



FS2 Knowledge Organiser- The Gingerbread Man

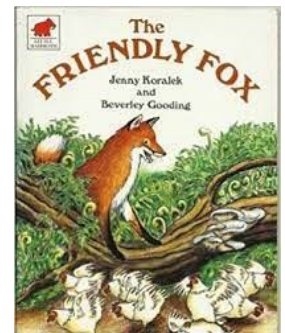
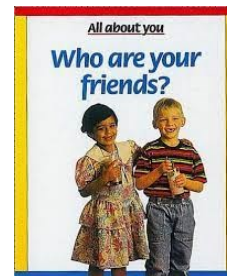
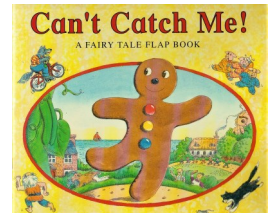
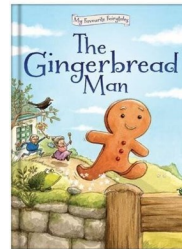


Six Friendship Rules

- ★ We take care of each other.
- ★ We share and take turns.
- ★ We invite children on their own if they'd like to join in.
- ★ We always play fairly.
- ★ We are always honest.
- ★ We never say or do anything unkind.

The **Gingerbread Man** is an old fairy tale about a magical character gingerbread man who comes to life after being tossed into the oven and runs as fast as he can to escape whoever tries to eat him.

Books we will be reading:



Science questions:

1. Could a Gingerbread Man come to life?
2. Could a Gingerbread Man swim across the river?
3. Do foxes like biscuits?
4. How else could the Gingerbread man get across the river safely?



Things to do at home:

- Bake biscuits with a grown up.
- Act out the story and say the words from the Gingerbread man.
- Buy cookies and decorate them at home.
- Draw a story map.



The Gingerbread Man Story Map

