

# Puzzlewood

*A Magical Woodland in the Forest of Dean*

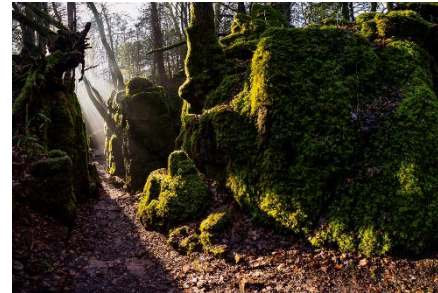
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## Fairy Tales Foundation/Year 1

Puzzlewood is a designated ancient woodland. It is a special, important and protected place. The woodland is so old it has developed intricate communities of plants, animals and fungi.

Puzzlewood is a unique environment to inspire and immerse children in the magic of fairy tales. The magical woodland lends itself imagining and creating characters and stories and our covered barn means that you can create whatever the weather.

It is ideal for a day of developing traditional fairy stories within an enclosed environment.



# **National Curriculum Programs of Study:**

## **EYFS Early Learning Goals**

### **ELG: Listening, Attention and Understanding**

Listen attentively and respond to what they hear with relevant questions, comments and actions when being read to and during whole class discussions and small group interactions;

Make comments about what they have heard and ask questions to clarify their understanding

Hold conversation when engaged in back-and-forth exchanges with their teacher and peers

### **ELG: Speaking**

Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary

Offer explanations for why things might happen, making use of recently introduced vocabulary from stories, non-fiction, rhymes and poems when appropriate

Express their ideas and feelings about their experiences using full sentences, including use of past, present and future tenses and making use of conjunctions, with modelling and support from their teacher.

### **ELG: Managing Self**

Be confident to try new activities and show independence, resilience and perseverance in the face of challenge

Explain the reasons for rules, know right from wrong and try to behave accordingly

### **ELG: Building Relationships**

Work and play cooperatively and take turns with others

### **ELG: Gross Motor Skills**

Negotiate space and obstacles safely, with consideration for themselves and others

Demonstrate strength, balance and coordination when playing

### **ELG: The Natural World**

Explore the natural world around them, making observations and drawing pictures of animals and plants

### **ELG: Creating with Materials**

Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function

Share their creations, explaining the process they have used

Make use of props and materials when role playing characters in narratives and stories.

### **ELG: Being Imaginative and Expressive**

Invent, adapt and recount narratives and stories with peers and their teacher

Puzzlewood offers huge opportunities for the teaching and learning of Fairy Tales in EYFS/Year 1. Our woodland and covered barn offer both indoor and outdoor spaces, meaning that creative work can happen whatever the weather. Below is a suggested list of activities that would be ideal for a school visit but it is by no means exhaustive! We highly recommend a teacher visit so that you can see the endless possibilities for yourself! Note: You are welcome to use natural objects found on the ground but please don't pick leaves or flowers.

Puzzlewood has 30 red capes.

### **Before your visit:**

Read and share lots of fairy stories

### **During your visit:**

#### Fairy Tale hunt:

- Look for evidence and sculptural shapes which could have been a part of a fairy tale e.g. castle forms, goblin fireplace, petrified village, King's throne.
- Find the doorway. Who might be behind it?

- In groups with an adult supervisor, the children walk around the trails in any order, looking for clues which match fairy tales which have been attached to trees etc. prior to the visit e.g. an axe, a witch's cauldron, a bundle of straw, a broken chair, packet of turnip seeds, spotted hanky....
- Finish at *house in woods*, talk about clues gathered and what fairy tale they think they have come from.
- Role play scenes or tell the story from one or two of the fairy tales using the gathered clues in context e.g. Goldilocks and the Three Bears.
- Draw picture which includes a gathered clue.

To explore Little Red Riding Hood further:

- Wear capes to go on a wolf hunt, following the wolf's trail through the woods e.g. *dinosaur footprints*, ending up at *the house in the woods*. Laminated sounds to be collected around the *house in the woods* area and put in the basket. Use the sounds to play 'I Spy'.
- If someone is willing to dress up as a wolf, play 'Fairy Footsteps'\* and 'What's the Time Mr Wolf?'
- Role play the story (wolf at window?)

To explore Three Billy Goats Gruff further:

- Observe goats in farm area, talk about big, middle-sized and small
- Find a bridge where they think the troll might live – look for evidence
- Re-enact 'trip-trapping' across the bridge
- Draw pictures of what they think the troll looks like. What does he eat? etc.

### To explore Hansel and Gretel further:

- Follow a 'breadcrumb' trail to the *house in the wood* which becomes the gingerbread house where the wicked witch lives (Please ask if you would like us to do this before you arrive).
- Draw pictures of things to put in the witch's cauldron – a recipe – role play
- Witch casts a magic spell to change all the colours in the wood – children put on card spectacles with different coloured cellophane lenses and explore the area around the hut.
- Back in *play area or willow maze*, play circle games where witch chases children e.g. witch (child with witch's hat on) in centre of circle with large key, a child sneaks up to steal it and run away round the circle or maze chased by witch.

### **After your visit:**

- Combine features from different fairy tales to make into a big 3D map or plan of a fairy tale land centred around Puzzlewood. Label or sentence writing about each location and who lives there. Display.
- Read other stories that involve wolves or witches.
- Make up stories where a character from one story meets a character from another.
- Make masks or dressing up clothes to present story – film? Music and dance?
- Paint a picture of Puzzlewood under the spell of the witch – e.g. all the trees are different colours or some fairy tale characters emerge from the twisted natural features.

