

The Gingerbread Man: A School Tour

Introduction

This stack provides a delightful way for young children to tour the school and meet various teachers and staff members. By using the familiar story of the Gingerbread Man, the teacher can help a “gingerbread man” get lost, and then let the children go on a hunt for him. On the hunt, the children will meet different people who work to make the school run smoothly. This hunt will be videotaped and used with the software program *HyperStudio* to create a stack with which children can interact.

Materials

- Computer
- *HyperStudio*
- Favorite Gingerbread Man book
- Video camera
- Video card in the computer
- Digital camera
- 35 mm camera and film
- Gingerbread cookies

Ahead of Time

- Prepare clues about the hidden location of the Gingerbread Man. Give the notes to different teachers and staff members throughout the school building. The clues will guide the children to the next location. Place the first note under a plate of cookies on the snack table.
- Ask another adult (e.g., teaching assistant or parent volunteer) to help photograph and videotape the hunt around the school building. Provide a video camera and 35 mm or digital camera.
- While the children are out of the room (e.g., on the playground, at the gym, or in the library), take several of the gingerbread cookies to the final location of the Gingerbread Man hunt.
- Gather the class together. Invite the children to look at the cookies and count them. The children will discover several cookies are missing and that there are more children than cookies. Ask children for ideas to find the missing cookies. Talk with the children about going on a hunt to find the missing Gingerbread Man. Pull the note out from under the plate and read the beginning clue. Follow the clues through the school building. The children will meet the different teachers and staff members as they go. Videotape and take photographs of the children and staff interacting.

Introductory Activity

Read or tell the story of the Gingerbread Man. If the teacher doesn't have a favorite version, one of the following might work: *The Gingerbread Boy* by Paul Galdone or *The Gingerbread Man* by Eric Kimmel. Provide opportunities for children to share thoughts and ideas. After the story, bake and decorate gingerbread cookies.

Computer Activity

- Connect the video camera or video recorder to the computer. Open the *HyperStudio* application and start a new stack. Ask the children to help name the stack and make a title card. Children can use the tools and color palette to decorate the first card. Ask children to help select the still frames and video clips to put in the stack. Children can help add new cards and add buttons for turning the pages. Work with the children to sequence the cards in the order of the hunt for the gingerbread cookies. Use the storyboard feature in *HyperStudio* to move the cards around, placing the cards in sequential order. Encourage children to help add text blocks and buttons for sound and animation.
- Provide opportunities for children to explore the stack on their own.

Extended Activity

- Invite parents to the classroom to help bake and decorate gingerbread cookies. Parents might want to go on the hunt with the class.
- Act out the gingerbread story using stick puppets or dress-up props.
- Make a classroom book by printing the stack, laminating pages, and binding. Create individual books or a classroom book to add to the reading center.

Summary

Reading and producing “The Gingerbread Man” stack at the beginning of the school year is a wonderful way to introduce the children to the people in the building. This tour also gives the adults in the building (e.g., principal, secretaries, custodians, teachers, and cafeteria workers) the opportunity to interact with the children in a fun and unique way.