



Click the following link to listen to the story "Gingerbread Man" on youtube.

<https://youtu.be/pckuS--ULV4>

Here are a few number activities to try

Number recognition and ordering

Draw 5 gingerbread men or get an adult to help you. Label the gingerbread men 1-5,

Collect some items that can be used as buttons, this could be buttons/stones/small pompoms/pieces of paper cut up,

Can you decorate your gingerbread men with the same number of buttons/stones that you labelled him with?

Now, can you put your gingerbread men in order from 1-5, (this can be extended by doing more gingerbread men).



Number Recognition (you will need 1 or 2 dice)

Draw a gingerbread man

Inside the gingerbread man put the numbers 1-6 (if using 1 dice) or 1-12 (if using 2 dice, to extend the challenge)

Roll the dice and whatever number the dice rolls on, find the number on the gingerbread man and colour it in.

Keep going until you have recognised and coloured in all the numbers



If you go on a walk with your family ask your adult if you can take a camera with you. See if you can have a number hunt



together taking pictures of what you find. Try to see who can find the most numbers. Please upload your photos to your journal.



The Gingerbread Man

(to the tune of "The Wheels on the Bus")

The Gingerbread Man goes through the town,
Through the town, through the town.
The Gingerbread Man goes through the town,
Singing, "Catch me if you can!"



He ran away from a cow,
From a cow, from a cow.
He ran away from a cow,
Singing, "Catch me if you can!"

--continue song by replacing "cow" with
man, cow, horse, sheep, dog, etc.

Then he came to a fox,
To a fox, to a fox.
Then he came to a fox,
And the fox said, "You can trust me."

Then he ate him up!
Yes sir-ee!



Try playing the gingerbread man game on topmarks.
(Click on the following link)

<https://www.topmarks.co.uk/learning-to-count/gingerbread-man-game>