to imagine that they are baking their own 'gingerbread man'.

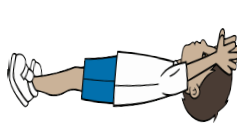
1. The first thing we need is dough. Ask the children to **curl up** into a ball, like dough.
2. Next, the dough is rolled out. Ask the children **to lie as long** and flat and as they can.
3. After that, the dough is cut into the shape of a gingerbread man. Ask the children to lie down in the **shape of a gingerbread man**.
4. Then, it is baked in the oven. This is when the gingerbread man comes to life. Children to **jump** up and **come to life**.

Finally, the oven door is opened and the **gingerbread man runs away**. Children to **run** on the spot..

1. Curl up



2. Long



3. Gingerbread man



4. Jump up



5. Run on spot



COOL DOWN

Children to tiptoe around, try not to wake up the sleeping Fox.