

# Buttermere Home Learning



## **Play Catch**

In the story, the Gingerbread Man is chased by lots of different people. Take turns pretending to be the Gingerbread Man. Who is chasing you? Is it the pig? Is it the fox? Can you be caught?

If you can't get outside, this could be played indoors.

#### **Picnic**

Can you help make a picnic?
Can you butter the bread to
help make sandwiches? Maybe
you can help fill plastic cups
with water? Perhaps you made
gingerbread earlier in the week?
Take your lunch outside, if you
can, and enjoy eating a picnic
outside.

If you can't get outside, could you create a den inside and eat it there?



#### Follow a breadcrumb trail

Can you pick up a 'breadcrumb' trail from the table?
Can you reach to the left with your right hand? Can
you reach to the right with your left hand? Can you
drop the crumbs into a container?

If the breadcrumbs are too small, consider using scrunched up paper!

### **Cookie cutter mark making**

Take a gingerbread man cookie cutter (or any biscuit/playdough cutter) and dip in paint. Press down on plain paper to make shapes. Can you choose the next colour? Can you help mix the paint by grasping the paintbrush?