

Project: Traditional Tales

The Big Idea

Tell Me a Story – Traditional Tales

Stories we read as young children remain with us throughout our lives – the repeated refrains, the characters we meet and the excitement that the story creates helps us develop our imaginations and creativity.

Content

- Children will explore a variety of stories.
- Children will learn to develop their listening and attention skills during story times.
- Children will learn new vocabulary related to traditional tales and story-telling.
- Children will explore different versions of traditional tales.
- Children will learn how to identify characters in a story.
- Children will learn that stories have a sequence.
- Children will gain experiences of retelling stories through puppets and role play.
- Children will explore materials and their properties.
- Children will learn skills in relation to design and technology when making props and puppets.

Early Learning Goal Links (Progression of Skills Document will have more in-depth 'I can' statements')

Listening, Attention and Understanding

• Listen attentively and respond to what they hear with relevant questions, comments and actions when being read to and during whole class discussions and small group interactions.

Speaking

• Offer explanations for why things might happen, making use of recently introduced vocabulary from stories, non-fiction, rhymes and poems when appropriate.

Comprehension

- Demonstrate understanding of what has been read to them by retelling stories and narratives using their own words and recently introduced vocabulary.
- Anticipate (where appropriate) key events in stories.
- Use and understand recently introduced vocabulary during discussions about stories, nonfiction, rhymes and poems and during role play.

Writing

• Write simple phrases and sentences that can be read by others.

Creating with Materials

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Share their creations, explaining the process they have used.
- Make use of props and materials when role playing characters in narratives and stories.

Being Imaginative and Expressive

• Invent, adapt and recount narratives and stories with peers and their teacher.

The learning in this unit will prepare the children to learn these things in the future:

English KS1 - see English Curriculum Map

- Writing opportunities: Narrative (retelling, setting, characterisation)
- Text coverage: Fairy tales
- Story time experiences

Science

'What are things made from?' - Materials

D&T

Textiles – templates and joining techniques

Lextiles – templates and joining techniques		
WHAT PUPILS NEED TO KNOW OR DO TO BE SECURE		
Show understanding of the concept using key vocabulary correctly		
By the end of this unit, the children at the expected standard will:	Tier 2 and Tier 3 vocabulary explicitly taught:	
 I know the title of some traditional tales; The Three Little Pigs, The Three Billy Goats Gruff, Goldilocks and the Three Bears, Little Red Riding Hood, The Gingerbread Man. I know how to identify some characters from the traditional tales I have heard and can name them. I can identify what happens at the beginning, in the middle and at the end of a traditional tale I have heard. I am able to retell a traditional tale I have heard, using props/puppets/pictures to support. I can use a repeated refrain from a traditional tale in when I retell it e.g. 'I'll huff and I'll puff and I'll blow your house down'. I can say what I like and dislike about the traditional tales I have heard. I can identify the names of different materials and why they are used for the purpose they have been chosen for. I know ways of selecting, cutting and joining materials to create. 	Story Character Cottage Forest Bridge Troll House Straw Stick Brick Beginning Middle End	Sequence A long time ago Once upon a time Happily ever after Main event Setting Traditional tale Repeated refrain
Some children will be able to invent their own traditional tales; creating their own characters, events and endings based on what they have already heard.	Feelings: happy, sad, excited, frightened, scared, brave, calm.	