

THE GINGERBREAD MAN

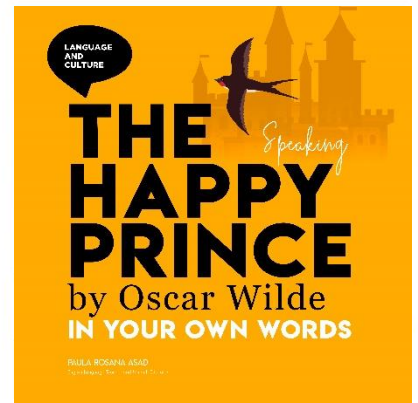
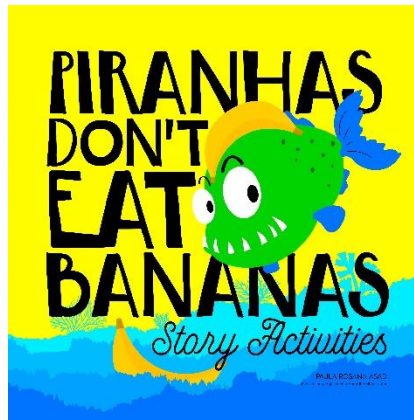
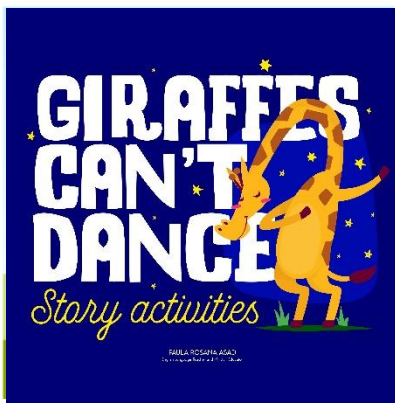
Story Activities



PAULA ROSANA ASAD
English Language Teacher and Mindulf Educator

THANK YOU!!!

You might be interested in these resources. Click on the pictures below and check out these products!



♥ **LET'S CONNECT!**



If you have a question concerning this product, you can send me an e-mail: theresourcefulenglishteacher@gmail.com

ABOUT THIS PRODUCT

Gingerbread Man Story Activities Book Companion

Are you looking for a traditional story to read with your learners? Are you teaching farm animals to your ESL students? In this resource, you'll find lots of ready-to-go activities for students to work on retelling, parts of a story, reading comprehension and much more!

Who is this for?

ESL learners and elementary, primary school students.

Contents

Warm up activities

Vocabulary Activities

Vocabulary Flashcards

While Reading activities

After Reading activities

Recipe: Gingerbread Cookies

My Senses: Writing Activity

Graphic Organizer: Beginning, middle and end.

Graphic Organizer: Cause and Effect

Book Report:

- Story Sequencing
- Story Elements
- Setting / Characters
- Story Message

WARM UP ACTIVITIES

These are some activities you can do with your students to introduce the story. Choose the one that is most suitable for your learners.

Ask students to arrange the pieces together to solve the puzzle. Once it is solved, ask them to guess what the story is about.

Jigsaw Puzzle

Warm up: Tell students they will hear a story about a gingerbread man who runs away from the oven and is chased by a man and his wife. Tell students, “A gingerbread man is a cookie made out of spicy dough in the shape of a little man.” Ask students: Have you ever tried gingerbread cookies? Do you like them?

Charades: Play charades with the following animals: cow, horse, fox, pig. What do these animals have in common? They are farm animals. Tell students that the setting of the story is a Farm. What animals are there in a farm? What do people do on farms? Have you ever been on a farm?

Vocabulary Activities

Try these games to introduce/revise the vocabulary from the story. Building schema will help students in understanding the story.

Bean Bag Toss: Students toss a bean bag onto a card and identify the flashcard it lands on. If they say the card correctly they keep the card but if it is incorrect the card remains on the floor. When all the cards have gone, students count their cards. The one that has the most is the winner.

Draw and Roll. Divide the class into 2 teams. The teacher says "Draw a _____" and students should draw that vocabulary word. If the drawing is correct then the student rolls a dice for points.

Line True or False. Put a line of tape on the floor and designate one side "True" and the other "False". Hold up a flashcard and say its word. If students think that you have said the correct word they jump on to the True side, if not they jump on to the False side. Incorrect students sit out until the next game.

Slam. Sit the students in a circle and place some objects or flashcards in the middle of the circle. Tell students to put their hands on their heads. The teacher shouts out the word of one of the objects and the race to touch it. The student who touches it first gets a point.

Vocabulary Flashcards



COTTAGE



RIVER

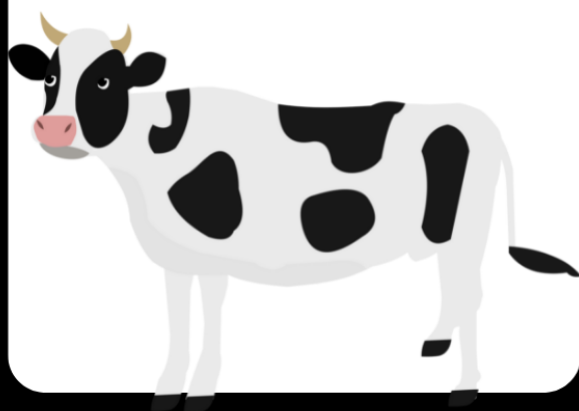


OVEN



HORSE

Vocabulary Flashcards



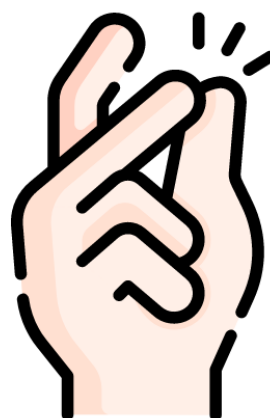
COW



FOX



PIG



SNAP

Vocabulary Flashcards



CHASE



RUN



CATCH



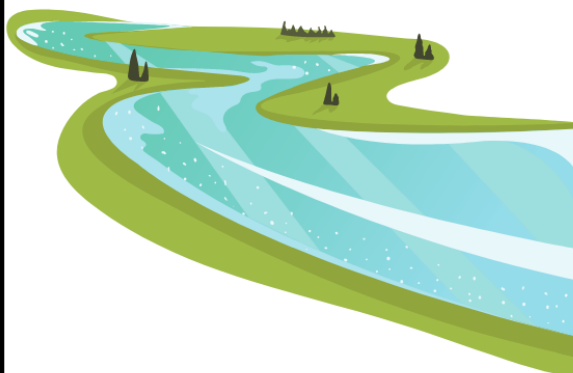
FAST



Vocabulary Flashcards



What's this?



What's this?

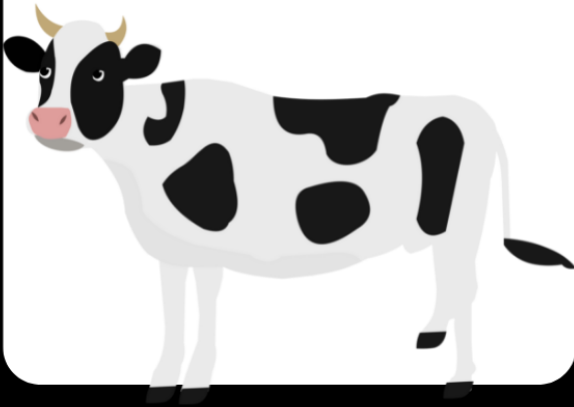


What's this?

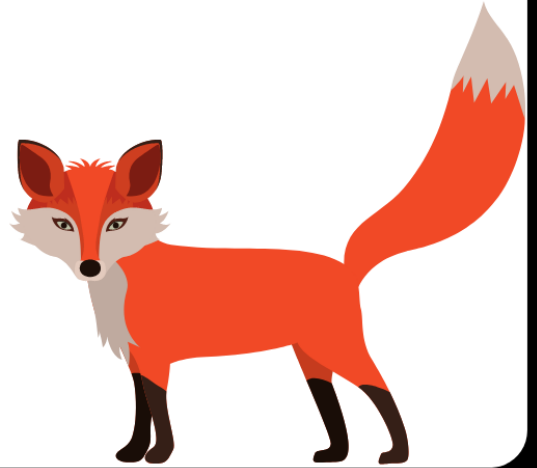


What's this?

Vocabulary Flashcards



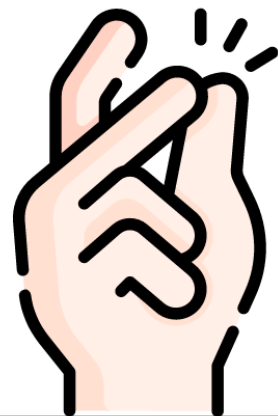
What's this?



What's this?



What's this?



What's this?

Vocabulary Flashcards



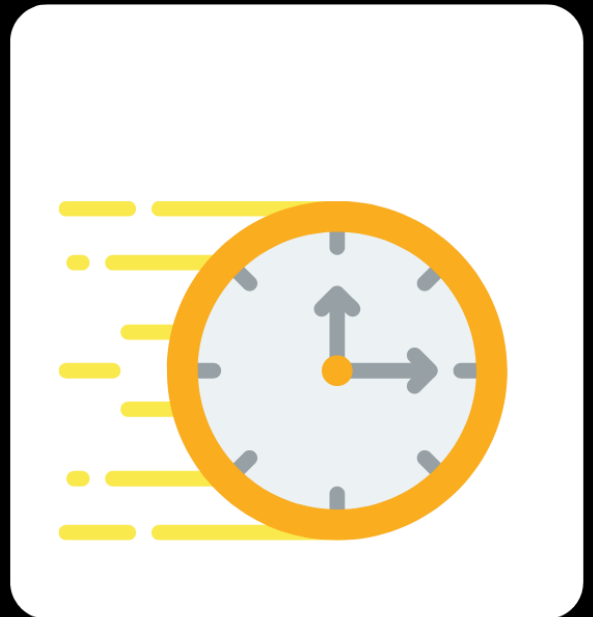
What's this?



What's this?



What's this?



What's this?



WHILE READING ACTIVITIES

Repeated Refrains

Students can participate in telling this story by joining in during the repeated refrains. Ask them to repeat with you when the Gingerbread man says “Run, run, as fast as you can, you can’t catch me. I’m the Gingerbread Man!” They can also move their hands and legs pretending they are running while they say the refrain.

Vocabulary

As you read, explain difficult words as they come up.

Interaction with students

Stop briefly to ask questions about some of the illustrations. What do you see in this picture? Can you describe the gingerbread man/ the cow / the pig? What animal can you see in the picture? What is it doing? How is it feeling?

What happens next?

Ask students to guess what will happen in the story. What will (the character) do next?

Critical Thinking

What kind of “person” is the gingerbread man? Do you trust strangers? Why? Why not?

AFTER READING ACTIVITIES

Book Report

On pages 18,19,20 and 21 you have a book report for students to complete after reading this book.

The Book Report will help learners to remember the most important points from the reading and reflect on the message of the story. Print on A4 paper. Set 2-sided print for each page.

Retell the story

Ask students to build a farm, provide plastic animals or pictures for students to use to act out the story.

Allow students to choose which character they would like to be so they can act out the story. First, model for students how to be the Gingerbread Man as you visit each setting and talk to each animal. Then, allow students to take turns being the Gingerbread Man and various characters as they retell the story.

Gingerbread Cookies

Ask learners to cook a gingerbread cookie. Once it is ready, they decorate it and eat it. Then, they can come up with words to describe the cookie. What does it smell like? What does it taste like? (see page 14, 15)

My favourite

GINGERBREAD COOKIES

Read the recipe carefully and get ready to cook some gingerbread cookies. Have fun!

Ingredients

125 g butter (softened)
1/2 cup brown sugar (firmly packed)
1/2 cup golden syrup
1 egg (separated)
1 egg white (extra)
2 1/2 cups plain flour
1 tbs powdered ginger
1 tsp mixed spice
1 tsp bicarbonate of soda
2 cups icing sugar
150 g Smarties (*to decorate)

Method

1. Mix butter and brown sugar together using an electric beater.
2. Add egg yolk and golden syrup and mix.
3. Add flour, ginger, mixed spice and bicarb soda and combine.
4. Roll out the dough and cut out.
5. Move the cut shapes over to greased baking trays with a spatula/egg flip.
6. Bake for 8-10 minutes.

Decorate your cookies!

To make the icing, beat the 2 egg whites until they are stiff peaks, add the sifted icing sugar and combine with a few drops of lemon juice. Place into a piping bag and decorate the gingerbread men with the icing and the smarties.



Writing Activity

I can use my senses to describe my
cookie!

My gingerbread cookie smells like

.....

My gingerbread cookie tastes like

.....

My gingerbread cookie feels like

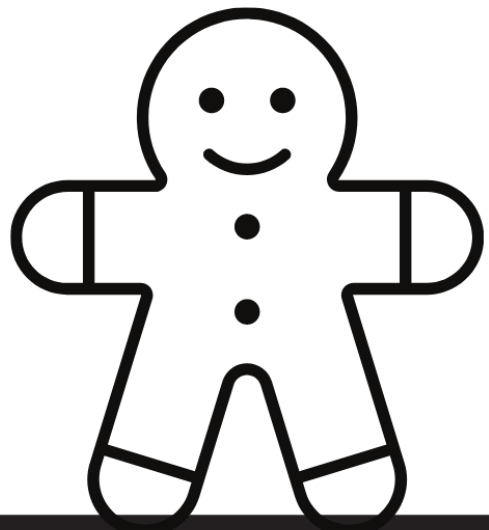
.....

My gingerbread cookie looks like

.....

My gingerbread cookie sounds like

.....



Graphic Organizer

Beginning

Middle

End



Graphic Organizer

Determine CAUSE and EFFECT in the story. The CAUSE is the WHY, the EFFECT is the RESULT of that cause.

CAUSE (WHY)

EFFECT (RESULT)

An empty rectangular box with a thick black border, intended for writing the cause of an event.



An empty rectangular box with a thick black border, intended for writing the effect of an event.

An empty rectangular box with a thick black border, intended for writing the cause of an event.



An empty rectangular box with a thick black border, intended for writing the effect of an event.

OVEN DOOR
OPENS

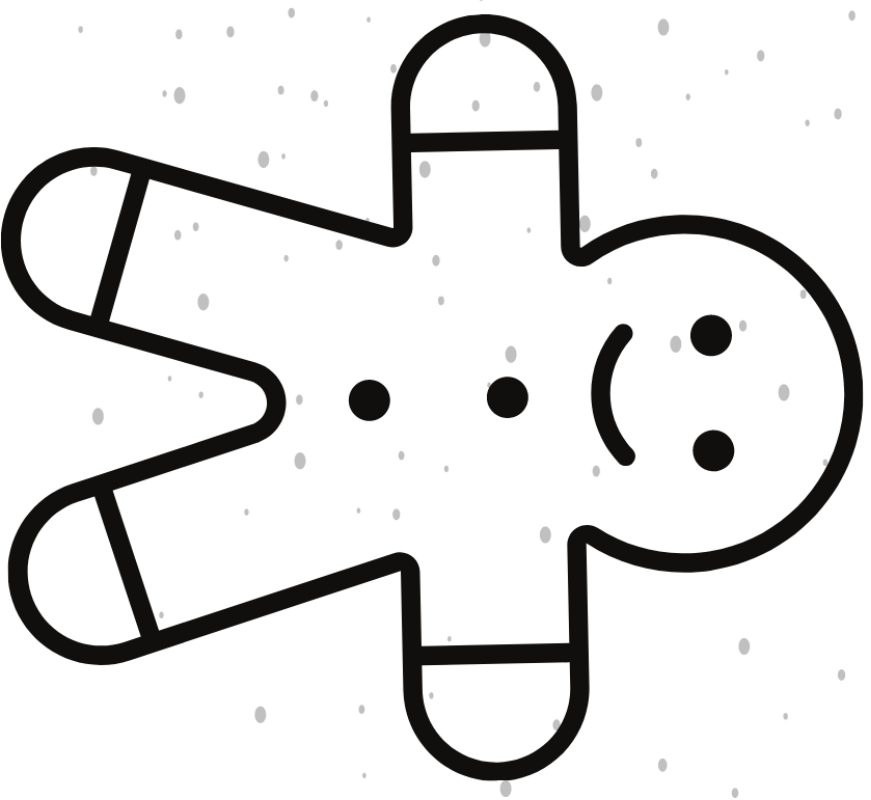
THE FOX EATS
GINGERBREAD

THE FOX HELPS
GINGERBREAD
CROSS THE RIVER

GINGERBREAD
RUNS AWAY



THE GINGERBREAD MAN



STORY SEQUENCE

2

BEGINNING

.....

.....

.....

.....

.....

.....

.....

.....

.....

MY FAVORITE PART OF THE STORY



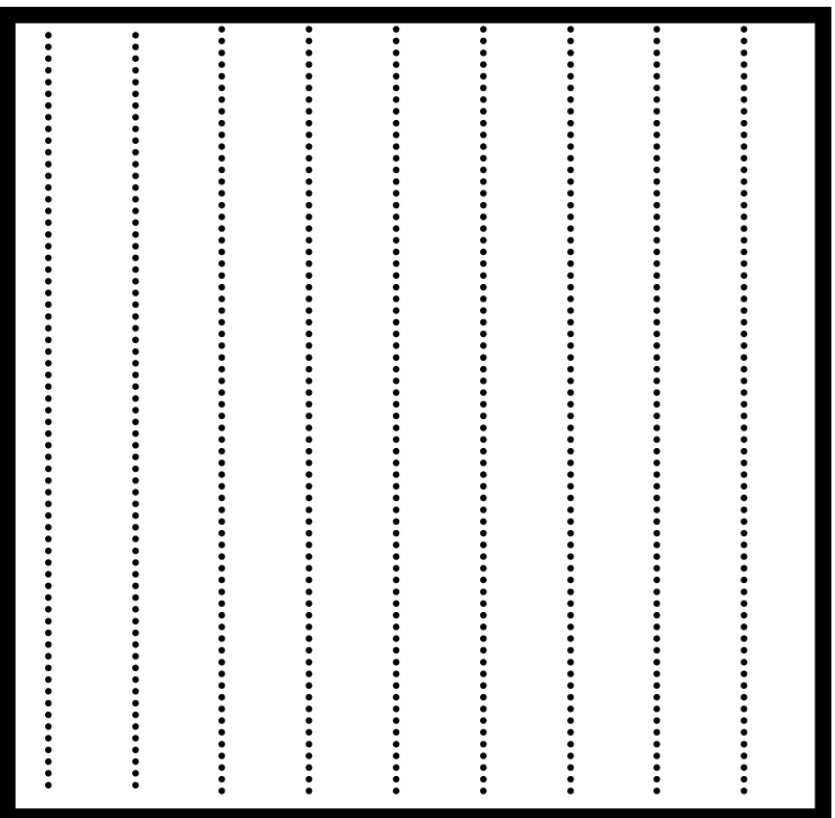
.....



STORY SEQUENCE

4

END



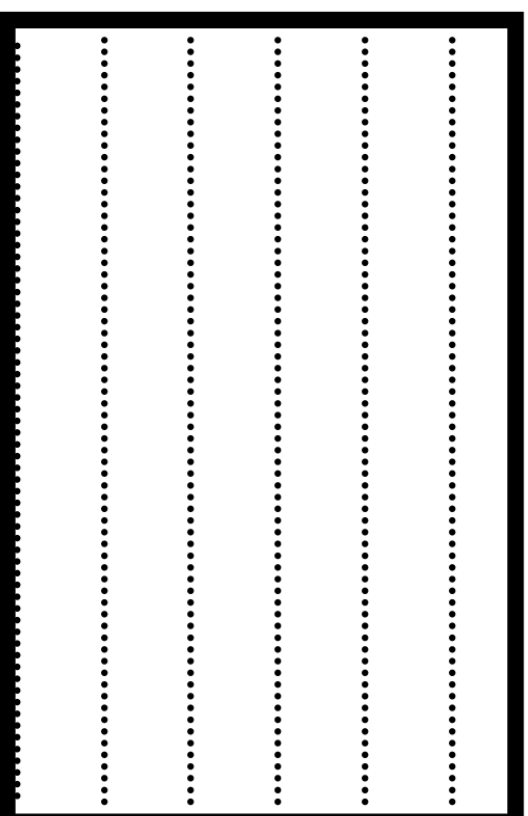
STORY ELEMENTS

5

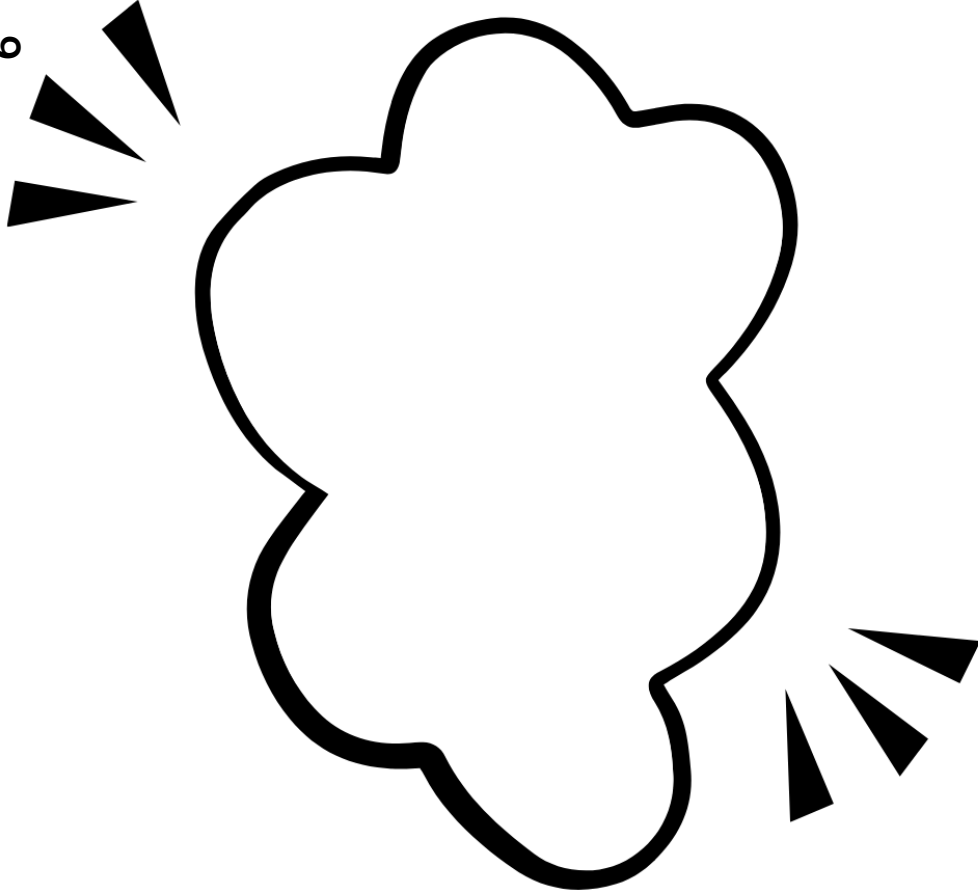
SETTING



CHARACTERS



6



STORY MESSAGE

3

STORY SEQUENCE

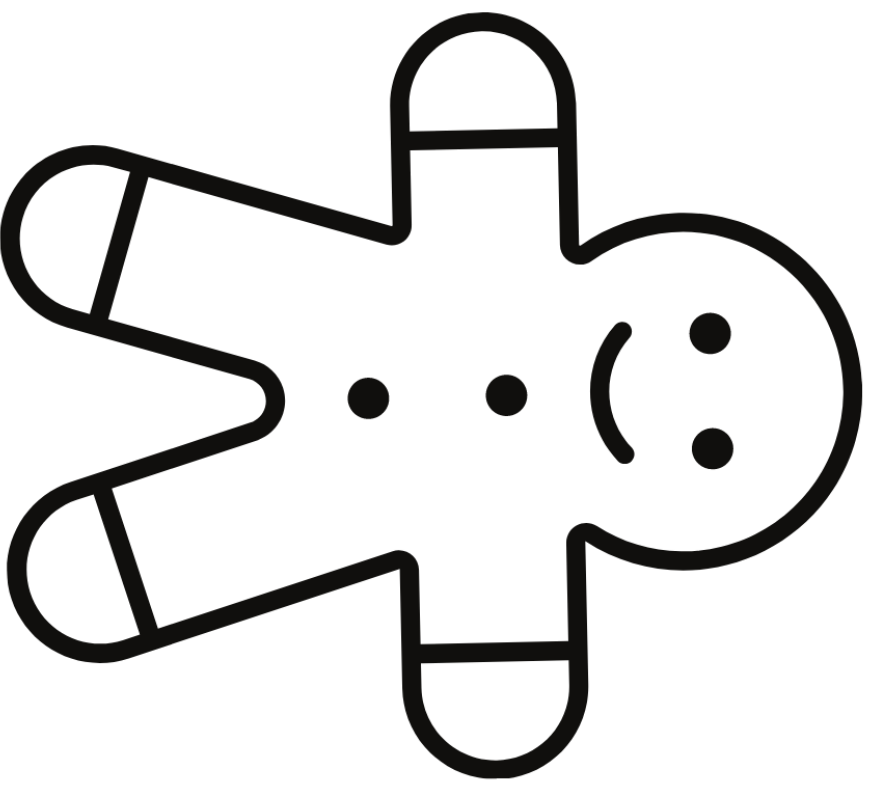
MIDDLE

A rectangular box containing ten horizontal dotted lines for writing.

PAULA ROSANA ASAD. ALL RIGHTS RESERVED BY THE AUTHOR.

THE GINGERBREAD MAN¹

**BOOK REPORT WITH
ANSWERS**



STORY SEQUENCE

2

BEGINNING

**A man and his wife are baking
gingerbread cookies.**

MY FAVORITE PART OF THE STORY

7



Student's own answer



STORY SEQUENCE

4

END

The gingerbread man finds a fox, the fox tricks the gingerbread man and eats him.

STORY ELEMENTS

5

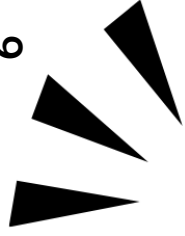
SETTING

The Farm

CHARACTERS

The gingerbread man, a man, a woman, a cow, a horse, a fox.

6



**Be careful who you trust
Don't trust strangers**



STORY MESSAGE

3

STORY SEQUENCE

MIDDLE

**One gingerbread cookie jumps
out of the oven and starts
running. All the animals on the
farm chase the gingerbread
man but they cannot catch him.**