

HANSEL AND GRETEL

CICLE INICIAL



jumpingducks



HANSEL AND GRETEL • SYNOPSIS

(01 HANSEL & GRETEL) Hansel and Gretel live with their mum. They live in a little house. The house is near the woods. They are very poor. They have no food. Hansel and Gretel go into the woods. They look for food.

(02 IN THE WOODS) They only find one apple. They drop stones to find their way back home. Hansel and Gretel go into the woods again. This time, they drop small pieces of bread. The bread shows them the way home. But a beautiful white bird eats all the bread! The bird is hungry too. Now Hansel and Gretel are lost.

(03 BE SWEET) Hansel and Gretel find a house. The house is made of sweets! A woman opens the door. "Come inside," she says. "You can eat anything you want." Gretel does not trust her. But Hansel is so hungry. He goes inside. Gretel follows him. It is a trap! Now they cannot escape.

(04 EAT A KID) The witch locks Hansel in a cage. She makes Gretel work. The witch wants to eat Hansel! They meet Mr Wingman. He is the witch's helper. He is funny. He is strange. But maybe... he wants to help them too.

(05 WHAT CAN I DO?) Gretel wants to save her brother. She remembers Wingman's words. She has a plan! Gretel tricks the witch. She pushes the witch into the fire. Hansel is free! They say goodbye to Wingman. They take food. They take magic seeds too. Then they go home.

(06 FREE OF HUNGER) Gretel tells her mum the story. Her mum is so happy! They show her the magic seeds. Now they have a plan. They can grow their own food. They can share food. They will never be hungry again.



HANSEL AND GRETEL · INTRODUCTORY SESSION

ACTIVITY 1

THE MAGIC BOX



10 - 15 minutes



To introduce the play to the children



ACTIVITY 2

MIMING GAME



10 - 15 minutes



To introduce some key vocabulary from the play: characters, settings, actions, etc.

ACTIVITY 3

SING ALL TOGETHER



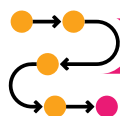
5 minutes



To get your children acquainted with the main song of the show



THE MAGIC BOX



STEPS

1. Sit the children in a circle and present the box.
2. Before we open it, encourage them to guess what's inside.
3. After a short conversation, get the children to knock on the box and open it.
4. Inside there will be five puppets: one for each character.

Questions we can ask about the puppets: Who are they? How do we think they feel? (happy, sad, bored, etc.), Where do they live?



MATERIALS

- ✓ A box
- ✓ The puppets (on the next page)



DURATION

10 - 15 minutes



DIFFICULTY

Low



SKILLS

- Listening
- Communication



OBJECTIVES

- To introduce the play to the children
- To introduce some key vocabulary from the play: characters, settings, etc.

ACTIVITY 1

HANSEL AND GRETEL INTRODUCTORY SESSION

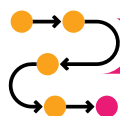


ACTIVITY 1

HANSEL AND GRETEL INTRODUCTORY SESSION



MIMING GAME



STEPS

1. The box can also contain some flashcards.
2. Present them to the class, showing each card and saying the word.
3. Get the children to repeat them.
4. Play a miming game with the cards: one student picks a flashcard and acts out the word without speaking. The others have to guess the word as quickly as possible.



MATERIALS

- ✓ Flashcards



DURATION

10 - 15 minutes



DIFFICULTY

Low



SKILLS

- Listening Comprehension
- Communicative skills



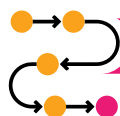
OBJECTIVES

- To introduce some key vocabulary from the play: characters, settings, etc.

ACTIVITY 3

HANSEL AND GRETEL INTRODUCTORY SESSION

SING ALL TOGETHER



STEPS

Listen to the songs using some visual support like the lyrics or some pictures

You can listen to the song several times in different ways.

For example, the first time you can play the song at normal speed, the second time a little bit faster, and the third time very slowly.



MATERIALS

✓ Computer



THE SONGS

You can find the songs on our web page.



DURATION

5 minutes



DIFFICULTY

Low



SKILLS

- Listening



OBJECTIVES

- To get students acquainted with the main song of the show
- To practise pronunciation

HANSEL AND GRETEL • CORNERS SESSION

ACTIVITY 1

FLASHCARDS



10 - 15 minutes



To practise some vocabulary from the play



ACTIVITY 2

CORNERS



30 minutes



To learn the key elements of the play

ACTIVITY 3

ACTION GAMES



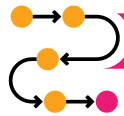
15 minutes



To develop listening comprehension and increase vocabulary awareness



FLASHCARDS



STEPS

The aim of Session 2 is to work on the vocabulary of the play through corners.

Begin by reviewing the vocabulary flashcards from the last session.

1. Show children the flashcards, say the word, and get them to repeat it.
2. Show them the flashcards without saying anything. They have to remember and say the word.
3. Hide the flashcards around the classroom. Give children 3 minutes to find them. After that, they have to name the flashcards they have found.



DURATION

10 - 15 minutes



DIFFICULTY

Low



SKILLS

- Visual comprehension
- Communication



OBJECTIVES

- To practise some vocabulary from the play



MATERIALS

- ✓ Flashcards

CORNERS AND MATERIALS

To make the most of the corners, you will need more than one session.

The first one is to explain each corner. The second and the third are to ensure that every student experiences all of the corners at least once.

CORNER 1: Memory

CORNER 2: Places

CORNER 3: Find the object

CORNER 4: Story sequencing

CORNER 5: Find the path

CORNER 6: Healthy vs unhealthy



CORNER 1

MEMORY

Hansel and Gretel are going to begin their adventure, but first you need to know who everyone is! Play Memory and match each character with his or her name. When you know the characters, you will understand the story much better.

You can play by matching characters with their names, or print the flashcards twice and match character + character or name + name.



DURATION

10 minutes



DIFFICULTY

Low



SKILLS

- Identifying main ideas
- Understanding vocabulary



OBJECTIVES

- To get children acquainted with the characters of the play.

HANSEL AND GRETEL
CORNERS SESSION 1



GRETEL

HANSEL



MUM

BIRD



CANDY
WITCH

WINGMAN

CORNER 2 PLACES

Hansel and Gretel go from their house into the woods. There, they find the Candy Witch's house. We encounter three places in this story. Explain the story to the students through these three settings.

This corner aims to help children recognise which objects, animals, etc. are in each setting. Children will have a picture of the three settings and they have to place each object, animal, etc. in the correct one.



DURATION

15 minutes



DIFFICULTY

Low



SKILLS

- Vocabulary
- Listening



OBJECTIVES

- To get children acquainted with the settings of the play and learn new vocabulary

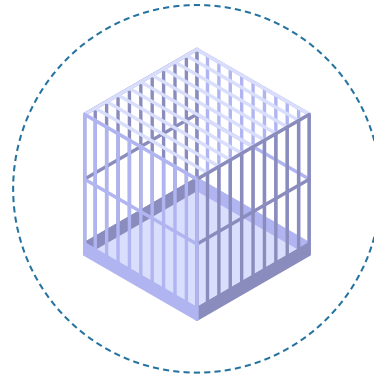
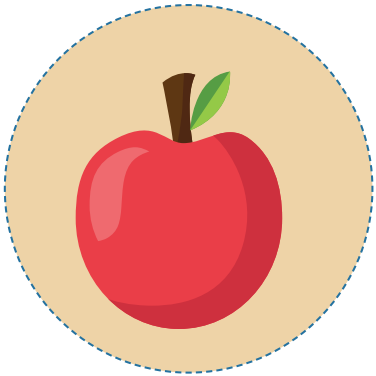
HANSEL AND GRETEL
CORNERS SESSION 2



HANSEL AND GRETEL
CORNERS SESSION 2



HANSEL AND GRETEL CORNERS SESSION 2



CORNER 3

FIND THE OBJECT

Hansel loves to write in his notebook. He writes all the special things he sees in the world. He also writes down things that catch his attention. In the following activity, you will find some objects. Try to guess which objects are in Hansel's notebook.

Colour the objects that are in the story. Do not colour the objects that are not in the story.



DURATION

15 minutes



DIFFICULTY

Low



SKILLS

- Vocabulary
- Listening



OBJECTIVES

- To get children acquainted with the settings of the play and learn new vocabulary

HANSEL AND GRETEL CORNERS SESSION 3



BIRD

CANDY HOUSE

CHOCOLATE BAR

APPLE

CANDY WITCH

SEED

BREAD

CORNER 4

STORY SEQUENCING

Every adventure has a beginning, a middle and an ending. Hansel and Gretel go through many important events. Can you remember what happens first, next and finally?

Make teams to help Hansel and Gretel. Look carefully at the pictures and work with your team to put the story in the correct order.

Remember you have the plot on our website if you need some help!



DURATION

30 minutes



DIFFICULTY

Medium



SKILLS

- Vocabulary
- Writing



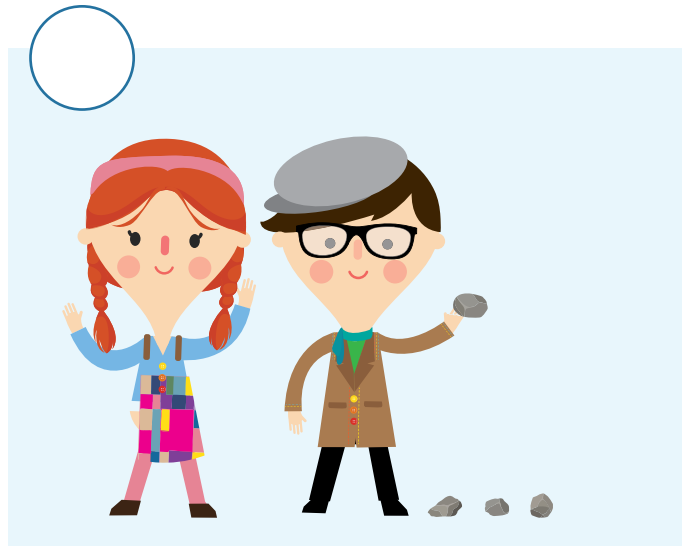
OBJECTIVES

- To get children acquainted with the plot of the play.
- To show students the advantages of teamwork.

HANSEL AND GRETEL CORNERS SESSION 4



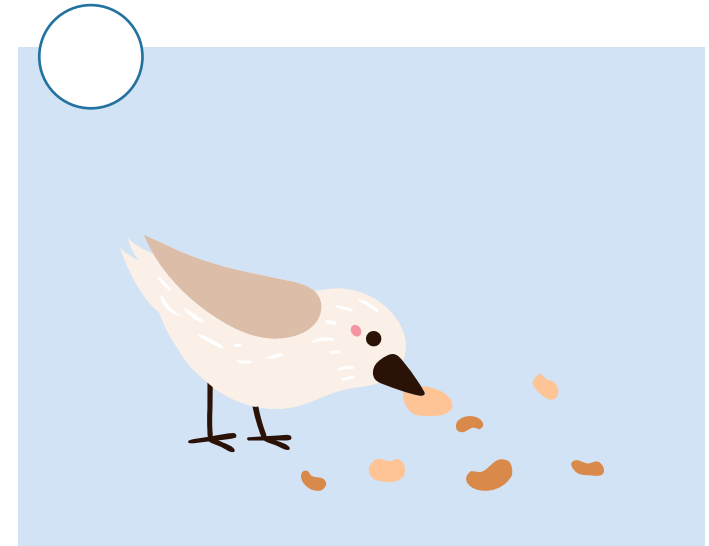
- GRETEL SAVES HANSEL.
- HANSEL AND GRETEL DROP STONES.
- THEY GO HOME.
- THEY FIND THE CANDY HOUSE.
- THE CANDY WITCH CATCHES THEM.
- A BIRD EATS THE BREAD AND THE CHILDREN GET LOST.
- THE FAMILY IS POOR.
- THEY FIND THE MAGIC SEEDS.



HANSEL AND GRETEL CORNERS SESSION 4



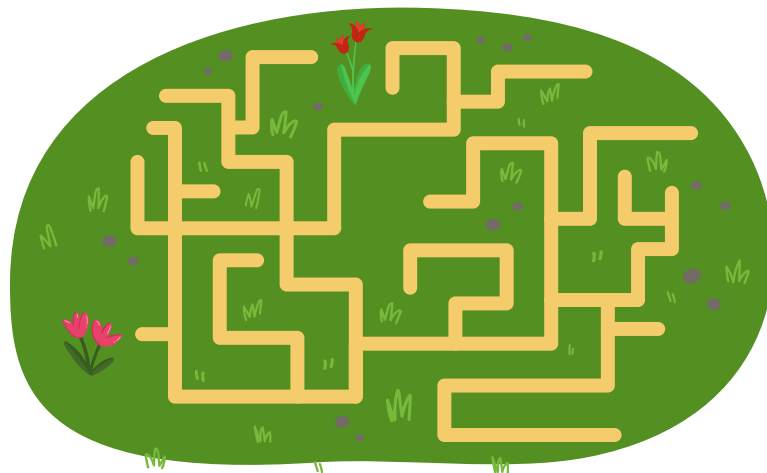
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- THE FAMILY IS POOR.
- THEY FIND THE MAGIC SEEDS.



CORNER 5 FIND THE PATH

Hansel and Gretel go into the woods to find food. They always leave stones to find the way home. One day, they forget the stones and they leave small pieces of bread. But, oh no! A bird eats the bread and Hansel and Gretel get lost in the woods.

In this activity, you will help Hansel and Gretel to find the way home. But be careful and don't follow the path that finishes in the Candy Witch's House.



DURATION

30 minutes



DIFFICULTY

Low



SKILLS

- Motor skills
- Vocabulary



OBJECTIVES

- To get the students acquainted with the part of the story when Hansel and Gretel get lost.

HANSEL AND GRETEL CORNERS SESSION 5





HANSEL AND GRETEL
CORNERS SESSION 5

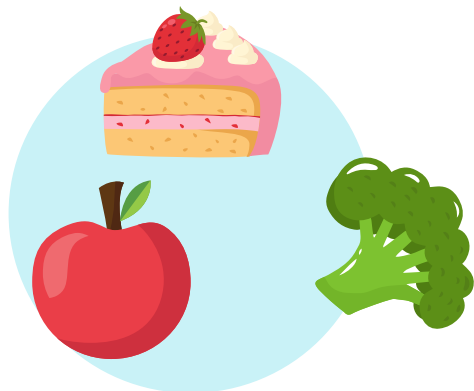


CORNER 6

HEALTHY VS UNHEALTHY

At the beginning of the story, Hansel and Gretel are very hungry. They go into the woods to find food. Hansel loves sweets and Gretel always tells him that they are unhealthy and they cannot eat a lot of sweets. When they find the Candy Witch's house, Hansel is so happy because there are thousands of sweets. Then, they learn the big lesson: you can eat sweets, but not too many sweets. It is very important to eat healthy food.

This activity has two parts. First, do the unscramble activity to work on the vocabulary. Then, play the Roll and Say game with the students. It's a fun game to discuss healthy and unhealthy food.



DURATION

30 minutes



DIFFICULTY

Medium



SKILLS

- Writing
- Vocabulary

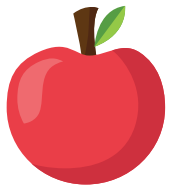


OBJECTIVES

- To get the students acquainted with the vocabulary for Healthy and Unhealthy.

UNSCRAMBLE WORD

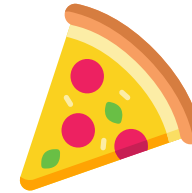
Unscramble the following words. Then, classify them into healthy and unhealthy food.



PPALE



POLPOLLI



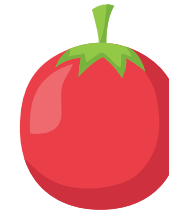
ZIPAZ



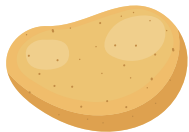
TLAHCOEOC



RONGAE



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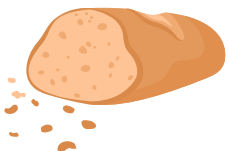
OPTOTA



ETSWES



KCEA



ARBED



LORCIBCO



ANBANA

ROLL AND SAY

Hansel and Gretel have found the candy house, but eating too many sweets is not good for their health. They need your help to choose healthy foods and learn which foods should only be eaten sometimes. Roll the dice and complete the challenge for each category.

1. Name a food.
2. Say if it is healthy or unhealthy



Help Hansel and Gretel make better food choices. Every correct answer helps Hansel and Gretel build healthy eating habits and grow up healthy.



FRUIT



VEGETABLES



DRINKS



SNACKS

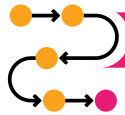


BREAKFAST AT SCHOOL



FOOD FOR A PARTY

ACTION GAMES



STEPS

Hansel and Gretel is an interactive play. We will play different games relating to food. Here you have options to play with the children:

1. Run to the correct side.

Divide the space in two sections: healthy and unhealthy. You can create the signs with the students. Give examples of different foods and they have to run to the correct side: healthy or unhealthy.

2. Simon Says

Play the classic Simon Says game. You just have to say: "Simon Says jump" and the children have to do it. Introduce different instructions every time. You can use the actions from the flashcards.

3. Directions

Put the children in pairs and they have to say instructions to each other. You can use the expressions: turn right, turn left, straight on, backwards... They have to arrive at Hansel and Gretel's house.



DURATION

15 minutes



DIFFICULTY

Low



SKILLS

- Listening Comprehension



OBJECTIVES

- To develop listening comprehension and increase vocabulary awareness.