

Plot, character and setting

SECTION

4

Swap

Objective: To visualise and comment on events, characters and ideas.

What you need: Photocopiable page 16, scissors, pens.

What to do

- Give each child photocopiable page 16. Explain that, on the sheet, they will find four pictures of things that the giant treasures.
- Point out that there are also four blank spaces and invite the children to fill these in with pictures of things that they value greatly.
- When the children have completed their drawings, ask them to cut out all eight cards.
- Organise the children into pairs. Each pair should put all their cards together without sharing what they are and shuffle them.
- Tell the pairs to place one card in the middle

and deal out the rest. The child with the most cards starts by turning over a card from their pile. If they think that the card in the middle is of a higher value to them, they can swap it by adding this card to their own pile and placing their unwanted card in the middle. Then allow the second child to take a turn.

- If two cards showing the same thing are revealed, the first person to say 'Snap' wins those cards. The game continues until one player runs out of cards.

Differentiation

For older/more confident learners: Encourage children to write labels for each card.

For younger/less confident learners: Provide adult support or demonstrate how to play the game in a small group first.

Scavenger hunt

Objective: To retell stories, ordering events using story language.

What you need: Copies of *Jack and the Beanstalk*, access to outdoor space, four sets of laminated cards cut out from enlarged photocopiable page 17 and hidden randomly in locations around the outdoor space, large pieces of paper, gluesticks.

What to do

- Arrange the class into teams of four. Ask the children to think about the different objects that they might see in the story of Jack and the Beanstalk. Ask: *Which of these things are living things? Which are inanimate objects? Which could be described as magical?*
- Tell the children that hidden around the outside space are four sets of eight cards (one for each group). Explain that each set of eight cards depicts objects from the book.

- Challenge the groups to search for their set of cards and to put them in the order in which they appear in the book. For example, a cow would appear before a castle.

● As they find a card, ask the groups to bring it back to their base and stick it on their large piece of paper in the correct order.

- When all eight cards have been found and have been verified by the group as being in the correct order, the winner can be announced.

Differentiation

For older/more confident learners: Encourage children to add text under each card once it has been stuck on to the paper.

For younger/less confident learners: Number some of the cards to help children order the sequence more easily.