**Active Stories**

Decide on skills /moves/subject matter (i.e. animal in the jungle, going to the supermarket, space travel)

The story can be very simple as it is all about the movement

Older children can help with the story, such as deciding on the animal, what they would like to purchase at the supermarket, etc.

Skills and movement can be incorporated into any story

Skills can be incorporate into the Bear Hunt or any other story children love

**Creating a Story**

Create stories with the help and suggestions from the children.

The stories can be based on subject matter mentioned in 24-36 months. More ideas:

* Everyday activities – driving the car, the car wash
* Adventures – Holiday to the jungle, bottom of the sea
* Superheroes
* Going to the farm
* Use familiar stories and resources such as the ‘Bear Hunt’, ‘Mini Yo!’ and ‘Fizz and Friends”.

 **Examples:**

|  |  |
| --- | --- |
| **In the jungle:**Roar like a bear Bound like a cheeky monkeyClimb a tree like a slothFly like a butterfly Slither like a snakeBend or crouch under tree branchesJump over streams and logsBe chased by a tigerSwat mosquitoesTip toe past the sleeping elephant | **Fun in the Forest:**Using movement skills, create a forest adventure encouraging children to move in different ways. The forest adventure can be repeated on a regular basis with different skills.Example skills: Bend, Gallop, Leap, WiggleExplain to the children that:It’s a beautiful day and we are going on an adventure through the forestIf we come across any streams of water we need to leap over themIf we find any hills we should gallop up themIf we find ourselves stuck in brambles we will have to wiggle our way outIf we need to go past any trees we need to bend under the branchesMove through the forest and regularly find yourselves at a tree, stream, hill or brambles, see if the children can remember what to do when they reach them. |
| **Driving the car children can:**SteerWipe the windscreen with the wipersBounce over humps on the roadDrive on a nice smooth roadDrive on a bumpy dirt roadScreech to a stopTurn left, turn rightGo round a roundaboutStop, wait and go at the traffic lightTurn on the headlightsUs the indicators | **On a farm children can:**Gallop like a horseDrive a tractorRoll around like a pig in the mudBe chased by a bullTry to catch a chickenCollect eggsJump off hay balesSpring like lambs in a field |

Help children to develop their imagination and independence by asking them to create their own stories, supported by the following questions:

What do you want your story to be about (interests)?

What are you going to be in your story?

Where will you be?

Where will you go?

What are you going to do/look for?

Why?

Can they draw a picture of their story?

If they are able to, ask them to write their story down.

Use the weekly skills to change the way children move, however keep the same stories and repeat regularly. Active stories and games like this build motor skills while encouraging children’s’ imagination, creative thinking and language skills.

Add props to the stories.

**Benefits**

Supports gross motor development, independence, imagination and fine motor skills (drawing and writing) as well as supports other areas of learning.

PTO:

**S.T.E.P. into Year 1:**

 T – Change/adapt the story to match the theme of your learning for that term – pirates/seaside/space/animals, etc

 P – Planning teams of 3/4

 **STEP – Adapt the Space, Task, Equipment, People to make the activity harder, or easier.**



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