

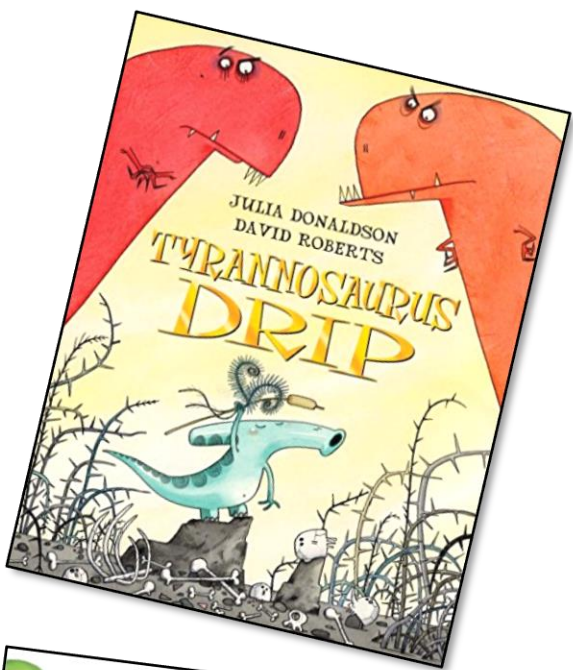


These activities and ideas are based around the books “The Dinosaur that Pooped a Planet” and “The Dinosaur that Pooped the Past”

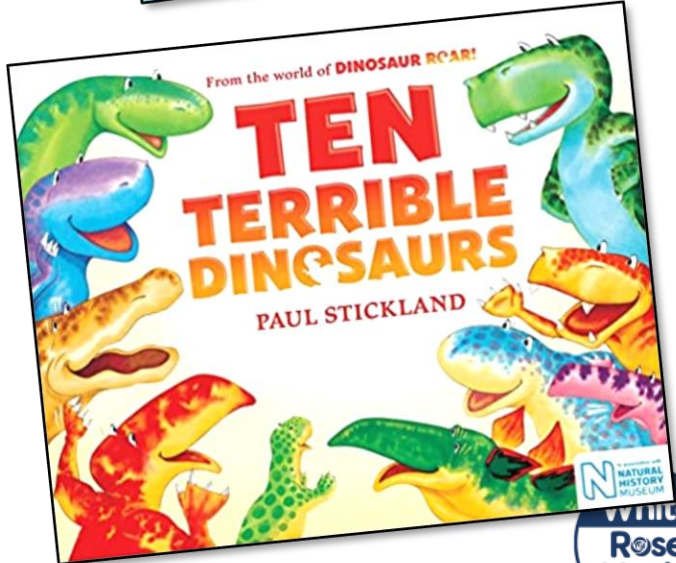
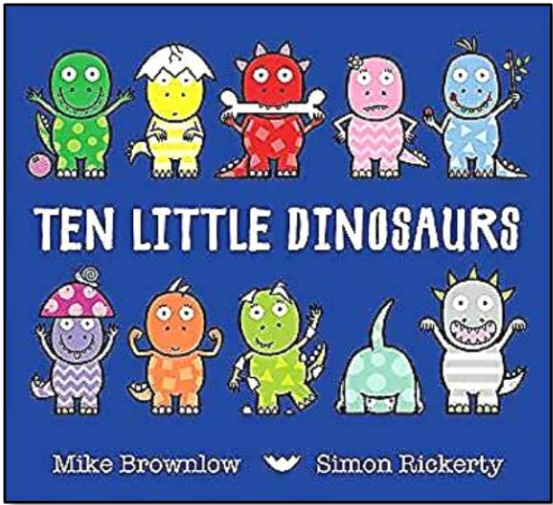
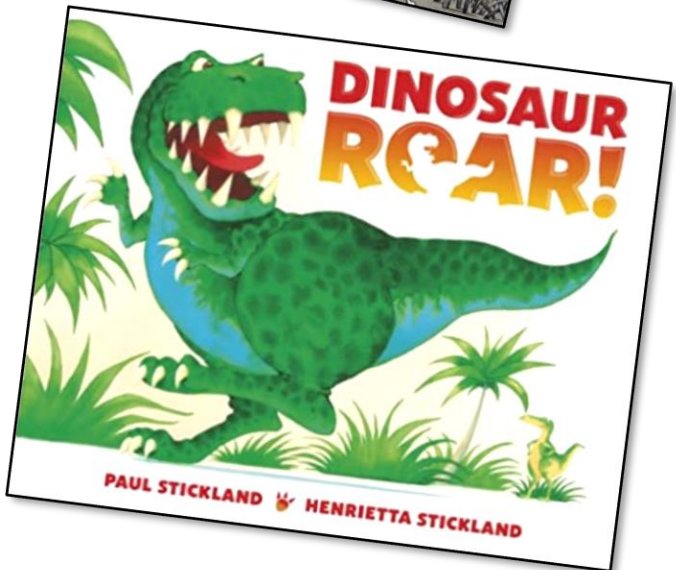
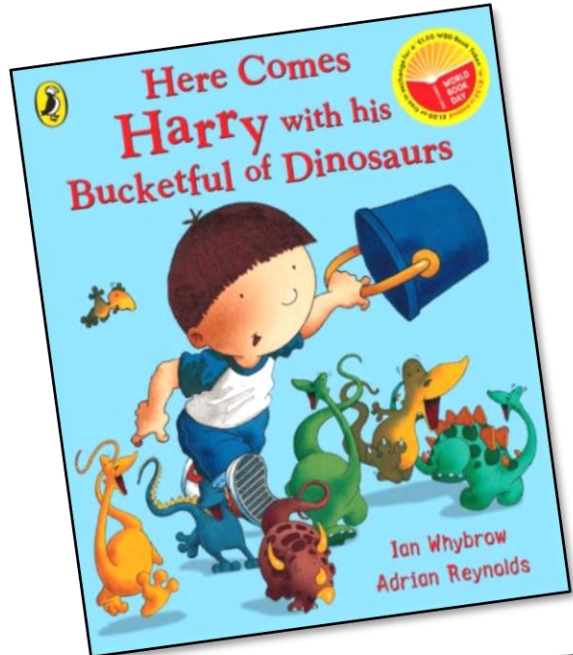
By Tom Fletcher  
and  
Dougie Poynter.

**All activities could be done  
without the book!**

# Starting with a Story



Other stories to read and enjoy with a Dinosaur theme.





## Off we Go!

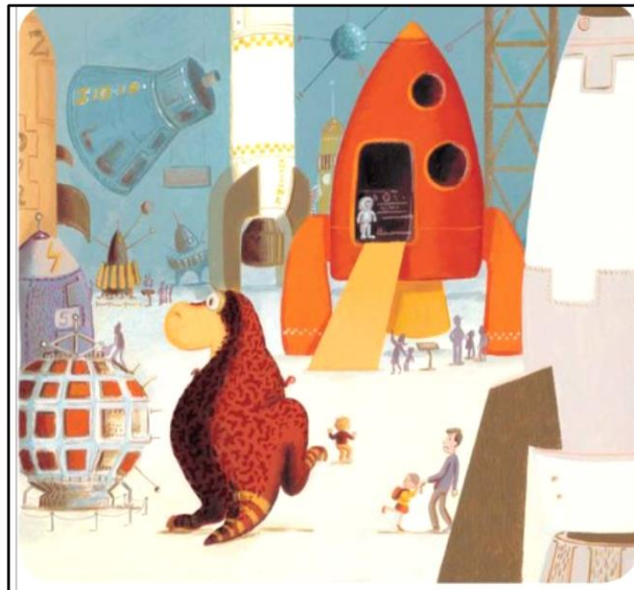
First things first we need a rocket to help Danny and Dinosaur get into space.

Design your own space rocket and get ready for count down!

# Starting With a Story

## Talking Together

Gather things from around your house to make your own rocket. Tubes, cups, cereal boxes and think about the shapes you would want to create. (You could use any objects around your house like before.) Danny has a lot of different shaped rockets to choose from!

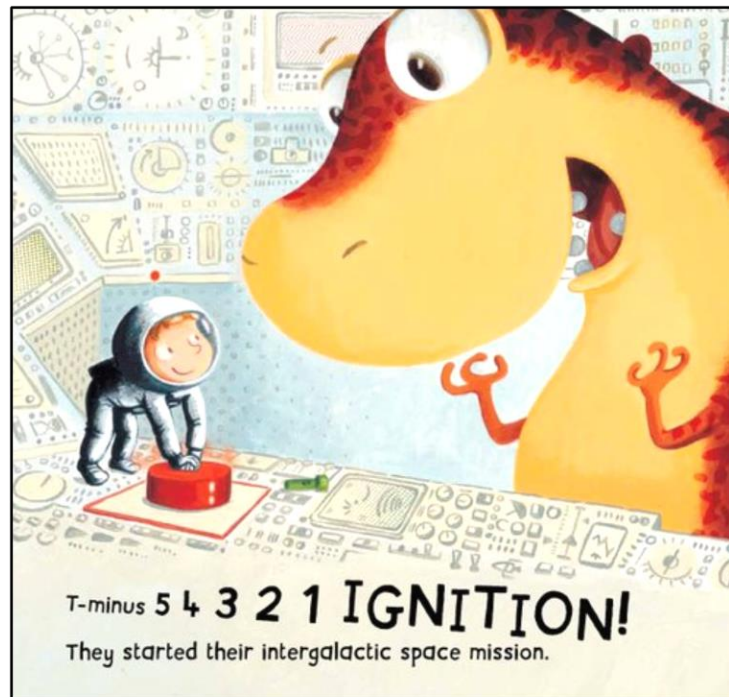


# Starting with a Story

Create your own rocket command station!

Take a cardboard box or cereal box and design your buttons!  
What shapes will your buttons be? Will you have a big red circle  
one like Danny?

Remember to count down from 20 to blast off!





## Danny's Dinner

Danny forgets to take his dinner for him and Dinosaur!

Help Danny pack his lunchbox with some healthy choices so he doesn't go hungry!

# Starting With a Story

## Lunchbox! Challenge

How many different combinations of healthy lunchboxes can you create for Danny?



# Starting With a Story

## Lunchbox! Challenge

What large amounts of food could you suggest to feed a  
Dinosaur?

Can you think of 20 things he could eat?  
(It doesn't matter how silly!)





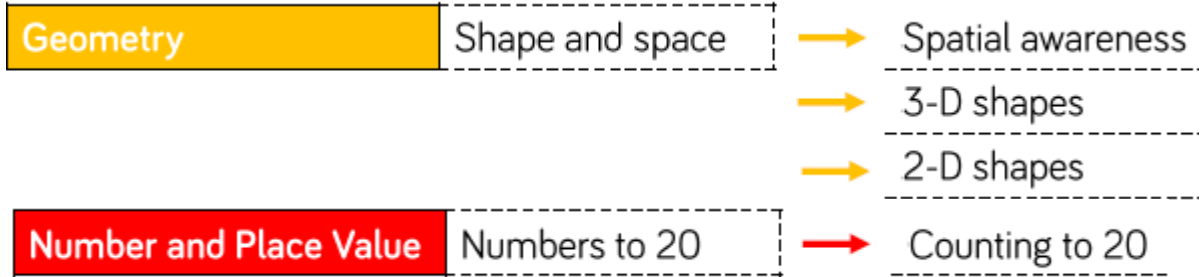
# Starting with a Story



## Learning through Play

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

### Reception - Notes and guidance



### 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

### 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.