

## PROGRAMME INFORMATION

Nora teaches her brother and sister a song and dance based on different parts of the body.

But Ruairí hurts his foot, and pretends that it is much worse than it is. Following his brother's example, Naoise also pretends to have a sore foot. To take their mind off things, Nóra shows them a new game 'Nóra says' - then the magic bubble machine shows 'Na Dódaí' the Ó Donghaile family from county Tyrone, as they draw a very special picture of their little brother.

Then, Na Dódaí have fun decorating gingerbread people before Nóra tells them the story of the gingerbread man and the naughty fox.

After the story, they sing a song about the gingerbread man, with Naoise pretending to be the fox. Then it is time for 'Na Dódaí' to say goodbye to their friends.

## LEARNING OUTCOMES

- **Language development**

In this programme, key vocabulary relating to parts of the body is introduced and reinforced.

Simple phonemic repetition is introduced as well as new phrases which help children to communicate more effectively – for example, when they have hurt themselves at play, or when they are feeling hungry.

- **Personal development and movement**

The games and songs are designed to promote greater awareness of one's own body.

The decoration of the gingerbread people encourages hand eye co-ordination and allows the individual characters to express emotion and extend their imaginations.

Exercise is seen as a fun, positive element of the overall programme.

A challenging story, with a scary ending affords an opportunity for discussion and expressing individual opinions.

- **Numeracy**

Na Dódaí differentiate between one mouth, one nose, two eyes, two legs as they decorate their gingerbread people.

- **The world around us**

Farm animals referred to in the previous programme are re-introduced.

As children follow the gingerbread man through the story, they are learning the value of caution. This traditional story highlights the need to be careful and not trust strangers.

In the VT insert, the viewers see a family group of various ages, playing carefully with their younger brother.

- **The Arts**

Music, song and dance are all used extensively.

The gingerbread man's narrative is introduced via a craft based activity, which encourages role play. This narrative is further reinforced by the story, and a song and dance which retells the story in a different medium.

## **SUGGESTED ACTIVITIES**

1. Encourage children to 'warm up' to music – this can be done gradually, using stretches and star jumps designed as a simple counting exercise. The exercise can then progress to include more vocabulary and movement.
2. Make individual gingerbread people from paper or cardboard. Children can then add appropriate body parts, eyes, ears etc. as well as decorating their work using a variety of materials. They can make ordinary people, or, as the programme suggests, use their imaginations to create their own characters.
3. Play 'Nóra says' in the classroom – but personalise it by using the name of the child leading the activity.
4. Using both the gingerbread man's song and story, encourage children to act out the roles.
5. Have a classroom discussion about what happens to the gingerbread man
6. Based on the phonemic repetition in the programme, the children paint a boat, a cow, milk, a pair of shoes, then repeat the appropriate sounds while showing their pictures to their peers.
7. Create a drama, based on Ruairí's accident – some one pretends to hurt their foot/hand – and then receives help from their friends

# Story 2

## – Irish version

Seo í an tseanbhean.

"Ó, nach deas é m'fhear sinséir," arsa an tseanbhean.

"Isteach leat san oigheann anois," arsa an tseanbhean leis an fhear sinséir.

"Tá ocras mór orm anois," arsa an tseanbhean. Líonn sí na liobra agus cuimlíonn sí a bolg.

Amach as an oigheann leis an fhear sinséir, amach as an chistin leis an fhear sinséir, amach as an teach leis an fhear sinséir. Léim, léim, léim.

"Cá'l tú ag dul?" arsa an tseanbhean agus chuimil sí a bolg. "Tá ocras mór orm."

"Rith, rith, ní mé atá le hith'.  
Is mise an fear sinséir,  
Tá mé iontach maith ag rith," arsa an Fear Sinséir.

"Cé thusa?" arsa an Fear Sinséir.  
"Is mise Capall," arsa an capall agus thaispeáin sé a chuid fiacra. "Agus tá ocras mór orm."

"Cé thusa?" arsa an Fear Sinséir.  
"Is mise Bó," arsa an bhó agus d'oscail sí a béal, "agus tá ocras mór orm."

"Cé thusa?" arsa an Fear Sinséir.  
"Is mise Madadh Rua," arsa an madadh rua. "Cad é mar atá tú?"  
"Go maith," arsa an Fear Sinséir. "Ach ní thig liom dul trasna na habhann."

"Ar mhaith leat síob?" arsa an Madadh rua.

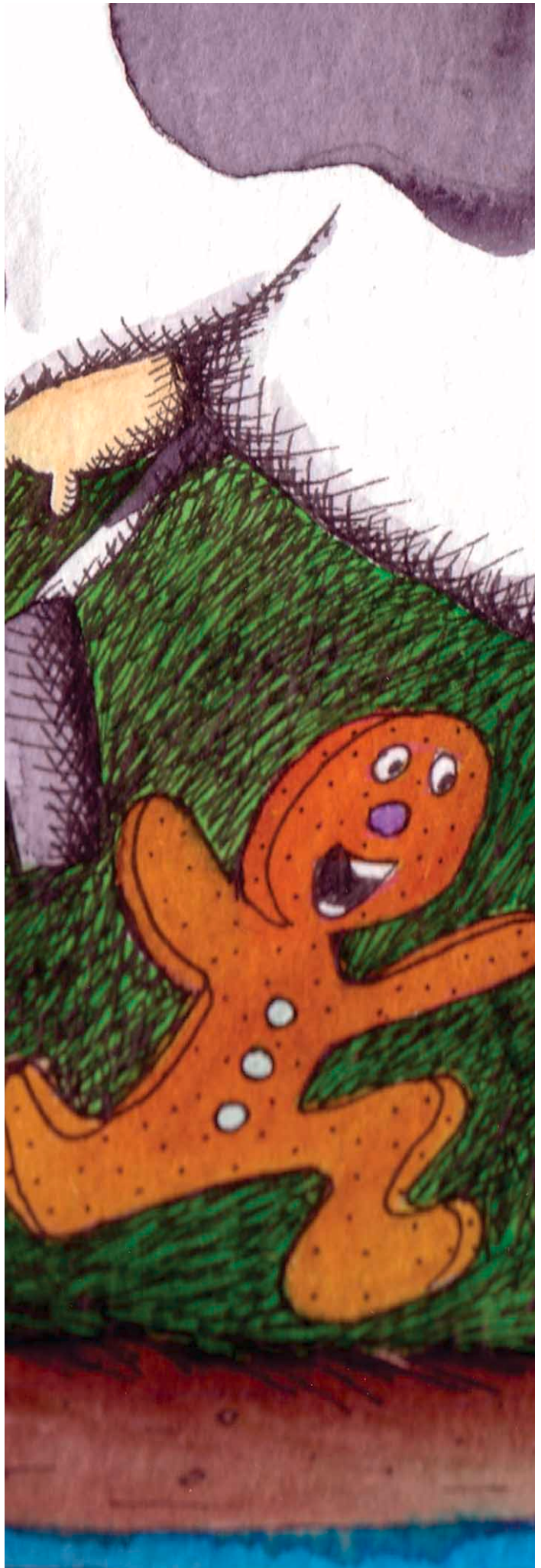
"Ar mhaith leat dul suas ar mo dhroim?" arsa an madadh rua.

"Ar mhaith leat dul suas ar mo cheann?" arsa an madadh rua.

"Ar mhaith leat dul suas ar mo shrón?" arsa an madadh rua.

Snip. Snap. Agus ligh an madadh rua a liobra.

"Slán!" a scairt an madadh rua.





# Story 2

## – English version

This is the old woman.

"O, isn't my gingerbread man lovely" says the old woman.

"Into the oven with you, now," says the old woman to the gingerbread man.

"I am hungry now," says the old woman. She licks her lips and rubs her tummy.

Out of the oven with the gingerbread man,  
out of the kitchen with the gingerbread man,  
out of the house with the gingerbread man.  
Jump, jump, jump.

"Where are you going?" says the old woman rubbing her tummy. "I am very hungry."

"Run, run as fast as you can,"

"You can't catch me ..."

"I'm the gingerbread man," said the gingerbread man.

"Who are you?" said the gingerbread man.

"I am Horse," said the horse showing his teeth, "and I am very hungry."

"Who are you?" said the gingerbread man.

"I am Cow," said the cow opening his big mouth, "and I am very hungry."

"Who are you?" said the gingerbread man.

"I am Fox," said the fox, "and how are you?"

"Good," said the gingerbread man. "But I need to cross the river."

"Would you like a lift?" said the fox

"Would you like to get on my back?" said the fox.

"Would you like to get on my head?" said the fox.

"Would you like to get on my nose?" said the fox.

Snip. Snap. And the fox licked his lips.

"Goodbye!" shouted the fox.

