



Daily Learning Day 11

Reception Topic - Fairytales - The Gingerbread Man

Session 1

- Watch the story "The Gingerbread man."

<https://youtu.be/U89dkGrsYZY>



Follow up activities!

- The Gingerbread man runs away from all the characters in the story! Can you draw a picture from the story and think about what the Gingerbread man might say to the characters. Draw a speech bubble and write down his words.

Run, run as fast
as you can,
you can't catch me
I'm the Gingerbread
Man!

Session 2

- Watch the number song below - <https://youtu.be/wCZ3dzFK6BI>
- Can you play the Gingerbread man counting game below! You will need a dice and some crayons to create your own Gingerbread man

Session 3 (PM)

- Can you design a gingerbread man on the template below?









Additional activities -

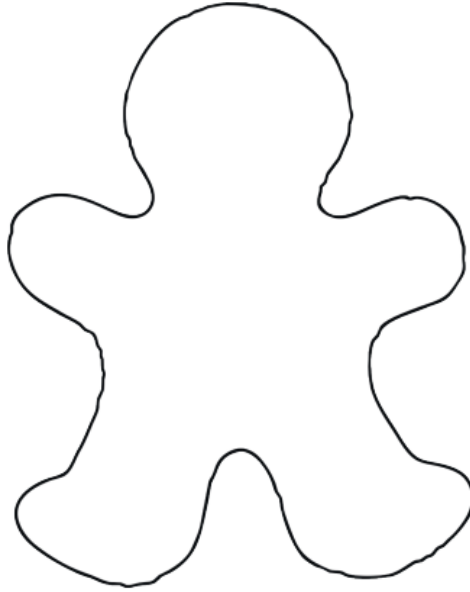
- Bug club phonic tasks - [ActiveLearn: Login \(activelearnprimary.co.uk\)](https://activelearnprimary.co.uk)
- Bug Club reading books - [ActiveLearn: Login \(activelearnprimary.co.uk\)](https://activelearnprimary.co.uk)
- Purple mash tasks - <https://www.purplemash.com/sch/beaumont>
- Try the allocated maths activities School Jam - [ActiveLearn: Home \(activelearnprimary.co.uk\)](https://activelearnprimary.co.uk) (log in details will be sent via dojo message)
- BBC Bitesize - [Home - BBC Bitesize](https://www.bbc.com/bitesize)
- Letterjoin tasks - [Letter-join. Cursive handwriting resource for school and home.](https://www.letterjoin.com)

A screenshot of a login interface. The top section is titled 'Desktop log-in' and has a 'Login Desktop Tablet' button with a red arrow pointing to the 'Login' tab. Below this are fields for 'Username: jk4191' and 'Password: home'. The bottom section is titled 'Tablet log-in' and has a 'Login Desktop Tablet' button with a red arrow pointing to the 'Login' tab. Below this are fields for 'Username: jk4191' and 'Swipecode:'. The 'Swipecode' field is a 3x3 grid of circles, with the top-left, bottom-left, and bottom-middle circles filled with purple, and the others empty.

Gingerbread Man Dice Game

In groups, take it in turns to roll a dice. The first one to finish rolling and to draw a complete gingerbread man is the winner!

- Draw the eyes 
- Draw the clothes 
- Draw the smile 
- Draw the buttons 
- Draw the bow 
- Draw the hair 





Design a Gingerbread Man

