

STORY MAKER

As we enjoy celebrating our love of books with World Book Day once again, engage children in discussion by exploring this exciting story-themed poster together



How to use the poster

The poster is arranged in three vertical sections to enable you to focus on story characters, settings or objects, and make links between them. Include and explain the terms 'familiar', 'fantasy', 'adventure' and 'traditional' stories when referring to the featured images.

Cut out individual images, laminate, then take one from each section at random to invent a new story; for example, create a tale about a princess meeting a dragon in a wood.

Display the poster in role play, creative, mark-making or book areas, both indoors and outdoors, to stimulate imaginative story-related ideas

Activities to support the Early Years Foundation Stage

Personal, Social and Emotional Development

- After reading and discussing the poster title, ask individuals for the titles of their favourite stories. Invite the group to decide upon their favourite poster character, considering the reasons for their choices and making compromises before reaching a joint decision. Make up a story about this character together using the rest of the images featured on the poster for stimulation.
- Talk about why children like their favourite stories so much. Are any of them scary? What makes a story scary? Look for poster images that could be scary, such as the fierce dragon or the dark cave. Emphasise that stories are not real and so it is fine to feel scared sometimes.

Communication and Language and Literacy

- Focus on the four characters in the centre of the poster and invite the children to invent a suitable introductory sentence for a story about each one; for example, 'Once upon a time there was a and he/she lived in a ...'. Decide which of the stories the children create they would most like to read or listen to and why.
- Provide objects that match the poster stimuli images; for example, a soft toy panda; small world horse, dragon and coach; plastic cake and kitchen utensil. Ask a child to pull one out of a bag and describe how it might feature in a story, referring to the poster for character and setting ideas. Continue to draw out objects and either carry on the previous story with the new item, or start a new tale.

Mathematics

- Encourage children to make connections between images using the three sets of 'Story maker cards' (available online) or by putting coloured spots on the poster; for example, link the dragon/cave/knight, or the princess/castle/coach.
- Explore the story setting images and establish whether they are 'outside' or 'inside', for example, 'inside a cave/kitchen' or 'outside in the woods/forest'. Decide whether the action in the children's favourite stories takes place, inside, outside or a combination of both.

Understanding of the World

- Find the two buildings among the setting images and talk about the sort of story that might be set in a castle or windmill. Look for web images of castles and windmills. Talk about who might live in them and what goes on there.
- Find the birthday cake image and discuss who it might be for. Bake a simple sponge cake and establish which utensils are needed. Follow this by inventing and re-enacting a story with the children about making a special cake, involving characters and other images from the poster. Finish by sharing your baked cake.

Physical Development

- Invite children to create mimes to represent the chef/miller, knight, panda and princess; encourage them to consider how each character might move and what actions they might perform. Take turns to mime while the others guess who it is meant to be.
- Play 'Story actions' based on the characters in the poster. Shout out the name of a character and an appropriate action, such as 'Millers making flour/Chefs baking/Dragons sleeping in caves'. All the children should take on this role until you call 'Millers/Chefs/Dragons change' and name another character and scenario.

Expressive Arts and Design

- Choose one of the poster settings together and create a role play opportunity based on this. Include appropriate dressing-up clothes and props linked to poster characters and object images. Encourage children to invent or re-enact stories; for example, in a role play castle with princess and knight outfits and a large box for a coach.
- Design a large poster about the children's favourite stories modelled on the magazine poster, with characters in the centre and settings and stimuli to either side. Include children's individual and group drawings, collage and paintings, and add an appropriate title and captions.

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