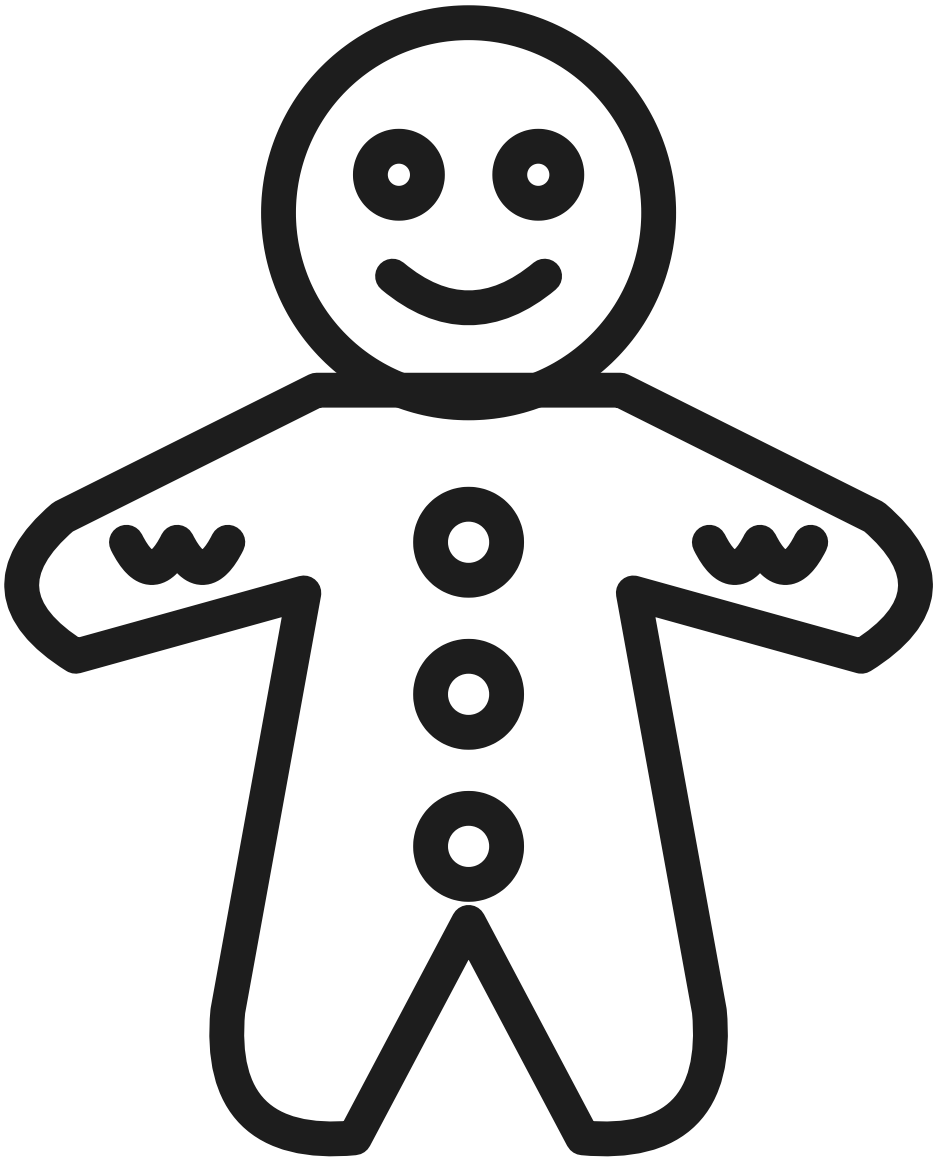
PAGE 1 · COLORING · AGES 2–5

Color the Gingerbread Man

“Run, run, as fast as you can!” Color him brown, then give him a bright scarf of buttons and icing.



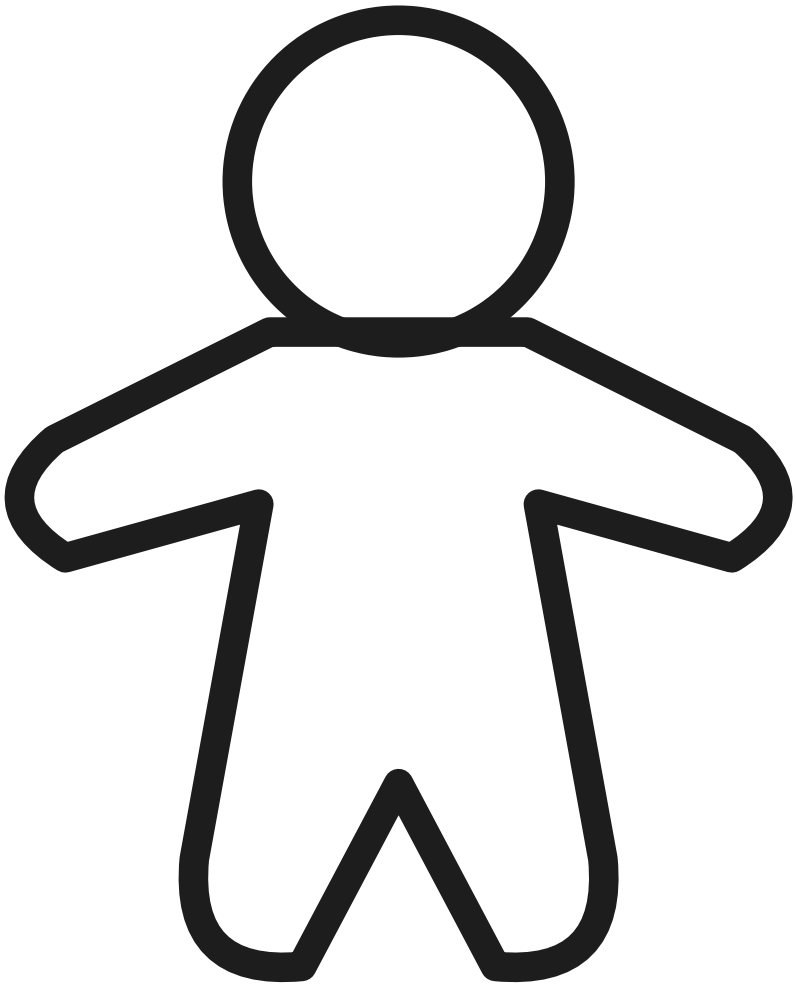
My name: _____ Colored on: ____ / ____ / 2026

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Roll & Decorate a Gingerbread Man

Take turns rolling one die. Do what your number says. Rolled it already? Pass the die on. First one to finish gets to choose tonight's story.

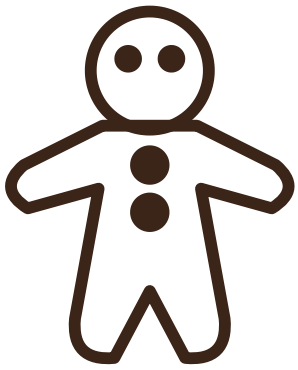
- **1** Draw 2 eyes
- **2** Add a big smile
- **3** Draw 3 buttons
- **4** Add icing zigzags on arms
- **5** Give him a scarf or bow tie
- **6** Draw a hat (or a crown!)



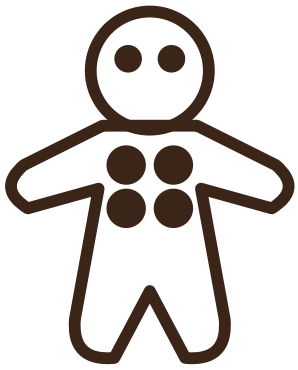
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Count the Buttons

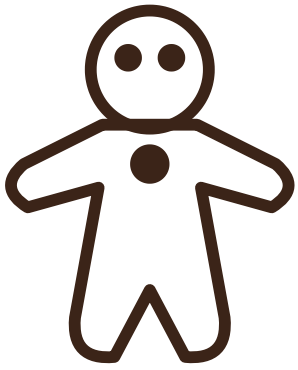
Count each gingerbread man's buttons, touching each one as you count. Circle the right number, then color the cookies.



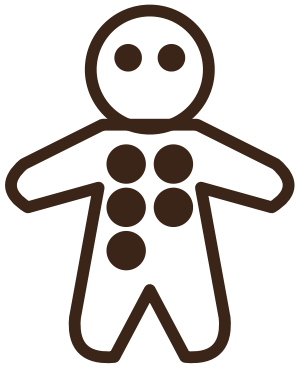
1 2 3 4 5 6



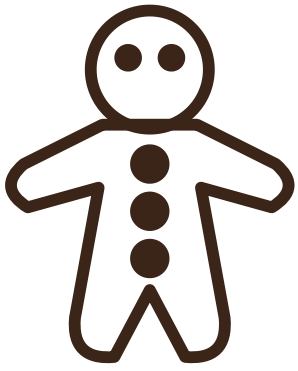
1 2 3 4 5 6



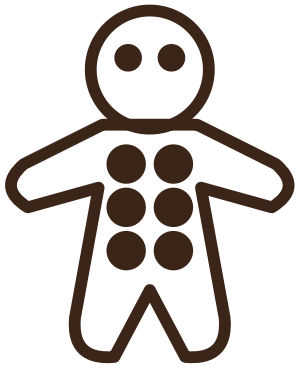
1 2 3 4 5 6



1 2 3 4 5 6



1 2 3 4 5 6



1 2 3 4 5 6

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Tell the Story in Order

Cut out the six cards. Mix them up, then put them back in order as you retell the story. Little ones can just point: “What happens next?”



1?

The little old woman bakes a gingerbread man.



2?

He jumps out of the oven and runs away!



3?

A cow (and a horse) chase him: “Stop!”



4?

A sly fox offers to help him cross the river.



5?

He rides on the fox’s back, then nose…



6?

Snip, snap! That is the end of the gingerbread man.

Tip: write the numbers on the back so kids can check themselves. Some versions of the story end differently; tell the one your family likes.

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FOR GROWN-UPS

Our Gingerbread Week Plan

One small gingerbread activity a day. Tick each one off together.

- ○ **Monday: Read the story**
  Read or tell The Gingerbread Man. Join in: “Run, run, as fast as you can!”

- ○ **Tuesday: Color and talk**
  Color page 1. Talk about the colors and count his buttons.

- ○ **Wednesday: Play-dough cookies**
  Cut gingerbread shapes from play dough. Count, squash, repeat.

- ○ **Thursday: Roll and decorate**
  Play page 2 together. Take turns and celebrate every roll.

- ○ **Friday: Chase game**
  Play gingerbread chase in the hallway or yard: you are the fox!

- ○ **Saturday: Bake or pretend-bake**
  Bake simple cookies together, or bake pretend ones in a box oven.

- ○ **Sunday: Retell the story**
  Use the sequencing cards on page 4. Let your child be the storyteller.

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