 Create own colourful gingerbread houses Create witch costumes Mix a witch's spell in a cauldron Decorate a broomstick Create a potion Create a map of the forest Witch's face collage Creativity	characters Symbols to descr Colourful semant 'breadcrumb' tra make/overwrite Roleplay intervie	tics to describe a scene ils to mark letters on	 1:1 correspondence Add and subtract using resources contextualised to the text Follow a trail of breadcrumbs, language of direction 2D shape pictures of gingerbread houses Make repeating patterns using sweets Capacity – mixing and making potions Reasoning
 Use kitchen and make own gingerbread houses Walk in local forest – hide and seek, Making and following breadcrumb trails outdoors Go to a local sweet shop Experiences	Semi-Formal Topic Web Autumn 2.1 (3 weeks)	KS2A Rags to Riches Hansel and Gretel	 Touch and taste – breadcrumbs, gingerbread houses, sweets Mix a witch's spell in a cauldron Feel a witch's bristly broom Smell different potions Hansel and Gretel finger puppets Sensory
 hide and seek games Tag – run away from the witch Follow the leader Jumping – hop skip Climbing Broomstick races Movement	 Stranger danger – how do you know who to trust What to do if you get lost Healthy eating Favourite foods How to get help safely Learn to read a map Myself		 Cooking – changes in state Follow recipe – measuring ingredients How does food grow Setting – forest/lakes/habitats History of witches Our World