Land of make-believe

This charming poster will delight the children and excite their imaginations as they are transported into the world of fantasy.

Activities across the curriculum

Personal, Social and Emotional Development
- Encourage the children to consider emotions by discussing the characters that inhabit the fantasy world portrayed on the poster. Who do they think might be friendly, for example, the fairy and the superhero? Can they say why? Who is likely to be unfriendly, for example, the pirates or the dragon? Why do they think some storybook characters are unkind? Are giants always cross or could this one be happy? What about the wizard – does he look kind or unkind?
- Explore the illustration of the superhero and establish the children’s awareness of superheroes. How can they tell that this superhero has special powers? Where might she be flying to? If the children were superheroes, how would they dress and who would they help?

Communication, Language and Literacy
- Ask the children to find the hidden treasure on the poster. Who do they think might be looking for it? Explain that pirates in stories follow treasure maps and clues to find hidden treasure. Create a treasure map and simple clues to help the children locate some ‘treasure’. Use pictorial clues as well as phonically regular words to encourage independent play.
- Provide ‘treasure’ and mark-making materials so that the children can create their own maps and clues.
- Develop awareness of initial letter sounds by playing ‘I spy’. Make cards with the initial letters of the poster characters and say: ‘In the land of make-believe, magic abounds, can you guess who lives there by their first letter sounds?’ Hold up a card and say the letter sound.

Problem Solving, Reasoning and Numeracy
- Compare the size of the giant with the other characters on the poster. Measure his height with string and hold this alongside another character for comparison. Encourage the children to use words such as ‘tallest’, ‘smaller’ and ‘the same height’.
- Ask the children to point to the castle on the poster and say who they think might live there. Describe the shape, count the windows and look at the castellated walls and tall turrets. Invite the children to build castles from construction equipment or wet sand.

Knowledge and Understanding of the World
- Talk with the children about where they think the rocket might be flying to from the land of make-believe. Make up imaginary destinations, such as ‘The ink-filled bucket in the chocolate sauce galaxy’. Look at images on the internet of real rockets and space travel. Make comparisons between real and fantasy space journeys.
- Create a list of how the characters in the land of make-believe travel, such as flying, walking, going on horseback, swimming and sailing. Make a similar list of how children travel in their real world and compare them.

Physical Development
- Invite the children to take turns to move like a character on the poster, for example, a flying superhero or a huge, plodding giant, and ask the rest of the group to guess which one it is.
- Create a make-believe land in a Tuff Spot or builder’s tray for small-world characters to inhabit. Fill the base with wet sand and encourage the children to mould the landscape, using the poster for ideas. Add bubble wrap ‘water’ and build a castle from bricks.

Creative Development
- Look at the pirate ship on the poster and invite the children to create one from recycled materials to float on a water tray. Help them to make a fabric sail and flag and dress small-world characters as pirates. Hide treasure in a screw-top plastic bottle and float it on the ‘waves’ for the pirates to find and lift on board.
- Talk about the characters from the land of make-believe on the poster. Invite the children to invent their own character and paint a picture of them. Cut out the pictures and attach them to a fantasy-land background, created using paint and collage materials.

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How to use the poster
Display the poster in various play areas to inspire imaginative ideas about fantasy lands, for example, in the story corner, small-world and construction areas, a creative workshop or role-play area. Interact with the children and move it around to link with the children’s self-initiated direction of play.
Alternatively, create a low-level display entitled ‘Land of make-believe’. Have the poster as a centrepiece, surrounded with the children’s linked artwork. Add appropriate labels together with descriptive captions suggested by the children.