KS1 – Lesson Plan 2 – English

How can movement help us tell stories?

Aim:	Key Words:	Preparation:
To develop storytelling and sequencing skills through imaginative movement and drama-based physical activities.	• story, beginning, middle, end, character, setting, movement, action, freeze-frame, describe	 Story cards or picture prompts Large open space (hall or outdoor area) Music (optional, for atmosphere) Whiteboards or clipboards and pencils Soft props (e.g. scarves, foam swords, toy crowns, etc.)

Prior Learning: Children should be familiar with simple story structures (beginning, middle, end) and basic character and setting vocabulary.

WC / PT	Warm-up: Character Movers Call out characters (e.g. lion, fairy, robot) — children move around the space acting like that character. Encourage descriptive movements (How would a lion walk? How does a robot move?). Add actions from well-known stories too.	0-5 mins
WC	 Main Teach: 1. Tell a simple story using movement. For example, "We're going on a journey through a forest" and act out the story with children copying the movements: walking through trees, jumping over logs, running from a dragon, etc. 2. Introduce sequencing. After the story, discuss: What happened first? Then what? What was the ending? 3. Freeze-frame activity. In groups, children act out a part of the story and freeze. Other groups guess which part of the story is being shown. 	5-10 mins

1 / S	Activity: Create a Movement Story In pairs or small groups, children:	10-30 mins
1	Extension Challenge: Children write a short caption or sentence to match one of their freeze-frames or describe their character and setting using descriptive words.	30-35 mins
wc	Plenary: Children write a short caption or sentence to match one of their freeze-frames or describe their character and setting using descriptive words.	35-40 mins

WC – Whole Class PT – Partner Talk I – Independent S - Support

Challenge A	Create a Sports Storybook Children work in pairs or small groups to write and illustrate a short story about a character (real or fictional) who tries a new sport. Their story should have a beginning, middle, and end, and include key sporting vocabulary (e.g. run, throw, win, team).	
Challenge B	Design a Medal for a Story Hero After hearing or creating a story about sporting success, children design a medal or trophy for the main character. They decorate it with words that describe the character's sporting values (e.g. brave, strong, kind, fast).	