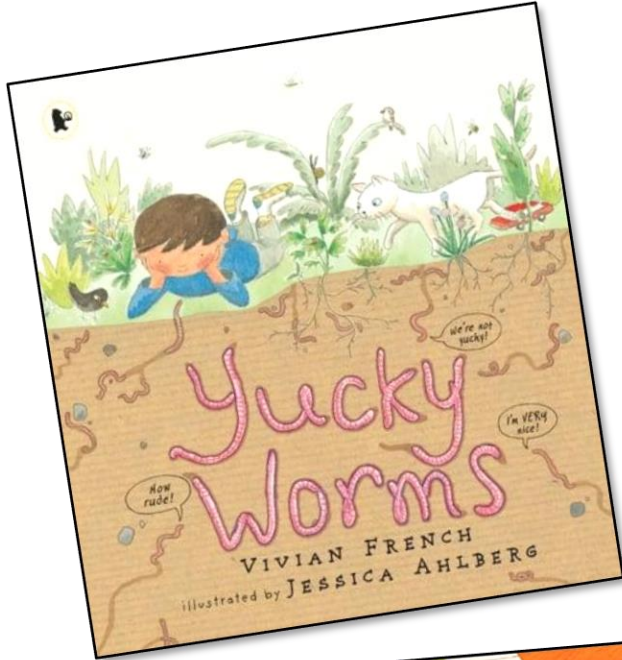
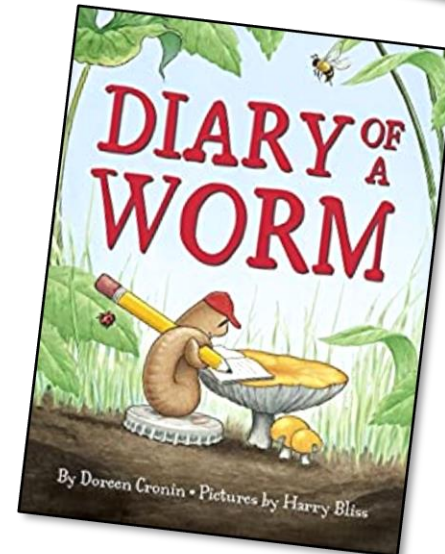
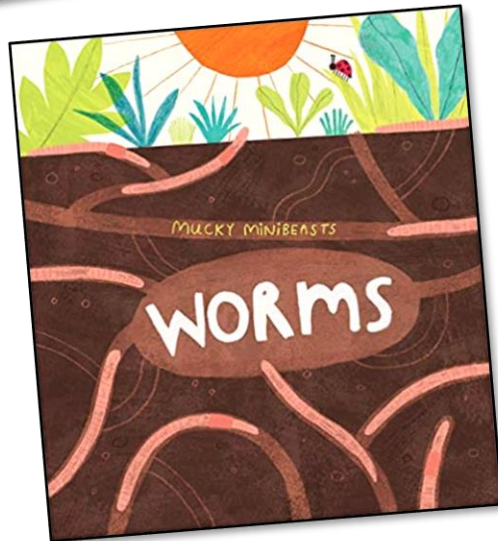
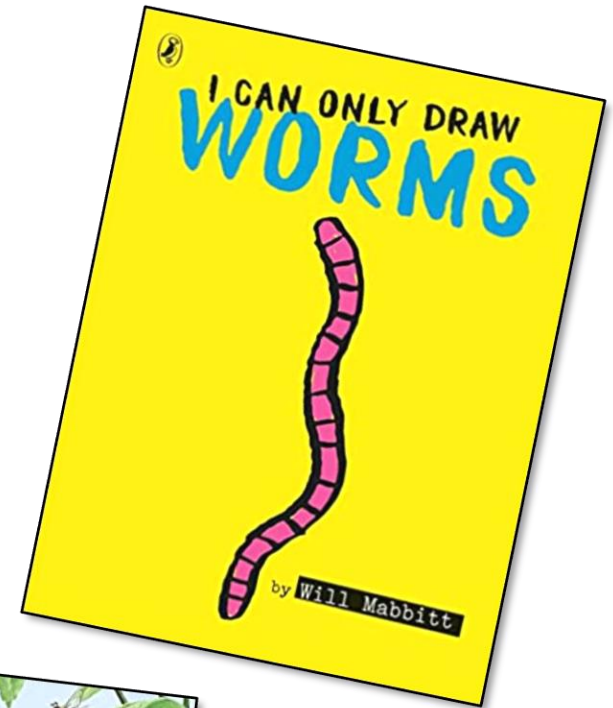


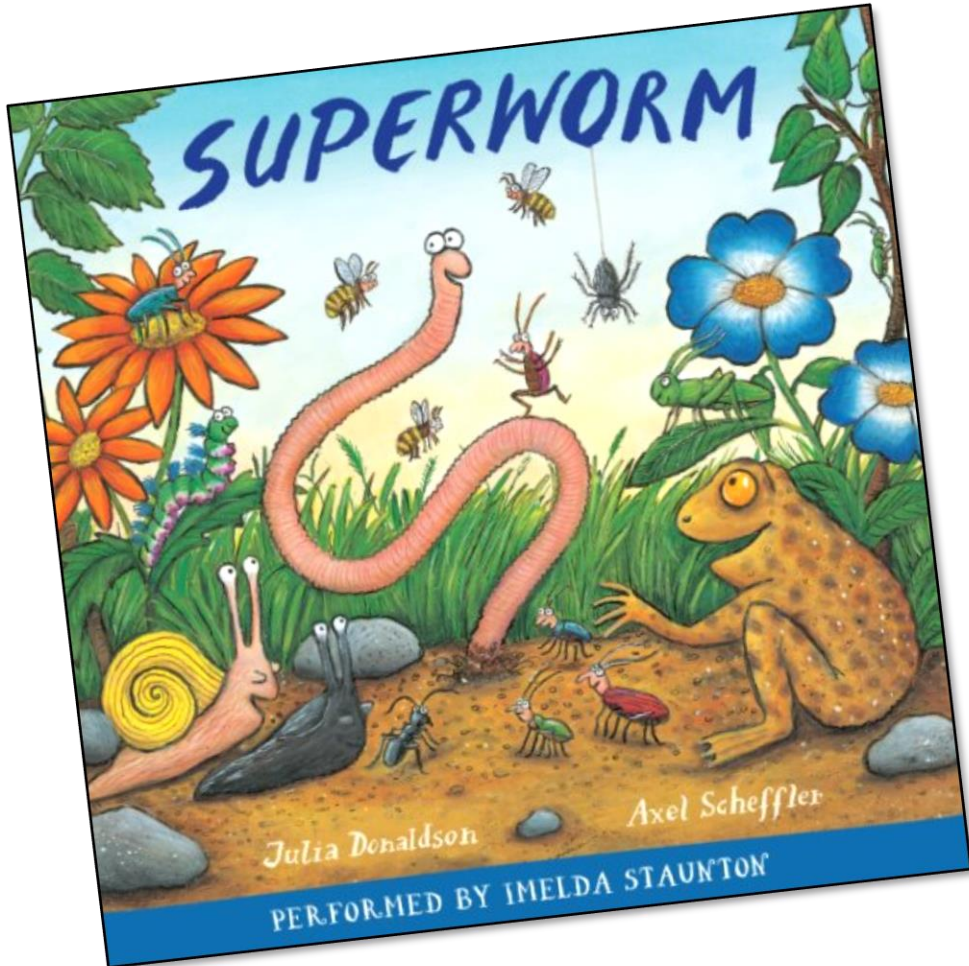
These activities and ideas are based around the book "Superworm" By Julia Donaldson.

All activities could be done without the book!



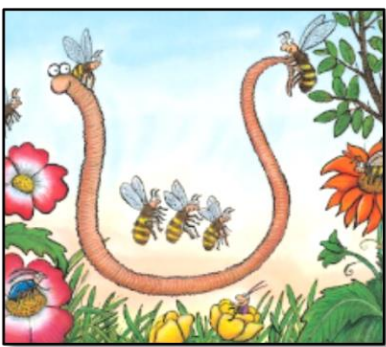
Other stories to support our Super activities.





Super Moves!

Superworm has many abilities and many moves. How many super moves can you do in 1 minute?



Talking Together



Superworm the skipping rope.

How many skips can you do in 1 minute?

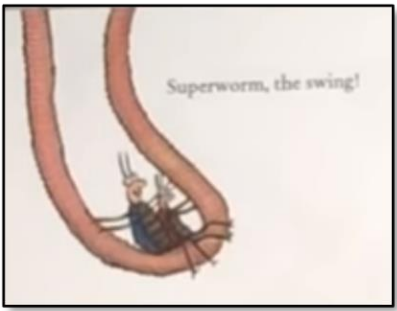
Can a grown up time you? Check your counting!

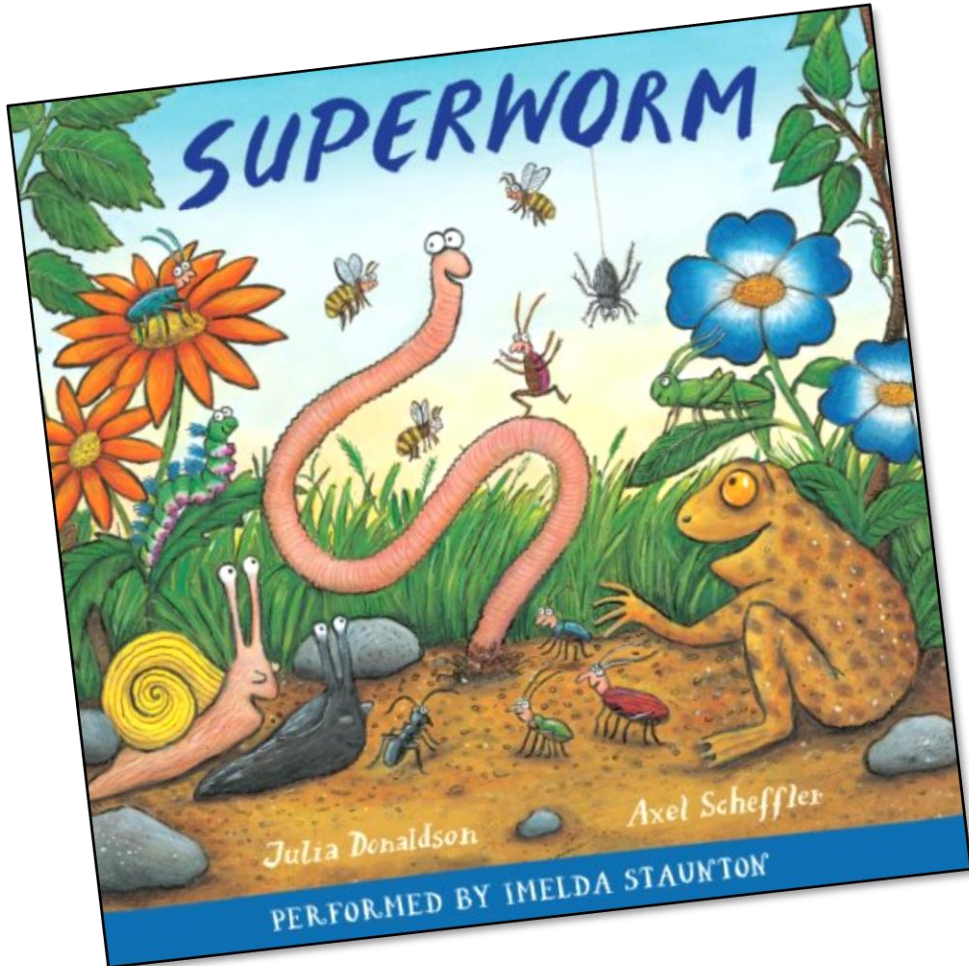
How else can you move your body like Superworm.

Can you hula hoop for 1 minute?

Can you use your body as a swing
- swing your arms?

Can you count 20 of one move
and count it?





Worm Dance

Worms come to the surface when they hear the rain on the ground. Sometimes noises convince them it is raining and to come up. Can you make up your own rain dance to make the worms appear?

Talking Together

Some cultures do dances to make it rain as well!

You can look these up on the internet to get some ideas.

Could you put your dance to music?

Or use your favourite tune?

Think about noisy moves like rain to get those worms to show themselves!



Worm Rain Dance

10 stamps - one foot

10 stamps - other foot

6 claps

5 bunny hops

2 spins

4 times

shout "RAIN"

Talking Together-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.

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

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