

GINGERBREAD HOUSE



Topic: Running in spacious areas



Key terms: running in pairs

What we need: small children's house, handkerchief, gingerbread made with the children beforehand for the purpose of decorating the witch's house

Estimated time: 10 - 15 minutes

Methods: game, explanation, conversation

Activity description:

Possible objectives: To learn how to deal with failures. To support the coping skills of children and the ability to collaborate.

Activity:

Aim of the game:

To run in pairs in diverse terrain whilst being chased by the witch.

Background context:

Running in pairs is much more difficult than running alone. The witch can catch children quite easily, which may result in disappointment. Learning how to deal with setbacks helps children to develop key characteristics they'll need in later life, such as coping skills, emotional resilience, creative thinking, and the ability to collaborate.

Before the game starts:

Before the play, bake gingerbread with the children and decorate the witch's house. An alternative is to draw gingerbread and cakes on paper or other materials and use them as decoration.

Introduction to the game:

Children, are you familiar with the story about Hansel and Gretel who were kidnapped by a witch? The

witch lives deep in the forest in a house constructed of gingerbread and many more delicious treats. Hansel and Gretel are very hungry; therefore they are slowly approaching the house and want to taste the delicious gingerbread.

During the game:

When everything is set, the teacher chooses one child who will represent the witch, wearing a handkerchief. This child will be hidden in the house. The children will form pairs (mixed-sex if possible). The paired children need to hold hands and slowly approach the house. When they are close enough, the witch starts to chase the children who run away (even during the chase the children need to continue to hold hands). The pair that is caught will be seated in the house with the witch. The game is repeated until the last pair remains uncaught.

Possible evaluation questions for children:

Children, what was the witch like? How was it running in pairs? What did you find challenging in this game?

Curriculum links:

Movement and physical vitality

Sources: © This activity sheet was created by The Take Me Out Partnership

Notes:

.....

.....

.....

.....

.....

.....

.....

