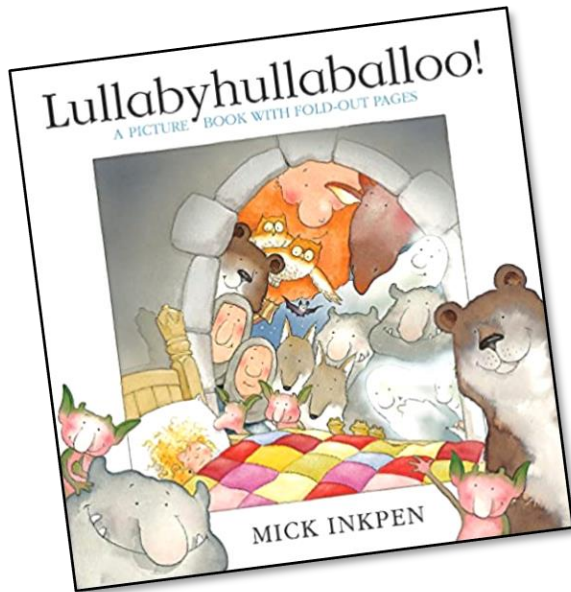


These activities and ideas are based around the book

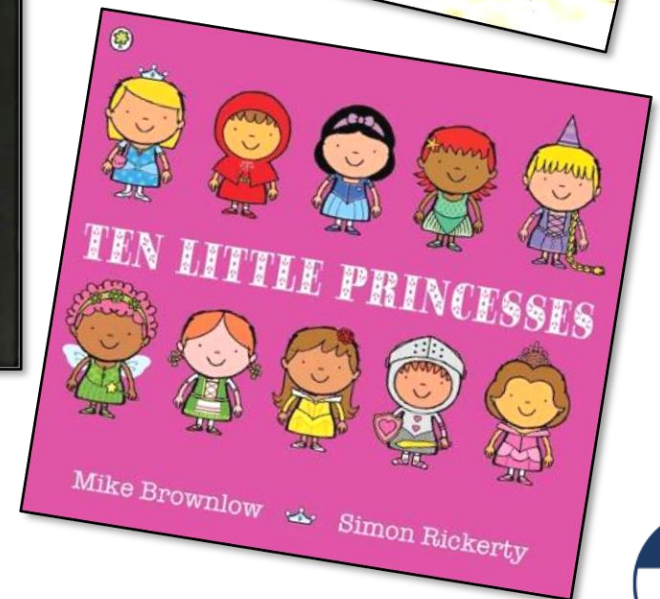
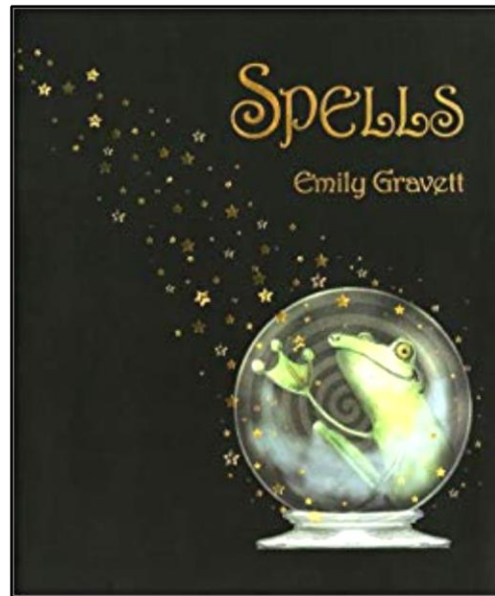
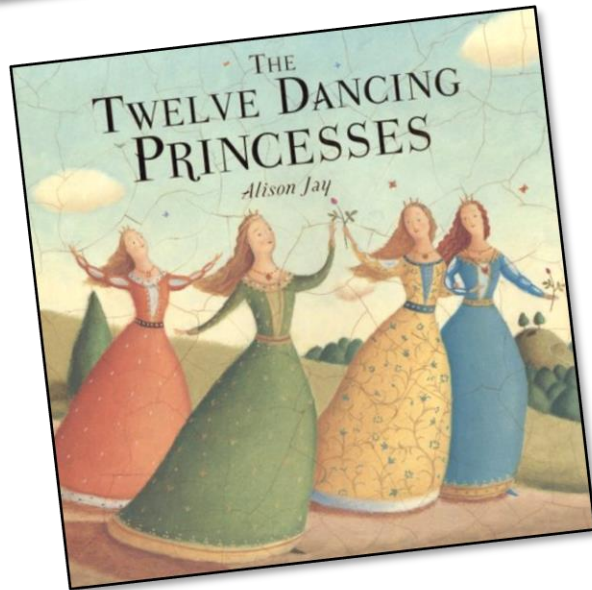
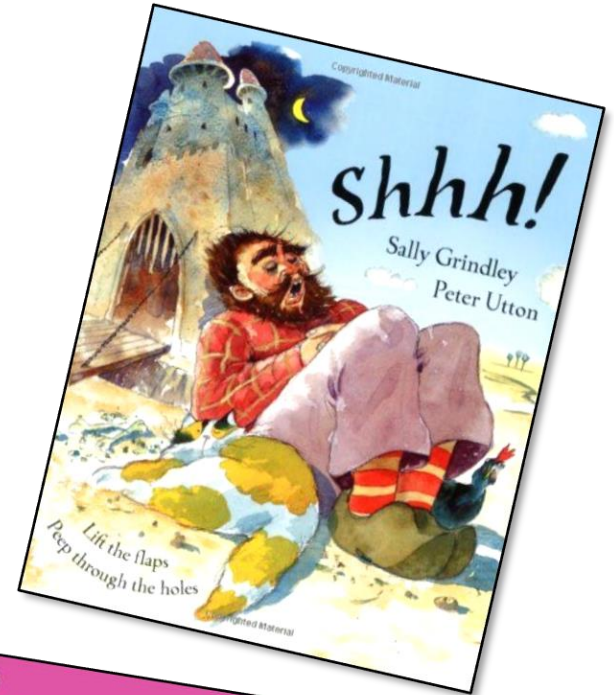
“The Princess and the Wizard” by Julia Donaldson.

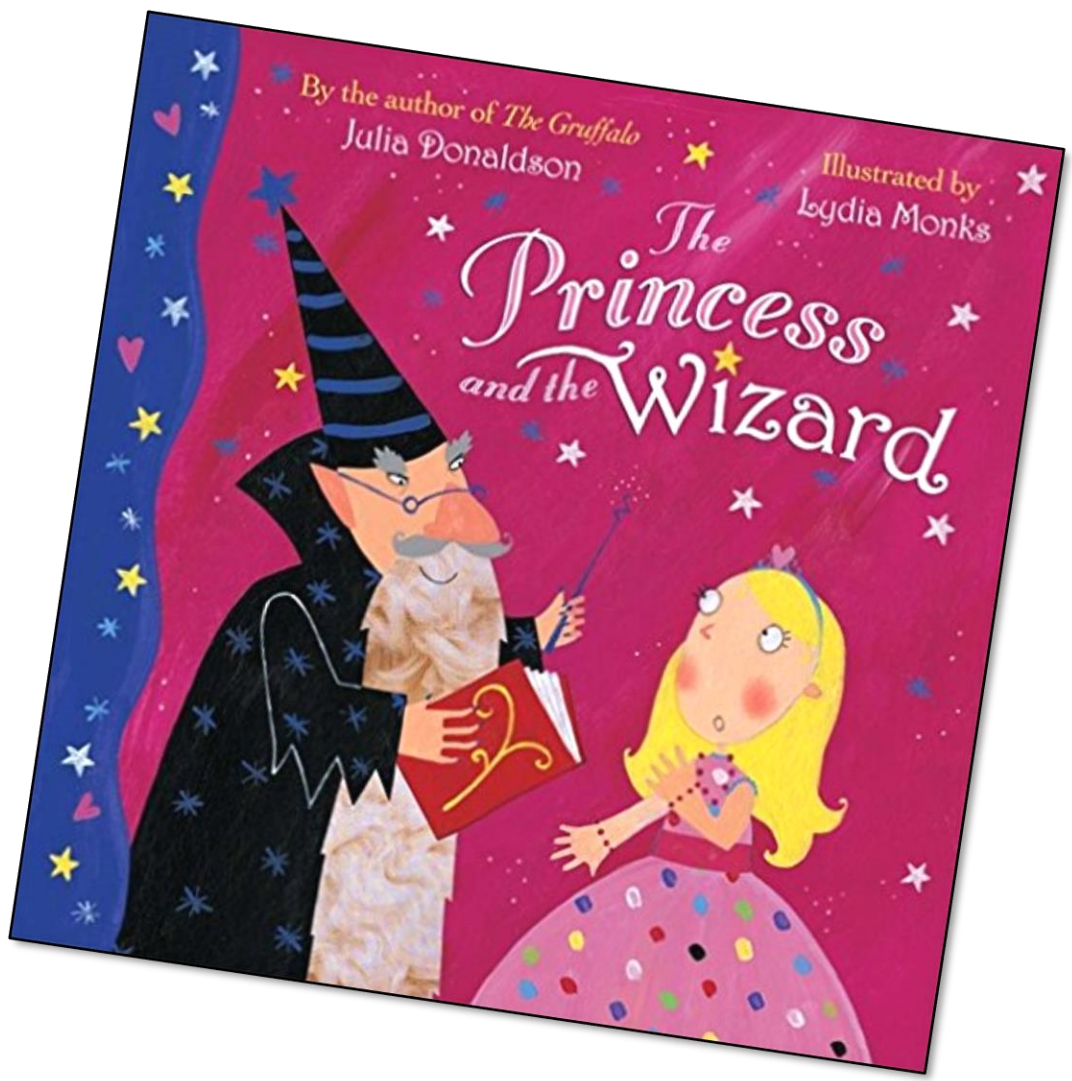
All activities could be done without the books.

Starting with a Story



Other stories to support learning.

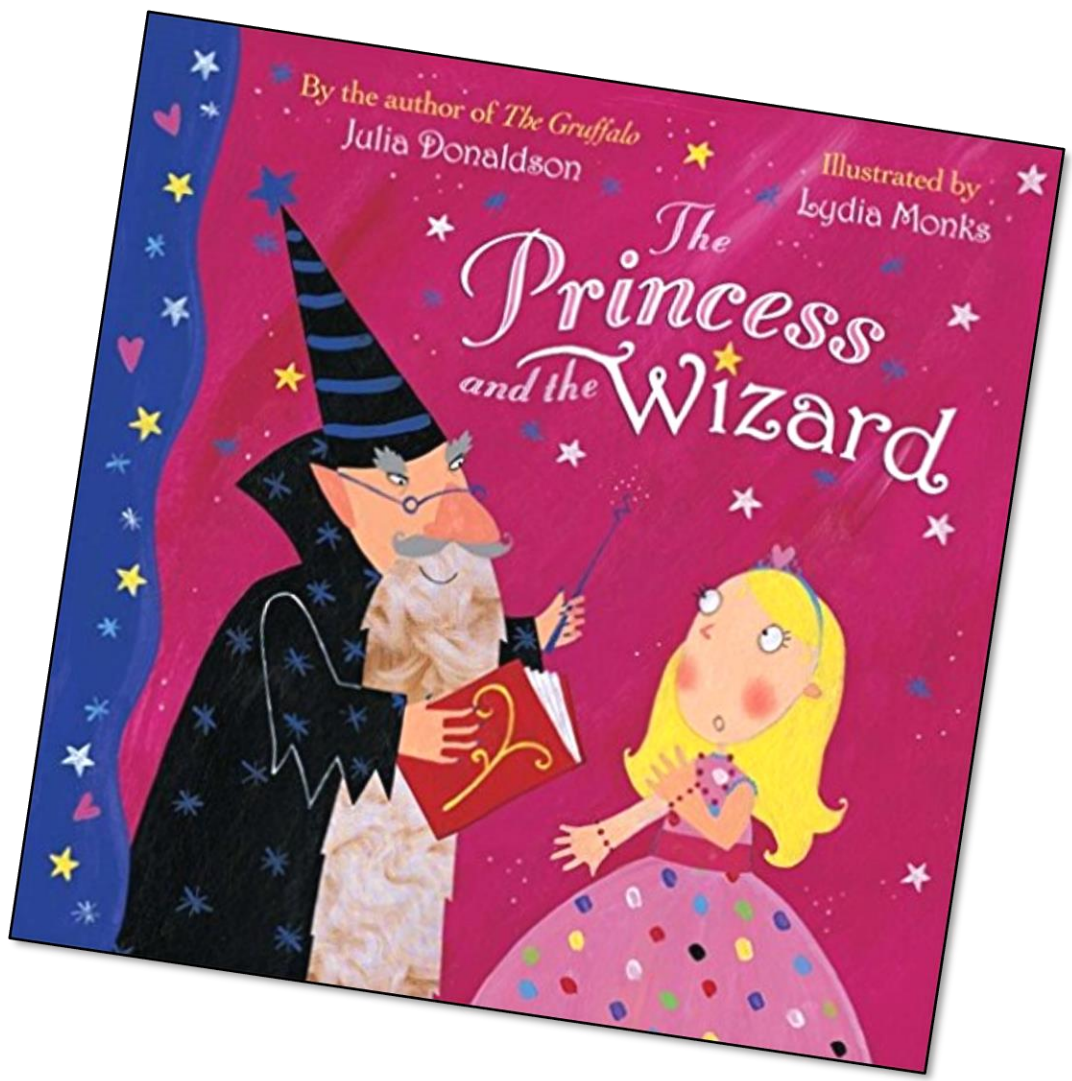




He just keeps on counting!

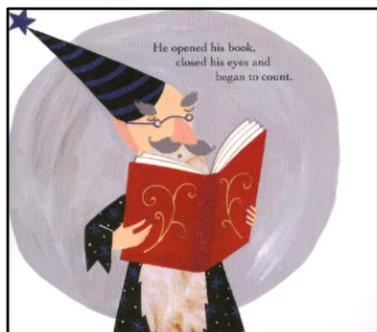
The wizard
keeps on counting down in
the story.

Lets play some magic
counting
games!



Hide and Wizard!

(A bit like hide and seek!)



Talking Together

Pick someone to play with!

One person decides to be the wizard and counts down from 20
(Or up!)

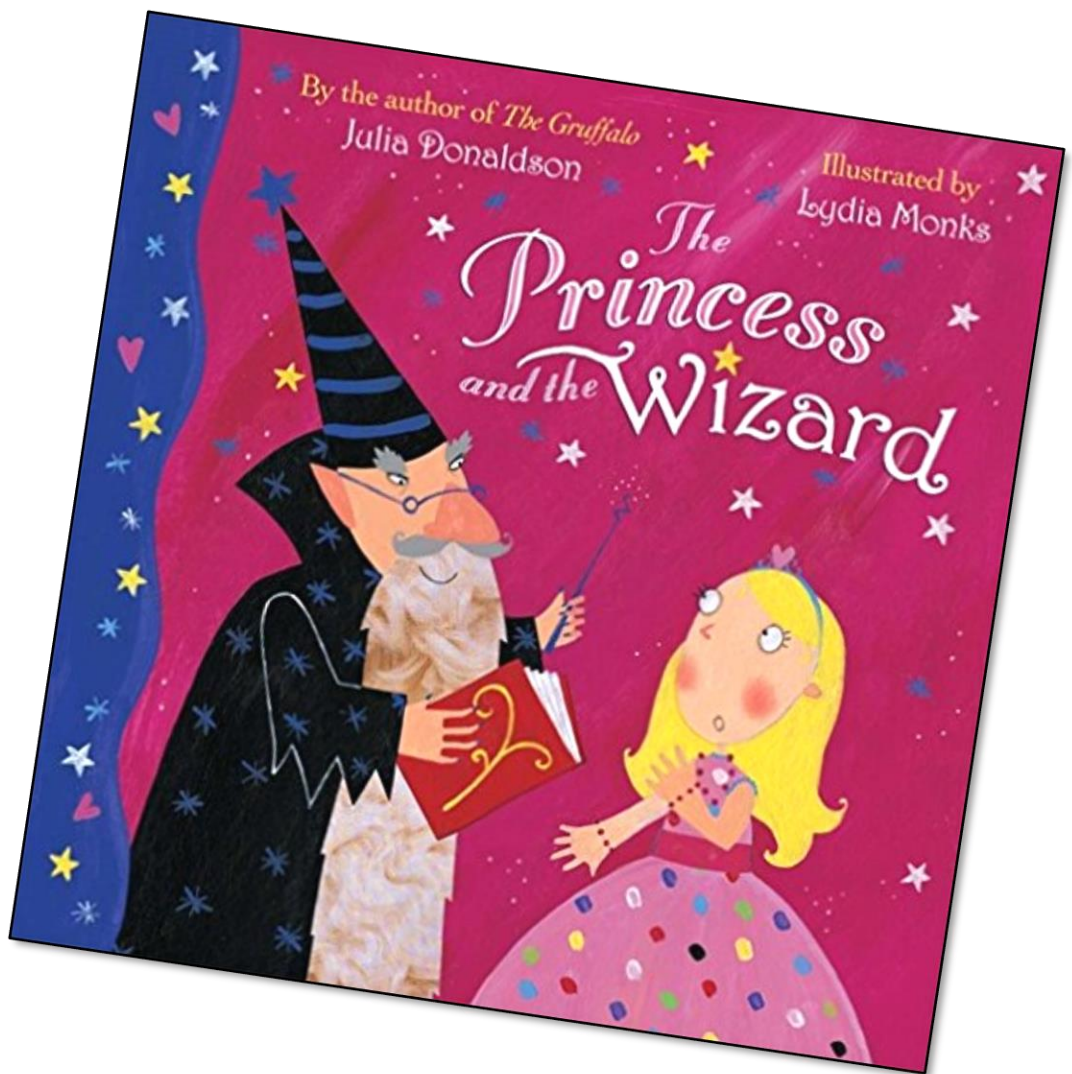
The other person finds somewhere to hide.

The wizard tries to find the hidden person.

When you find them make sure you give them your most wicked,
wizard laugh!

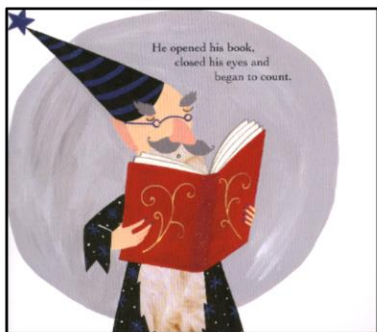
See if you can find each other.

Who is the best wizard?



What's the spell Mr Wizard?

(A bit like what's the time Mr Wolf?)



Talking Together

What's the spell Mr Wizard?

One person decides to be Mr Wizard.

They turn their backs on the other person or people!

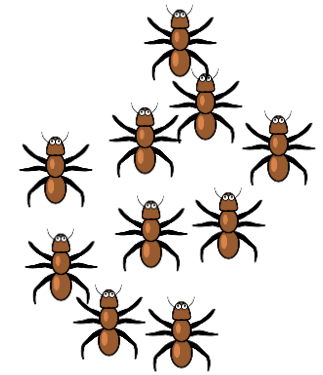
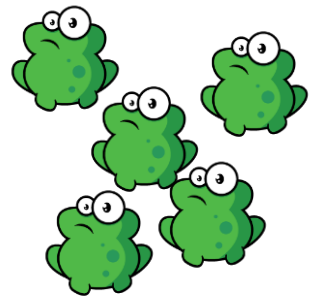
The person asks "What's the spell Mr Wizard?"

The wizard replies with a number of horrid creatures from his spells! The people have to make that amount of steps/jumps to get closer to the wizard. As they get closer they keep on asking and when the wizard decides he can turn and say "Abracadabra" and try to catch one of the people.

This person then becomes a wizard.

Talking Together

Some ideas for a wizard!



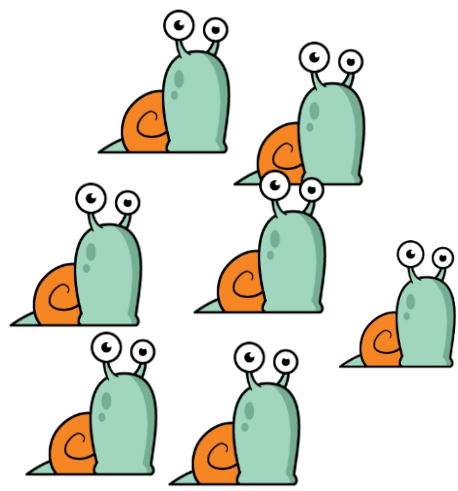
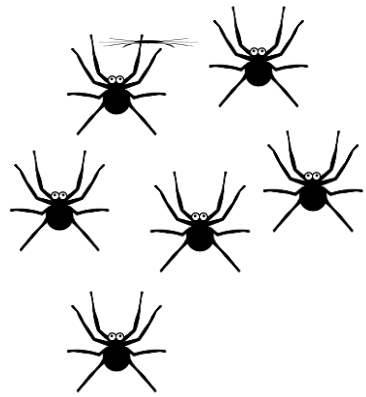
What's the spell Mr Wizard?

5 frogs!

7 snails!

10 ants!

6 spiders!



Happy wizarding!

Learning through Play

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

Reception - Notes and guidance

Summer Progression

Number and Place Value

Numbers to 20



Counting to 20

Development matters 40-60

Uses the language of 'more' and 'fewer' to compare two sets of objects.

Says the number that is one more than a given number.

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

Early Learning Goal

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