<u>Literacy</u>

- Fairy tales freely available for the children to read.

- Access to writing materials to draw and mark make the fairy tale or make up their own.



Physical Development

- Build a brick house with big Lego etc.
- Run like a mouse, stamp like a Gruffalo.
- Shoes off and on like 'Pete'.
- Run like Goldilocks.
- Crafts to develop fine motor skills.

<u>Understanding of the World</u>

- Look at the environments the characters live in.... is the forest hot? Is the sun shining? Why is red wearing a cloak? Is she cold?
- Use the iPad to play appropriate fairy tale games related to maths, story telling, puzzles.

Fairy Tales:

The Three Little Pigs, Goldilocks and the Three Bears, Little Red Riding Hood, The Gruffalo, Pete the Cat, Jack and the Beanstalk, The Gingerbread Man.



P.S.E Development

- Examine the relationships between the characters including....friends, family, sharing, not sharing, manners.

- Build confidence in sharing ideas during white board time.

- Explore our feelings by thinking about the situations in the fairy tale.

Communication and Language

- Learning to retell the story.
- Communicate likes and dislikes
- regarding characters/ situations and why.
- Enjoying the story told by the teacher.

Expressive Arts and Design

- 3 topic related crafts a week.
- minimum 1 role play.
- 'Imagination' white board once a week.

- use paint, crayons, stamps, chalk, felt pens, pencils, glue.

A guide to the Areas of Learning in the Early Years

Teachers include a wide variety of objectives when planning for children's learning in the Early Years. This helps children to make links in their learning and to better understand the world around them. The seven Areas of Learning referred to above are as follows: **PSED**: Personal, Social and Emotional Development; L: Literacy; **CL**: Communication and

Language; M: Mathematics; UW: Understanding the World; PD: Physical Development; EAD: Expressive Arts and Design.

Mathematics

Many fairy tales focus on 3.

- Those who are ready could do 5 and make up the story.

- Colours in the stories.
- Cook some of the foods, measure etc.