

Date: Tuesday 21st July 2020

Activity Title: Magic Carpet ride.

Learning Intention: To Introduce a storyline or narrative into their play.

Links to EYFS:

Communication and language- Uses talk to organise, sequence and clarify thinking, ideas, feelings and events

Expressive Arts & Design- Introduces a storyline or narrative into their play.

Uses available resources to create props to support role play.

Equipment:

Small rug or blanket

Activity Overview:

Use your imagination and your experiences to go on an imaginary adventure.

Key vocabulary: Imagine, tell me, describe, think of, magical, imaginary

ACTIVITY IMPLEMENTATION (including key questions)

Introduction:

- A package arrives in the post with a letter attached (see template)
- Encourage your child to think critically

What do you think is inside?

Are there any visual clues to suggest what it is?

What shape is it?

How long is it?

Is it heavy or light?

Main Activity:

- Support your child to read the letter.
- Ask them to repeat the content.
- Learn the magic spell (say a line then ask your child to repeat it back to you). Repeat in this several times until your child is confident to say the spell together with you or independently.
- Ask your child where they would like to go?

Here are a few suggestions

To visit a friend or relative

To see Mr Grinling at the Lighthouse

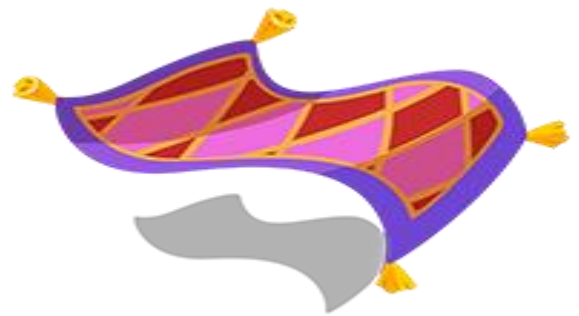
To the North Pole to have a snowball fight with Olaf.

To visit dinosaurs

Model the activity first.

Share with your child where you would like to go.

- Climb on to your magic carpet. Before you take off tell everyone to hold on tight.
- Pretend to sway from side as if you are really flying.
- Duck to avoid branches of the trees.
- Comment on how things below you are getting smaller.
- Tell your child you are getting lower and about to land.
- Tell them to hold on as there will be a bump when you land.
- Describe what you see as you land.
- Now encourage your child to use their imagination to create your next adventure.



Additional ways to support your child:

Create the adventure together with your child. Start the sentences and ask your child to finish them for you. When they are confident encourage them to take the lead.

Extension:

Can you draw a picture to represent where you went on your adventure?