



## The Witch in the Gingerbread House

### Learning values

- Reproducing artefacts from well-known fairy tale contexts
- Exploring colours, patterns and building techniques
- Retelling the essence of well-known stories

### Recommended materials

- 9385 Sceneries Set

### Vocabulary

Encourage the use of these words during the activity:

- Gingerbread house
- Witch
- Fairy tale
- Getting lost
- Fattening up
- Scared
- Features
- Cage

### Connect

Mary is on a field trip in the woods and is enjoying the day. Now she realises that she has lost her way. It is getting dark, and with her vivid imagination, she can suddenly hear voices that she knows are not for real. 'He-he-he, who's there?' she hears. Is that the sound of a witch?

Mary has read many fairy tales and scary stories, and she recently dreamt that she had been caught by a nasty witch, and dragged to a gingerbread house for fattening up.

Mary pinches her arm and tries to calm down. This is just too much. She is imagining things. She sees a clearing and heads off towards it only to stop and hide behind a tree. She is facing a gingerbread house... could this be for real?



## Construct

- Design and make the gingerbread house that Mary spots from behind a tree. It should be very colourful and include an opening so that the witch can keep an eye on what is going on outside.



Suggested model solution

## Contemplate

- As the children build, ask them what features a gingerbread house has (think about colours, layers, patterns and materials)? To what extent are these features present in the different designs?
- Ask the children to consider how tall the gingerbread house needs to be for the witch to be able to live inside. Can she get in and out easily?
- Trees often surround a gingerbread house to prevent it from being seen. Discuss with the children how to create a similar setting for their own houses.

## Continue

- The witch likes to sit and doze off outside her gingerbread house. Build a garden chair and a small table for her.
- The witch needs a huge assortment of plants and herbs for her magic potions. Build her a vegetable patch, so she has all the plants she needs.
- The witch likes to keep the children she has caught in sheds behind her gingerbread house. This helps her keep track of them and decide when the process of fattening up is complete. Build one of the sheds.

