



Wonderful Wednesday! 15/7/20

Dear Parent/Carer,

The Nursery team hope that you and your children are safe and well. Here are some ideas and suggestions for a great day with your child. Choose your favourite 3 or do more and if you can, take some photos to share.

Over the week we will be reviewing stories your child has learnt throughout the year. See what they can remember about any of the stories before reading/watching them and completing activities.

Story of the Day!

- The Gingerbread Man (<https://www.youtube.com/watch?v=H0uV6nWxO-w>)

Name writing! (suggested time 10-15 minutes max)

- Fill a tray with salt or sand.
- Add some powdered ginger or cinnamon if you have some to make it smell like a Gingerbread Man.
- Get your child to use their finger or a stick to make marks in the sand.
- Practise writing letters from their name or their full name.
- They could also try making other marks such as drawing a Gingerbread Man or an animal from the story.



Wake and Shake! (Suggested time 10 minutes max)



- Let's pretend to be the Gingerbread Man!
- Get an adult to write some action words onto pieces of paper such as run, walk, jump, crawl, stomp, wiggle etc.
- Jumble up the pieces of paper in a bowl or bag.
- Select one piece of paper at a time and do the action that you see on the paper.
- What actions can you do? Which is your favorite?
- When running, encourage your child to pretend to be the Gingerbread Man and say the phrase 'Run, run as fast as you can. You can't catch me. I'm the Gingerbread Man!'
- You could also turn the activity into a game of tag/chasey where the person chasing the others has to do the chosen action.



Playdoh fun (Suggested time 15 minutes)

- Follow the link below on how to make playdoh.
- You need:
 - 2 cups all-purpose flour
 - 3/4 cup salt
 - 4 teaspoons cream of tartar
 - 2 cups lukewarm water
 - 2 Tablespoons of vegetable oil (coconut oil works too)
 - Cinnamon/ginger optional for smell
- The link is - <https://www.iheartnaptime.net/play-dough-recipe/>
- Can you help mix the mixture together? Can you add something to make the dough smell nice? What does it smell like?
- Let the playdoh cool and set.
- Once set, if you have a gingerbread man cookie cutter, use this to cut out shapes from the dough. If not you could carefully cut out a shape or arrange the dough to make a Gingerbread man.
- Find some decorations such as buttons, string, wool, eyes to add features to the Gingerbread Man.
- What features can you add? Did you add hair? How many buttons did you add?



Maths (Suggested time 15 minutes)



- Let's practise counting by putting buttons onto a Gingerbread man.
- Cut out some Gingerbread Man shapes. Anywhere from 5 or up to 10.
- Write individual numbers onto each of the Gingerbread Men from 1-5 or 1-10.
- Provide your child with some buttons, cut out dots, cheerios etc to use as buttons to count.
- Look at the numbers on each Gingerbread Man and ask your child to count the correct number of buttons to match the number.
- How many buttons did you put on each Gingerbread Man?
- Can you recognise the numbers? Can you count the correct number of buttons?

Snack/Lunch (15 minutes)

- Let's make some Gingerbread Man biscuits.
- Follow the recipe here:
 - https://www.bbc.co.uk/food/recipes/gingerbread_men_99096
- You could also buy some ready made Gingerbread Man biscuits to decorate.
- After making the biscuits, leave them to cool before decorating.
- Use some icing and decorations to add features to the biscuits such as a face and buttons.
- What decorations can you add?
- Eat and enjoy!





Playtime

- Cut some *Gingerbread Man* shapes out of cardboard or thick card and holepunch holes around the outside of the shape.
- Let your child decorate the *Gingerbread man* by drawing or sticking on some decorations.
- Provide them with something to thread through the holes such as a shoelace or a piece of string or wool with tape around the end to make it easier to thread.
- Let your child take their time to thread the string in and out of the holes until they have gone all the way around.



Topic Activity! (15 minutes)

- Look at the story of 'The *Gingerbread Man*.'
- There are lots of different characters in the story.
- When looking at the start, identify and talk about the characters that you see.
- Which characters are people and which are animals?
- What does the *Gingerbread Man* say when he runs away?
- Who is chasing him?
- Choose one or more of the characters from the story and describe them before drawing a picture of them.
- Think about what they look like and what colours and features you need to add.
- Ask an adult to help you label your picture.



Storytime

- Read or listen to the story 'The *Gingerbread Man*' to your child.
- In the story the *Gingerbread Man* comes alive and runs away.
- Once you have read the story, ask your child to think of another character that they may want to come alive. This could be a made up character or from a different story.
- What character would you like to come alive? Would you chase it away?
- What might you do with this character?





Apps you Might Like to Explore with Your Child



CBeebies Storytime is filled with free interactive story books and bedtime stories for young children and is a great way to enjoy reading with your little one. The library is always growing, with amazing stories featuring all the CBeebies' favourites.

CBeebies Playtime Island contains a wide range of fun and educational games to help children understand the world around them and support the development of core skills. Children can play along with all of CBeebies' most popular characters.



Lingumi provides a course focused on spoken and communicative English. The app provides sets of learning games, speech recognition games and video-based games to help the child grow their grammar and get them speaking their first words.

Kaligo is a digital handwriting exercise book designed to teach children how to write using a stylus and tablet, built on an AI machine learning platform. A self-paced approach enables children to progress at their own speed according to their own ability, whilst AI Machine learning provides real-time corrective feedback.



Fonetti is a Listening Bookshop™ that provides young children with a patient, comforting listening ear to help in the learning-to-read journey, but also with the added benefit of tracking progress, identifying reading challenges, and highlighting to their adult carers where the most support is needed.

[Phonics websites that you can access](#)

<https://www.phonicsplay.co.uk/#https://www.phonicsbloom.com/>

<https://www.topmarks.co.uk/english-games/5-7-years/letters-and-sounds>