

Come into my world

The delightful rhyme on this poster will awaken the children's imaginations as they think about the world of make-believe inhabited by storybook characters

Activities across the curriculum

Personal, Social and Emotional Development

● Talk about the different imaginary worlds that are portrayed on the poster. Point to the fairy and her wand and ask the children what they would wish for in a special world if the fairy could wave her magic wand and bring to life their ideas. Let the children have fun drawing pictures of the imagined worlds.

● As you explore the poster, talk about the importance of the illustrations. What do they tell us about the worlds that the characters live in? Encourage the children to take turns to tell the rest of the group about the world of one of the characters, using the poster illustrations for support.

Literacy

Communication and Language

● Explore the pattern of the words and repetition of the phrase 'Come into my world...'; in the poster rhyme. Suggest that the children make up new verses about different storybook characters, for example, 'Come into my meadow', said the Billy Goat to me, 'Cross the bridge, trip trap, trip trap, and eat sweet grass with me'.

● Read stories about one of the poster characters, for example, a giant in *The Smartest Giant in Town* by Julia Donaldson (Macmillan Children's Books) or *Jim and the Beanstalk* by Raymond Briggs (Puffin Books). Talk about how the world of the chosen character might differ from the children's world.

Mathematics

● Explore the poster image of a giant and the house beside him. Could this be the giant's house? Talk about why it isn't the giant's house using vocabulary such as 'too small' and 'not big/tall/long enough'. Invite the children to build houses suitable for small-world characters, and use a doll

to represent the giant visiting their world.

● Use the poster to encourage counting by asking appropriate questions, for example, 'Who has more legs – the dragon or the giant?', 'Who has no legs at all?', 'Which characters have a pair of wings?', 'How many wings make a pair?' and 'How many characters are there altogether?'.

Understanding the World

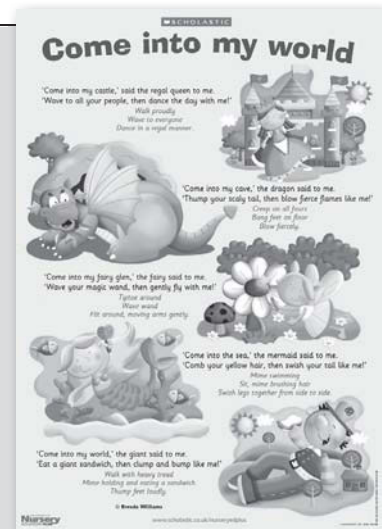
● As you talk about the poster, encourage the children to distinguish between what is real and what is imaginary, for example, the fairy is an imaginary character that lives in a glen, or small secluded valley. What real things can the children spot in the glen? (Flowers, toadstools, trees, grass.)

● Search the internet for images of Balmoral and Windsor Castle, which are residences of Queen Elizabeth I. Help the children to make comparisons with the image on the poster of the queen's castle. Focus on similarities and differences in colour and shape.

Physical Development

● Read the words in italics on the poster aloud to give the children ideas for movements and mime to accompany the rhyme. Emphasise descriptive words and adapt movements to match, for example, 'heavy tread', 'walk proudly', 'regal manner' and 'thump feet'.

● Play a game of 'Come into my world'. Create large cards depicting the names of the characters. Clear a space and place labels in five distinct areas depicting the worlds that the poster characters live in, for example, 'The queen's castle', 'The fairy's glen', 'The dragon's cave', 'The mermaid's sea' and 'The giant's world'. Hold up a character card, play some music and invite the children to pretend to be that character. When the music stops, they should move to the correct world. Invite a child to pick another card.



How to use the poster

Create a large display in the role-play area entitled 'Come into my world'. Have the poster as the centrepiece and surround it with the children's artwork about imaginative worlds. Add appropriate labels and descriptive captions as suggested by the children. On a table below, arrange a selection of storybooks reflecting a range of different imaginary worlds, and ensure that there is somewhere comfortable for the children to explore them.

Expressive Arts and Design

● Invite the children to choose a character on the poster and help them to create a suitable role-play world for that character, for example, under the sea or a large cave. Use a range of shimmering fabrics, colourful drapes and interesting props to bring the world to life.

● Let the children create a large picture about storybook characters, inspired by the poster. Encourage the children to use appropriate art techniques, such as printing for the dragon's 'scaly tail' and mixed powder paint colours for 'fierce flames'.

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