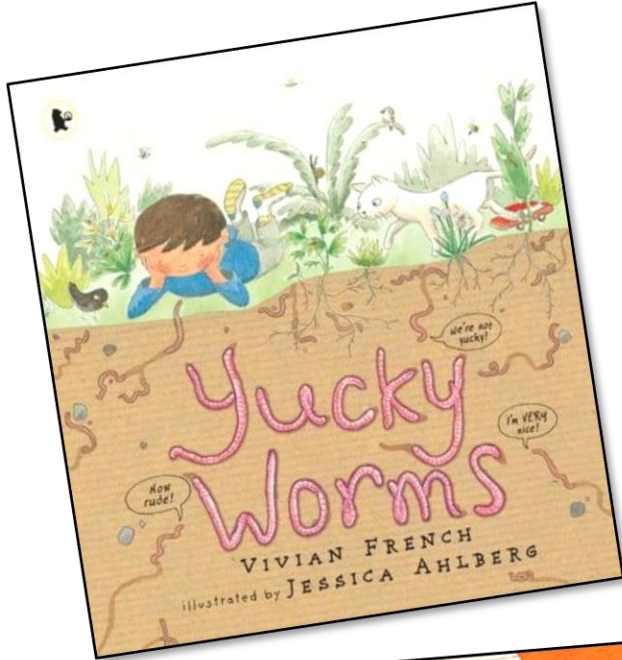
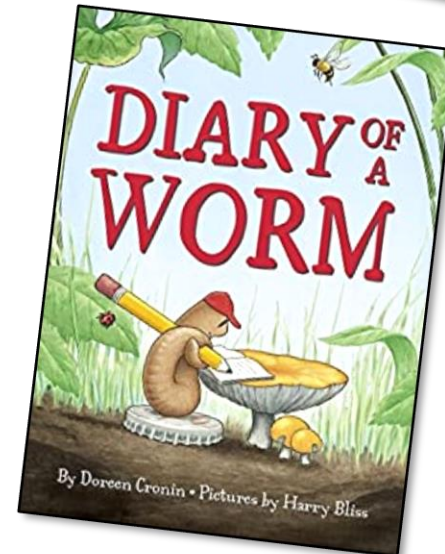
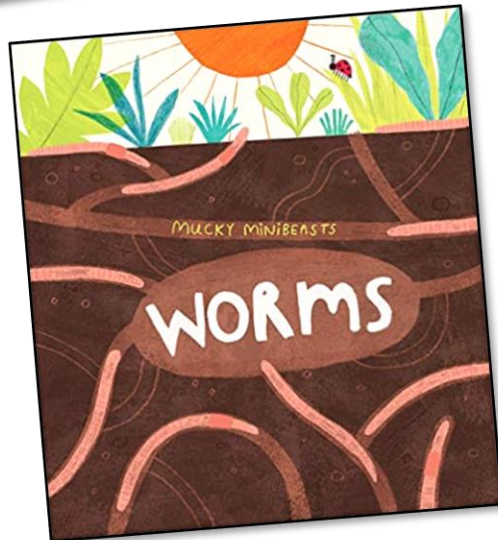
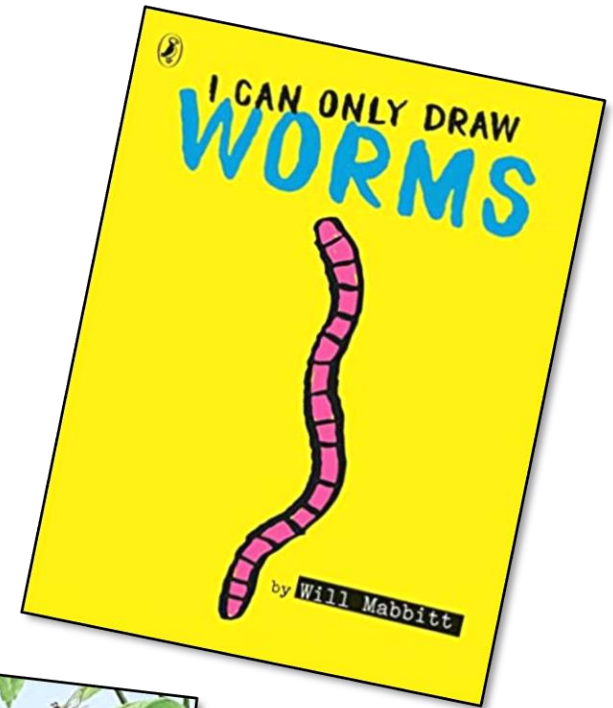


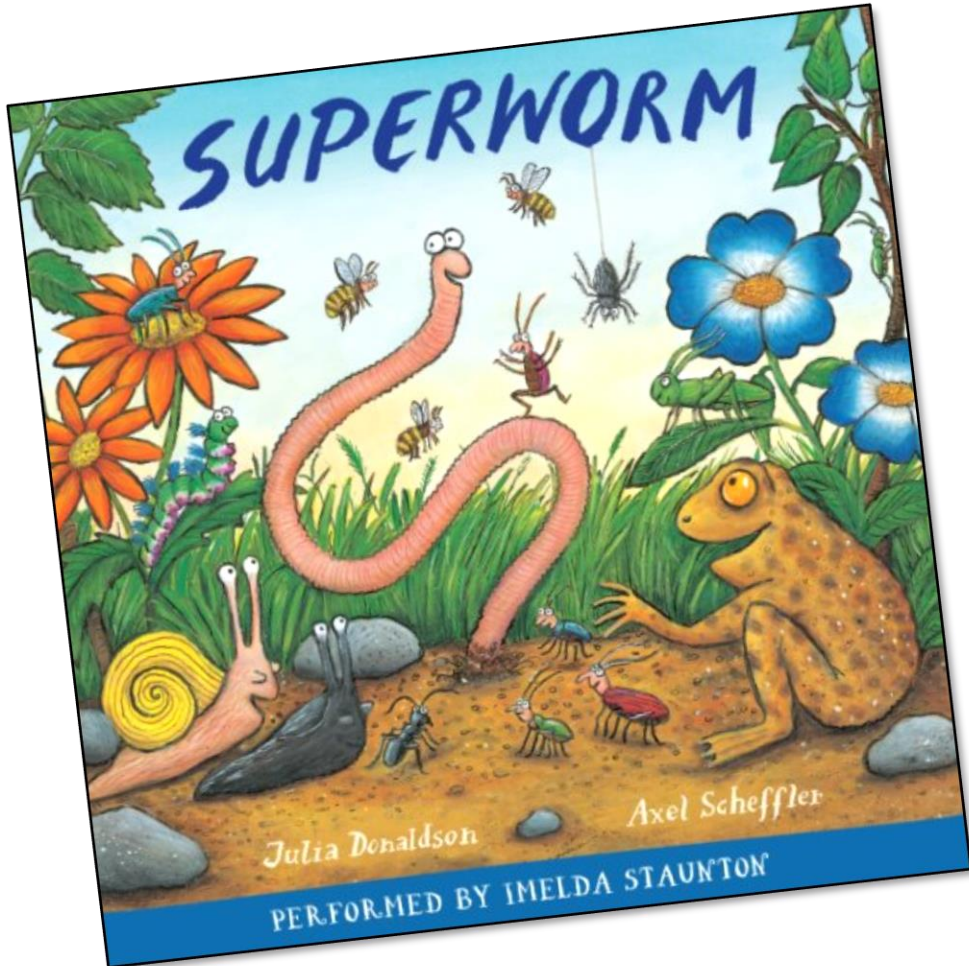
These activities and ideas are based around the book "Superworm" By Julia Donaldson.

All activities could be done without the book!



Other stories to support our Super activities.





Super Shop!

Create your own yucky supermarket by labelling tins of mini beasts!

Who will be in yours and how many?



Talking Together

Pick your tin!



Look at the different sizes of these cylinders!

Look at making labels and think about the amount that will be in that tin! If you draw around the old label then you can get the exact size.

Pick your minibeast contents. Are there going to be just one minibeast in a can? Make labels as fancy as you want!

(Grown ups you might want to mark the tin with what is really in it!)

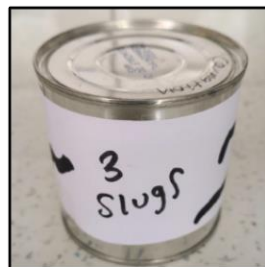
Starting With a Story

Talking Together

Then go shopping and combine your tins of yuck!

How many minibeasts would I have if I had a tin of my caterpillars and a tin of slugs?

What about half a tin of worms and a tin of slugs? Look at different combinations.



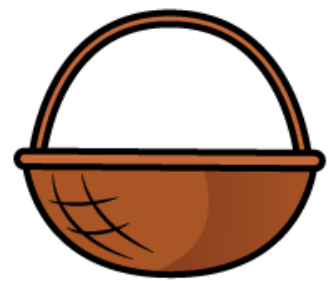
Talking Together

If you want to take this further you could price up the tins and make a yucky shopping list! Go shopping with a budget!

How much is a tin of spiders? How much would 3 tins be?

Are caterpillars expensive? How much?

Look at the money in your piggy bank, what could you buy with your pennies?



Starting with a Story

Learning through Play

A helping hand to where our activities link in our schemes and the EYFS.

Summer Progression

Addition and Subtraction

Change



Adding more

Number and Place Value

Numbers to 20



Counting to 20

Development matters 40-60

In practical activities and discussion, beginning to use the vocabulary involved in adding and subtracting.

Records, using marks that they can interpret and explain.

Begins to identify own mathematical problems based on own interests and fascinations.

Early Learning Goal -Shape Space and Measure

Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems.

They recognise, create and describe patterns.

They explore characteristics of everyday objects and shapes and use mathematical language to describe them.

Early Learning Goal- Number

Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer.

They solve problems, including doubling, halving and sharing