

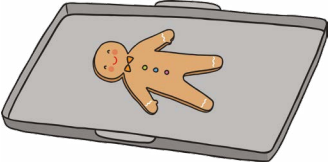



The Gingerbread Man Sensory Story

This is a sensory version of the traditional tale 'The Gingerbread Man'. You could bring this story to life by using the suggested sensory resources listed, including making gingerbread men biscuits (where appropriate), or moulding biscuits out of [Gingerbread Scented Playdough](#). You could also explore the story further by using the sensory story resources to support and extend, such as using the [Sensory Story Stick Puppets](#) add link and [Background](#) for the children to re-enact the story and explore the characters. Use the [Key Word Cards](#) add link to develop the use of story language.

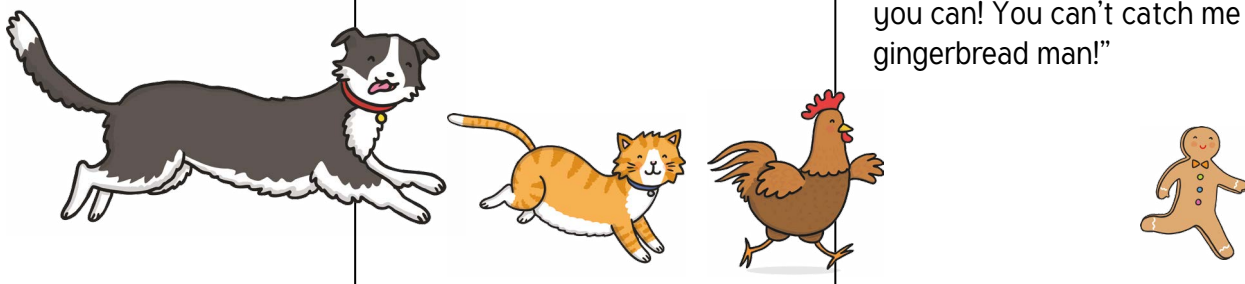
Resources required for this story:

[The Gingerbread Man Sensory Story PowerPoint](#), tablet devices, puppets/soft toys of old man/woman, boy, girl, cat, dog, cow, hen, fox (or use [The Gingerbread Man Sensory Story Stick Puppets](#)), mixing bowl, wooden spoon, baking tray, flour with ginger spices (where appropriate), gingerbread man biscuit (pre-bought or bake your own gingerbread biscuits/make playdough gingerbread men using the [Twinkl Gingerbread Playdough Recipe](#)), cookie cutters, wheat bag, hand warmers, sensory tray/large activity tray filled with water, deeper container/plastic tub to hold water, hand-held massagers.

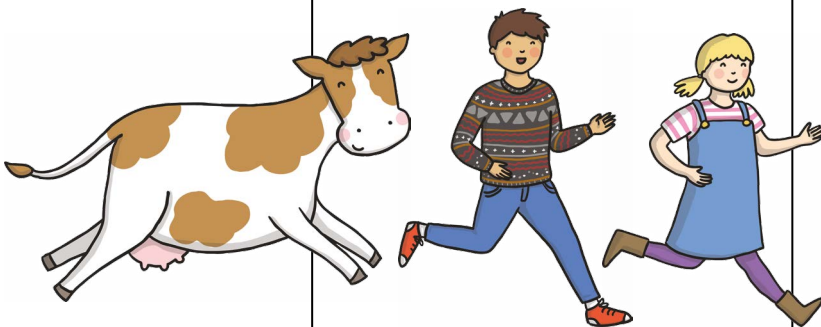
**Use relevant signs and symbols throughout to support your pupils, dependent on their level of need. Ensure allergens are checked prior to delivering this sensory story as this story contains some food items.


Story	Suggested Sensory Resources	Activities
<p>Once upon a time, there lived a little old woman and a little old man. One day, the little old woman made a gingerbread man.</p> 	<p>Puppets/dolls of old man/old woman or use Sensory Story Stick Puppets.</p> <p>Mixing bowl, wooden spoon, baking tray, flour with ginger spices in a bowl (where appropriate).</p> <p>Gingerbread man biscuit, or gingerbread man playdough and cookie cutters, or bake own gingerbread man biscuits as a class/group.</p>	<ul style="list-style-type: none"> • Pass round the puppets/toys of the old man/woman. • Pass round the mixing bowl and wooden spoon. Children stir flour/spices (where appropriate) and explore with hands/sift through fingers. • Pass round the gingerbread man to smell/taste (where appropriate) or knead the playdough and cut out gingerbread men using cutters.
<p>When she opened the oven, the gingerbread man jumped off the baking tray and ran out of the house!</p> 	<p>Wheat bag or hand warmers to feel heat.</p> <p>Baking tray with gingerbread man (real/playdough).</p> <p>Tablet device programmed with audio of running feet noise.</p>	<ul style="list-style-type: none"> • Pass round wheat bag or hand warmers to feel sensation of heat. • Pass round the baking tray and feel/smell the gingerbread man. Make Gingerbread man jumps off. • Children could jump up and down (where appropriate) or move legs backwards and forwards for running motion. • Children press switch/tablet with audio of running feet.
<p>The little old woman and the little old man ran after the gingerbread man yelling, "Stop! Stop!" They could not catch him.</p> <p>The gingerbread man just laughed and said, "Run, run, as fast as you can! You can't catch me I'm the gingerbread man!"</p> 	<p>Puppets/dolls of old man/old woman or use Sensory Story Stick Puppets .</p> <p>Tablet device programmed with audio of 'Stop, Stop!'</p> <p>Gingerbread man (real/playdough etc.).</p>	<ul style="list-style-type: none"> • Pass round puppets/toys of the old man/woman. • Children verbalise/sign "Stop! Stop!" or press tablet with audio recording. • Pass round the gingerbread man to feel/smell. • Children verbalise/sign or press tablet with audio: "Run, run, as fast as you can! You can't catch me I'm the gingerbread man!" • Children laugh/sign laugh or press tablet with laughing audio. 

Story	Suggested Sensory Resources	Activities
<p>The gingerbread man ran until he came to a cat. "Stop! You look good enough to eat!" said the cat.</p> <p>The gingerbread man just laughed and said, "Run, run, as fast as you can! You can't catch me, I'm the gingerbread man!"</p>	<p>Cat puppet/toy or use Sensory Story Stick Puppets.</p> <p>Tablet device programmed with audio of "Stop! You look good enough to eat!"</p> <p>Gingerbread man (real/playdough).</p> <p>Tablet device programmed with audio of "Run, run, as fast as you can! You can't catch me I'm the gingerbread man!"</p>	<ul style="list-style-type: none"> • Pass round cat puppet/toy to feel/ stroke. • Children press tablet with audio of cat meowing and audio: "Stop! You look good enough to eat!" Children can say or sign "Stop!" • Pass round the gingerbread man to feel/smell. • Children verbalise/sign or press tablet with audio: "Run, run, as fast as you can! You can't catch me I'm the gingerbread man!"
<p>The gingerbread man ran until he came to a dog. "Stop! You look good enough to eat!" said the dog.</p> <p>The gingerbread man just laughed and said, "Run, run, as fast as you can! You can't catch me, I'm the gingerbread man!"</p>	<p>Dog puppet/toy or use Sensory Story Stick Puppets.</p> <p>Tablet device programmed with audio of "Stop! You look good enough to eat!"</p> <p>Gingerbread man (real/playdough).</p> <p>Tablet device programmed with audio of "Run, run, as fast as you can! You can't catch me I'm the gingerbread man!"</p>	<ul style="list-style-type: none"> • Pass round dog puppet/toy to feel/ stroke. • Children press tablet with audio of dog woofing and audio: "Stop! You look good enough to eat!" Children can say or sign "Stop!" • Pass round the gingerbread man to feel/smell. • Children verbalise/sign or press tablet with audio: "Run, run, as fast as you can! You can't catch me I'm the gingerbread man!"
<p>The gingerbread man ran on, and then he came to a hen. "Stop! You look good enough to eat!" said the hen.</p>	<p>Hen puppet/toy or use Sensory Story Stick Puppets.</p> <p>Tablet device programmed with audio of "Stop! You look good enough to eat!"</p> <p>Gingerbread man (real/playdough).</p> <p>Tablet device programmed with audio of "Run, run, as fast as you can! You can't catch me I'm the gingerbread man!"</p>	<ul style="list-style-type: none"> • Pass round hen puppet/toy to feel/ stroke. • Children press tablet with audio of hen/cock-a-doodle-do and audio: "Stop! You look good enough to eat!" Children can say or sign "Stop!" • Pass round the gingerbread man to feel/smell. • Children verbalise/sign or press tablet with audio: "Run, run, as fast as you can! You can't catch me I'm the gingerbread man!"



Story	Suggested Sensory Resources	Activities
<p>A little further on, the gingerbread man came to a cow. "Stop! You look good enough to eat!" said the cow. The gingerbread man just laughed and said, "Run, run, as fast as you can! You can't catch me, I'm the gingerbread man!"</p>	<p>Cow puppet/toy or use Sensory Story Stick Puppets.</p> <p>Tablet device programmed with audio of "Stop! You look good enough to eat!"</p> <p>Gingerbread man (real/playdough).</p> <p>Tablet device programmed with audio of "Run, run, as fast as you can! You can't catch me I'm the gingerbread man!"</p>	<ul style="list-style-type: none"> • Pass round cow puppet/toy to feel/ stroke. • Children tablet with audio of cow/ mooing and audio: "Stop! You look good enough to eat!" Children can say or sign "Stop!" • Pass round the gingerbread man to feel/smell. • Children verbalise/sign or press tablet with audio: "Run, run, as fast as you can! You can't catch me I'm the gingerbread man!"
<p>It was not long before the gingerbread man came to a boy. "Stop! You look good enough to eat!" said the boy. The gingerbread man just laughed and said, "Run, run, as fast as you can! You can't catch me, I'm the gingerbread man!"</p>	<p>Boy puppet/toy or use Sensory Story Stick Puppets.</p> <p>Tablet device programmed with audio of "Stop! You look good enough to eat!"</p> <p>Gingerbread man (real/playdough).</p> <p>Tablet device programmed with audio of "Run, run, as fast as you can! You can't catch me I'm the gingerbread man!"</p>	<ul style="list-style-type: none"> • Pass round boy puppet/doll to feel/ stroke. • Children press tablet with audio of: "Stop! You look good enough to eat!" Children can say or sign "Stop!" • Pass round the gingerbread man to feel/smell. • Children verbalise/sign or press tablet with audio: "Run, run, as fast as you can! You can't catch me I'm the gingerbread man!"
<p>The gingerbread man kept running and came to a girl. "Stop! You look good enough to eat!" said the girl and she joined in the chase.</p>	<p>Girl puppet/toy or use Sensory Story Stick Puppets.</p> <p>Tablet device programmed with audio of "Stop! You look good enough to eat!"</p> <p>Gingerbread man (real/playdough).</p> <p>Tablet device programmed with audio of "Run, run, as fast as you can! You can't catch me I'm the gingerbread man!"</p>	<ul style="list-style-type: none"> • Pass round girl puppet/doll to feel/ stroke. • Children press tablet with audio of: "Stop! You look good enough to eat!" Children can say or sign "Stop!" • Pass round the gingerbread man to feel/smell. • Children verbalise/sign or press tablet with audio: "Run, run, as fast as you can! You can't catch me I'm the gingerbread man!"



Story	Suggested Sensory Resources	Activities
<p>The gingerbread man ran on, until he came to a river. He stopped, as he could not swim!</p>	<p>Gingerbread man (real/playdough). Sensory tray/large activity tray filled with water (there could be different containers/temperatures to explore).</p>	<ul style="list-style-type: none"> • Pass round the gingerbread man to feel/smell. • Children explore the water with hands/feet. Children make splashing movements and run hands through water.
<p>Just then, a fox came by. "I can help you cross the river," said the fox. "Just hop onto my tail and I will swim across."</p>	<p>Fox puppet/toy or use Sensory Story Stick Puppets. Tablet device programmed with audio of "Hop onto my tail".</p>	<ul style="list-style-type: none"> • Pass round the fox puppet/toy to feel/stroke. • Children verbalise/sign or press tablet with audio: "Hop onto my tail." • Children could make hopping movements where appropriate.
<p>Soon the gingerbread man began to get wet. "Climb onto my back," said the fox, so the gingerbread man did.</p>	<p>Sensory tray/large activity tray filled with water (there could be different containers/temperatures to explore). Tablet device programmed with audio of "Climb onto my back." Hand-held massagers.</p>	<ul style="list-style-type: none"> • Children explore the water again with hands/feet. Children make splashing movements, run hands through water. • Children verbalise/sign or press tablet with audio: "Climb onto my back." • Where appropriate, peer massage on children's backs or use hand-held massagers.
<p>The water was getting even deeper. "Jump onto my nose," said the fox. The gingerbread man climbed on.</p> 	<p>Different containers filled with water e.g. plastic tub for children to experience different depths. Tablet device programmed with audio of "Jump onto my nose." Gingerbread man (real/playdough).</p>	<ul style="list-style-type: none"> • Children explore the water again with hands/feet. Children make splashing movements; run hands through water - encourage children to submerge hands/legs deeper. • Children verbalise/sign or press tablet with audio: "Jump onto my nose." Children touch their own nose. • Pass round the gingerbread man to feel/smell. Jump the gingerbread man up and down.
<p>Just then the fox tipped back his head and the gingerbread man flew into the air. The fox opened his mouth and SNAP! That was the end of the gingerbread man.</p>	<p>Fox puppet/toy or use Sensory Story Stick Puppets. Tablet device programmed with audio of "SNAP!" Gingerbread man (real/play dough etc.).</p>	<ul style="list-style-type: none"> • Pass round the fox puppet/toy to feel/stroke. • Children verbalise/sign or press tablet with audio: "SNAP!" Children clap hands together in snapping motion. • Where appropriate, children could roll the playdough gingerbread man into a ball or they could break/eat their real gingerbread man.