

Fairy Tale games

Age: 3-6 Group size: 20-30

Duration: 5-10 mins



Preparation time: 10 mins

Resources

- Pictures/photos/ artefacts:
- Goldilocks - Box of porridge, 3 bowls – different sizes, 3 chairs – different types, 3 beds – different sizes, bear
- Little red Riding Hood- red coat, basket, old lady doll, wolf, old fashioned spectacles
- Three Little Pigs – straw, twigs, brick, pig, wolf, cooking pot
- Hansel and Gretel – gingerbread house, bag of breadcrumbs, bag of small stones, bone, axe, witch's hat, oven
- Jack and the beanstalk – cow, harp, chicken, castle, axe, climbing plant, gold coins (card circles covered in gold foil)
- Books of the stories
- Number cards

Activity

This is a team game that can be played in a variety of ways.

1. Hide the objects around a large area. Divide the group into teams and give each team a fairy tale book and a number. The team have to identify the story from the pictures or title of the book, then find the correct number of artefacts/pictures that appear in that story. The first to collect the correct objects wins. Extend this game by asking them to place the objects or pictures in the order they appear in the story.



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2. Give each group the objects or pictures that go with a story, then ask them to find the book that they think goes with their things.

3. Have a relay race. Give each team a book. Place all the objects in a group at the end of a track. Children line up in their teams. The first set of children run to the objects and choose something that appears in their story, then run back to their line and sit down. When they get back the second child runs etc. The first team to come back with the correct set of objects wins.

To make this easier the teams could go and look at the objects first and decide which ones they want to collect then try and remember them when they run.

4. For older children, give each team a story, then allow them to choose the objects they need. They must then act out the story including their objects in the retelling. The other children could have a tick list and tick off the object when they see it being used or referred to by the actors.

Golden Time

