

# Broomhill Infant School - Nature, Nurture, Knowledge - SEEDLINGS CLASS - Term 3

## Truly Scrumptious —Gingerbread Man

### Nature

Explore where food comes from.

### Experience

Lots of opportunities to cook and look at change of state.

**Tinkering:** fun with food

**State of Being –** Scientist

**WOW Day –** Cook Gingerbread men and get them to run away.  
Children to make posters and try and find him.

### Skills and Knowledge

**CL—** Beginning to use more complex sentences to link thoughts (e.g. using and, because). Questions why things happen and gives explanations. Asks e.g. who, what, when, how.

**Phys—** Moves freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping.

**PSED—** I can stay motivated when doing something challenging. I keep trying even when it is difficult.

**LIT—** Shows awareness of rhyme and alliteration. Beginning to be aware of the way stories are structured.

**MATHS—** Shows an interest in numerals in the environment. Knows that numbers identify how many objects are in a set. Uses positional language.

**UTW—** Shows interest in the lives of people who are familiar to them. Talks about why things happen and how things work. Developing an understanding of growth, decay and changes over time. To follow internet safety rules in school and at home.

**EX ART—** Realises tools can be used for a purpose Beginning to construct, stacking blocks vertically and horizontally, making enclosures and creating spaces. Joins construction pieces together to build and balance. To understand that equipment and tools have to be used safely.



### Vocabulary

because, taste, smell, looks like,  
safe, kind, unkind, build,  
join together

**ELLI – A SPIDER: MAKING LINKS**

### Book Hook – The Gingerbread Man



### Community Links

Create a family cookbook sharing favourite foods from all our families including different cultures.

### Ten Questions

What food do you like to eat? Why?

What do different foods feel/look/smell/taste like?

What is a recipe?

How do we keep ourselves safe when cooking/building?

What happens when we cook/freeze food?

Why did the Gingerbread man run away?

Can you make something to help him get across the river?

Was it kind to eat the Gingerbread man?

What is a farmer?

What can you use to make models?