Prime Area: Personal, Social and Emotional Development (PSED)

- Using the story to discuss feelings. How did the Gruffalo feel during the story and have you ever felt that way? How did the characters feel when the mouse & Gruffalo appeared?
- Talking about how we can work together as a class and what things we can do to help each other.

Prime Area: Communication and Language (CL)

- Listening to the story, retelling the story through shared writing and collaboratively through role play.
- Comparing and contrasting the written text with the DVD
- We will use ‘Hot Seating’ to be in role of each of the characters and take questions from each other

Prime Area: Physical Development (PD)

- Following a trail and devising our own trails and treasure hunts.
- learn about different ways of moving through re-enacting the story of The Gruffalo
- Throwing and catching skills using a variety of resources such as balls and bean bags.
- Team games to support our class goal of working together as a team

Specific Area: Expressive Arts and Design (EAD)

- Design and create a ‘Wanted Poster’ for the Gruffalo
- Create a woodland in our classroom to examine the characteristics of the animals such as preferred habitats & trails marks
- Learning a Gruffalo song and compose some of our own music and songs using a variety of musical instruments.
- Make Gruffalo masks & finger puppets to re-enact the story
- Collect and use natural materials to make our own wood for the Gruffalo scene.
- Colour mixing to create the most effective colours of each of the characters
- Using a variety of resources such as playdough, clay, natural materials and manmade materials to create pieces of artwork

Specific Area: Understanding the World (UW)

- The animals in the story are all very different. We will find out about each of them using some of the ways we have learned to find out information through information books and to safely use the internet.
- Learn about nocturnal animals and hibernation, focusing on how each animal survives in the habitat.
- Our ‘Mud Kitchen’ will be a Gruffalo’s kitchen where we will make different recipes by following instructions involving ingredients and measuring quantities
- Using ICT programmes to create our own Gruffalo, record the story to share and critique as a class

Specific Area: Mathematics (M)

- Telling the time using an analogue clock
- Weighing and measuring – through cooking and problem solving. Measuring trails and footprints
- Solving practical problems through halving
- Money used in our ‘Gruffalo Mud Kitchen’ to buy & sell what we make.
- Addition and subtraction sentences including one more and one less than a given number
- Baking a ‘Gruffalo Crumble’ by measuring the ingredients & timing the cooking of it
- On our Treasure Hunt the animals are all hiding in places, we will use our knowledge of shapes to find them.
- We will be investigating all of the ways we can add two numbers together to make 10

Using our local environment

We will be going on a Gruffalo Nature Trail using the local nature reserve to explore the wildlife, learn about animal habitats & retell the story.