



Key Knowledge

We will read lots of stories and look at the components that go into a fantastic fairy tale.

We will look at different character types, and decide whether the characters are heroes (goodies) or villains (baddies).

We will create story maps to show what happened in the beginning, the middle and the end of the story.

We will discuss which part of the story we liked most and why.

We will use our mathematical skills to count the buttons on The Gingerbread Man, estimate how many beans Jack has got and to make porridge for The Three Bears.

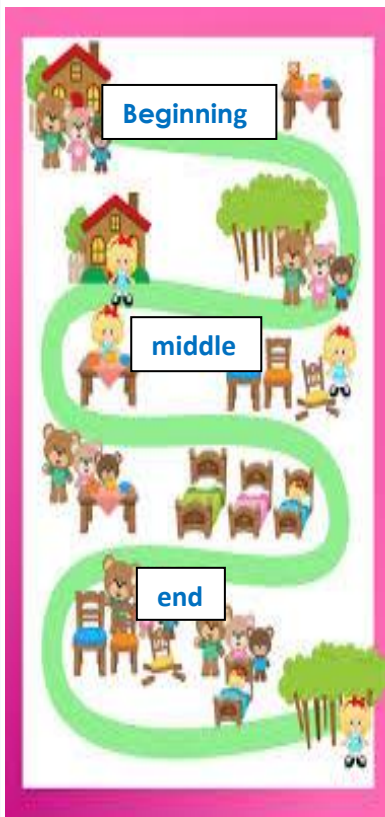
Expressive Art and Design

We will create lots of pictures to complement the re-telling of the fairy tales.

We will make magic wands and design and make gingerbread men.



Story Map



Key Vocabulary

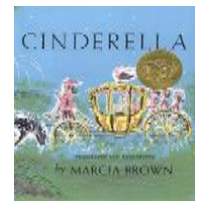
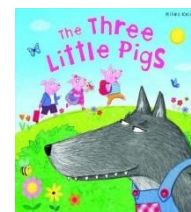
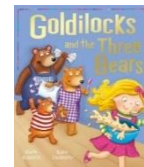
Fairy tale- A children's story about magical and imaginary beings and lands.

Setting- Where a story takes place.

Character- A person or animal in the story.

Hero- The main character in a story who is usually good and well liked.

Our Texts will be....



Understanding the World

We will use different materials and shapes to build castle and bridges.

We will plant seeds to grow a beanstalk.

We will test materials to build houses for The Three Little Pigs.

Try this at home

If you could make a new ending for the story what would it be?

Draw a picture of your favourite character in the story.

Retell the story with small world characters and a castle.

Make a house for The Three Bears with materials of your choice.

Tricky Words

Author, illustrations, plot, moral.

