



Giant Radish

Activity sheet

Target group: 6+ years old

Duration: 40 minutes, but can be adjusted depending on the pupils

Materials needed:

- Pictograms
- Cards with the story

Key competence: Literacy

GENERAL OBJECTIVES

The three resources aim at the same goal: providing pupils with materials that support the development of storytelling skills.

The cards, regardless of their form, are designed to develop pupils' expressiveness, creativity, and their ability to create meanings.

The cards support the acquisition of vocabulary (words, images, signs, pictograms) and remind pupils of the key objectives of the story.

- **Interactive storytelling:** pupils develop their oral expression skills and learn to logically retell the narrative thread of the story "The Giant Radish" using visual cues (cards with images and words).



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**Plural
Words**

- **Word-picture association:** this activity helps reinforce the specific vocabulary of the story and correlates visual elements with verbal ones. Individually or in small groups, children will receive a set of pictograms/images and a set of words, which they will match.
- **Storytelling:** Using the figurines from the story "The Giant Radish" - level 2, the story is retold by arranging the characters in the order of their appearance. Role-playing can also be used, with children playing the role of a character from the story. Students learn to recognize and retell the sequence of characters in the story, while stimulating cooperation and communication.
- **Dramatising the story with the characters mounted on sticks:** pupils bring the story to life through role-playing, developing their creativity, verbal fluency, and understanding of the narrative message.

IMPLEMENTATION

1/ Introduction and Story Reading.: Explain to the children the purpose of the activity: developing storytelling skills through interactive games. Read the story "The Giant Radish". Invite children to listen carefully to the story and pay attention to the visual cues. Use pictograms or images to ensure that all pupils are familiar with the story "The Giant Radish."

2/Word-picture associations: Distribute the cards with images, words, and/or signs associated with the story. Together with the children, name each image, discuss the words, and make connections between them (e.g., word, image,



pictogram, sign). You can do matching and sorting exercises to reinforce the story's specific vocabulary.

3/ Interactive storytelling: Using the cards, pupils logically reconstruct the story by ordering the characters and actions. Encourage free expression and providing explanations for the chosen order. This helps practice oral expression, coherence, and emotional expression. For children at the beginning of literacy, or those who need visual support, you can use the sentence structure template and pictograms to make simple sentences.

4/ Role-playing and dramatisation: Pupils choose characters, mount the cards on sticks, and perform the story. This game supports cooperation, verbal fluency, and creativity. The teacher can guide the activity, helping students express appropriate lines and reactions for each character.

5/ Reflection and presentation: At the end, each group or pupil can tell their own version of the story or propose a creative continuation. Encourage expressing opinions and using new vocabulary in various contexts. Invite the children to share their thoughts on the story, tell which character they liked and why, using AAC tools to form simple sentences or ask questions. Use the material in transdisciplinary contexts (civic education, ecology, practical life) to reinforce learning.

POTENTIALS FOR AAC SKILLS DEVELOPMENT

This activity significantly supports the development of communication skills for children using alternative and augmentative communication (AAC) systems. The use of cards with images, words, and symbols provides pupils the opportunity to make clear connections between verbal language, visual representation, and pictograms, thus facilitating their access to understanding the narrative.

Through interactive storytelling, children practice expressing ideas in simple sentences, describing actions, and expressing emotions. The matching and ordering activities support the development of receptive language, while dramatisation and role-playing encourage expressive communication and initiating dialogue. Pupils are encouraged to interact, ask for help, collaborate, and formulate questions, all of which contribute to increased fluency and coherence in their speech.

Additionally, the supportive and visual environment of the activity gives children the confidence to express themselves freely, while the repetition and clear structure help consolidate vocabulary and create functional communication routines. The activity not only develops linguistic skills but also boosts self-confidence and autonomy in children's use of AAC systems in social and educational contexts.



TO GO FURTHER

EXTENSION

To add more information, you can write additional details on the back of the cards, such as brief descriptions of the characters, their characteristics, and the role they play in the story.

CREATE YOUR OWN VERSION

You can create your own story cards. You can either draw them or find existing images (illustrations or photos) in books, magazines, or on specific websites. Children can also be involved in creating the card sets to increase their interest and engagement with the story. Once the drawings have been scanned, it will be enough to adjust the size and print them out.



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GIANT RADISH

Illustrative sentences

- Grandfather picks up the radish.
- The radish grows in the garden.
- Grandmother is preparing a salad.
- The granddaughter helps the grandmother.
- The grandmother helps the grandfather.
- The cat stays on the fence.
- Gandfather can't pick the radish.