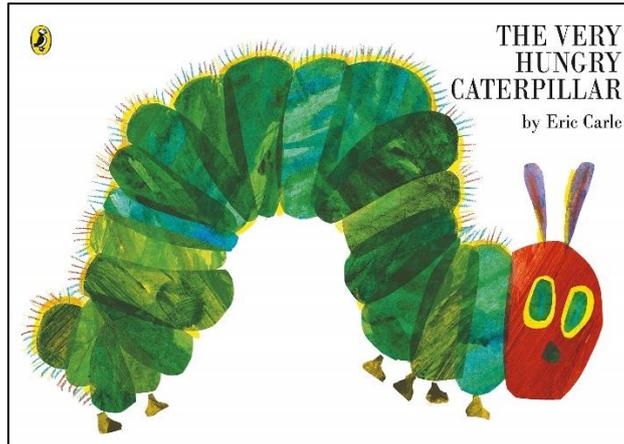




Monday 20th April 2020

All your activities this week are linked to Eric Carle's 'The Very Hungry Caterpillar'.



Today, we would like you to make your own caterpillar using pom-poms or cotton wool balls. Can you count the parts of the caterpillar? What number do you get if you add another part on?



You could watch the 'Number of the day' videos here on YouTube to help you learn about different numbers:

https://www.youtube.com/channel/UCaR_7zF97cE5SsJ7DMVY0yg

Tuesday 21st April 2020

We'd like you to be creative today and look at symmetry.

You'll need some paper, a pencil and some paint.

Ask an adult to draw an outline of a butterfly and fold the paper in half, so you can only see one side of the butterfly.

Now it's time to use the paint – be really creative and paint you half of the butterfly. Maybe you could do different patterns?

Once you've painted your half, you need to open out your sheet of paper and press both sides together. Now you'll have your own symmetrical butterfly.



What do you notice about each side?

Look at the information about symmetry on the next page and see if you can find any other examples in your house or garden,

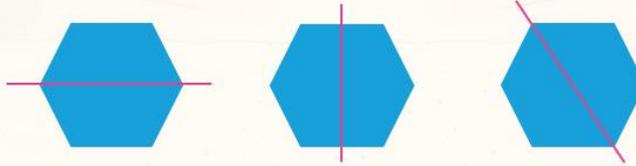
What is Symmetry?

An object, shape or design can be said to be symmetrical if a line can be drawn through the middle, such that the two halves are mirror images of each other.

For example, a butterfly has symmetry. If you drew a line down the middle of the butterfly, both sides would be the same.

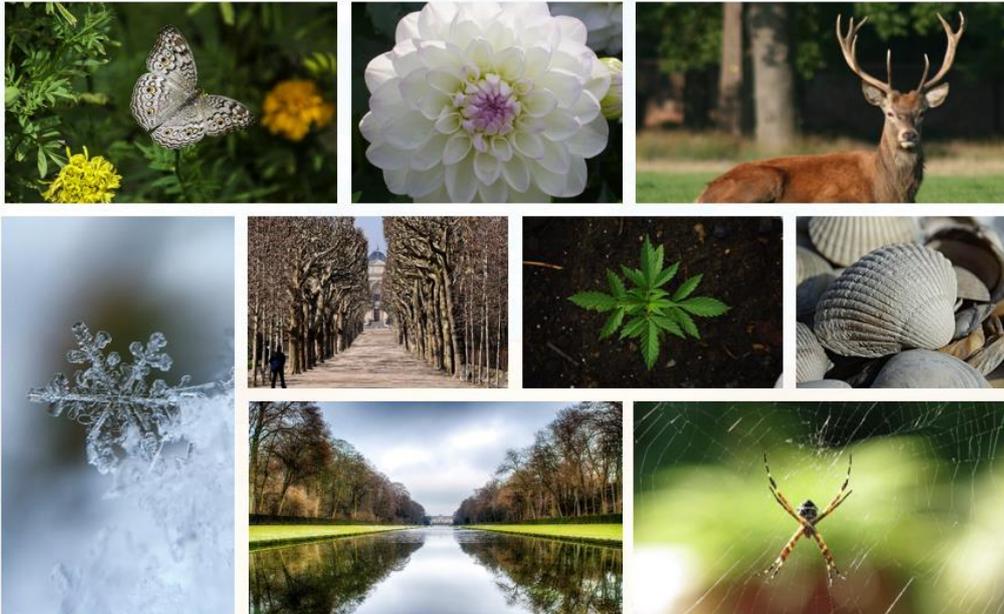


Lines of symmetry can be horizontal, vertical or diagonal.



twinkl.co

We can see symmetry in nature:



twinkl.co

Wednesday 22nd April 2020

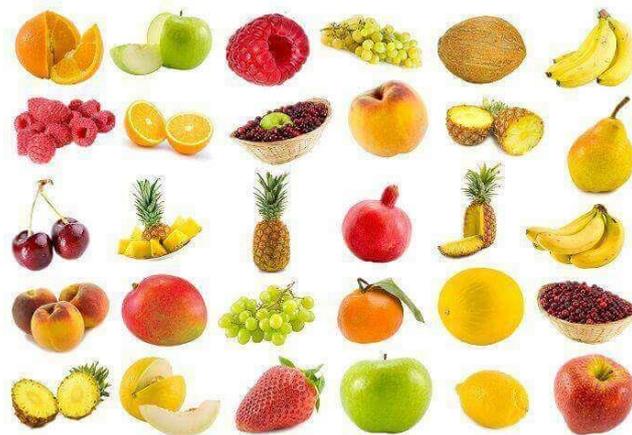
Today we want you to see how high you can count using caterpillars!

You can draw these, use paint, use stickers or ask an adult to cut some circles out for you.

You need to write the number and then create a caterpillar with the same amount of parts. Have a look at the picture to help you:



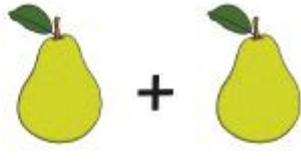
If you want a challenge, you could try some addition using the different fruits that the Very Hungry Caterpillar eats.

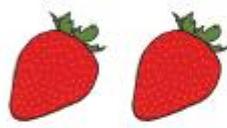
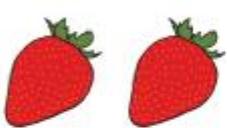


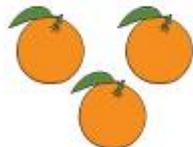
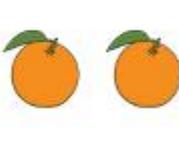
You could either do this with real fruit in your house or by using the sheets on the next few pages. There are three sheets, starting easy and getting harder.

The Very Hungry Caterpillar Addition

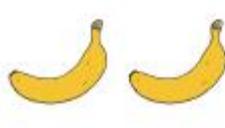
Write the answers in the circles. Then write the number sentence on the line below.

 $+$  $=$

 $+$  $=$

 $+$  $=$

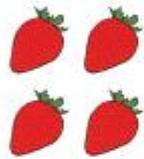
 $+$ $=$

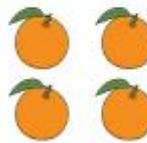
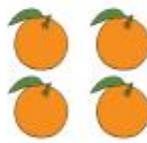
 $+$  $=$

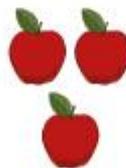
The Very Hungry Caterpillar Addition

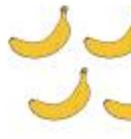
Write the answers in the circles. Then write the number sentence on the line below.

 $+$  $=$

 $+$  $=$

 $+$  $=$

 $+$  $=$

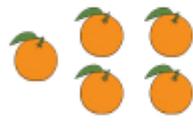
 $+$  $=$

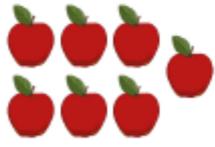
The Very Hungry Caterpillar Addition

Write the answers in the circles. Then write the number sentence on the line below.

 $+$  $=$

 $+$  $=$

 $+$  $=$

 $+$  $=$

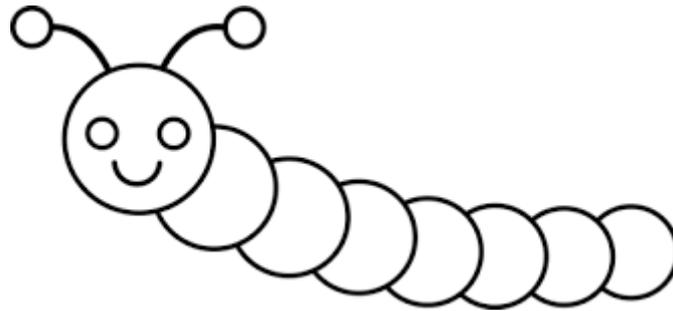
 $+$  $=$

Thursday 23rd April

Today's activity is all about patterns.

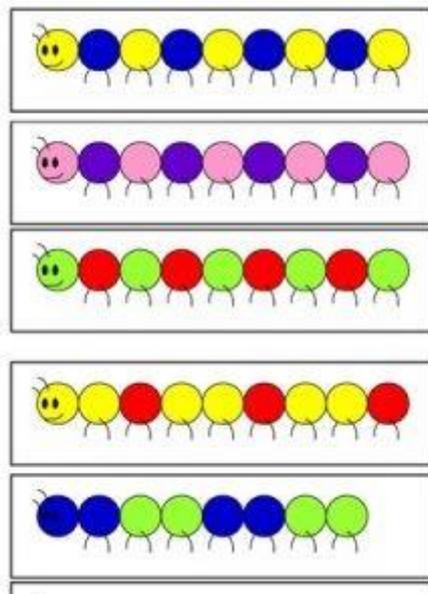
You'll need some colouring pens or pencils, some paper and a pencil.

You need to draw out a caterpillar outline first. You could copy the one in the picture below.



Now you need to colour the parts of the caterpillar in, but think carefully about which order the colours are in. You might choose a pattern of your favourite colours or of your favourite football team.

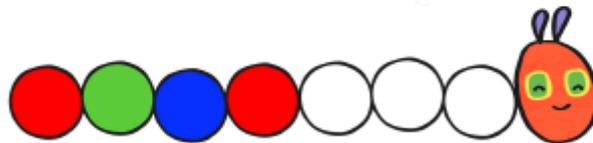
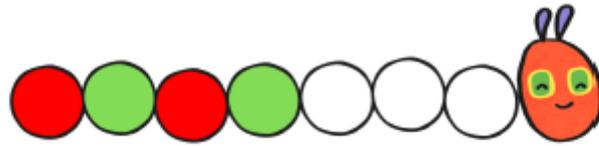
Here's some examples:



If you have a printer at home, you could print off the sheet on the next page as well.

The Very Hungry Caterpillar Pattern Sheet

Continue the patterns below.



Friday 24th April

It's the end of the school week, so for a little treat, we would like you to play a game today.

For the game, you will need:

- 2 outlines of caterpillars (you need to draw these)
- A dice (you could make a simple spinner like the one in the picture if you don't have a dice)



- Some counters – this could be anything from pennies to pieces of paper

The aim of the game is to match your numbers to the number rolled or spun. So, if you roll a 6, you need to use your counter to cover the number 6.

On one of your caterpillar outlines, you could copy the dots of a dice (if you're using one) and on the other, you could write the number.

