

These activities and ideas are based around the book "The Very Busy Spider" by Eric Carle.

All activities could be done without the books!

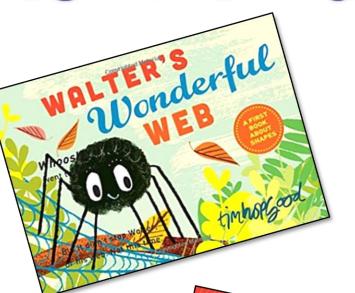


Lydia Monks

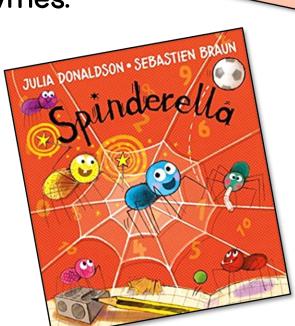
Starting with a Story

ALISON STEADMAN

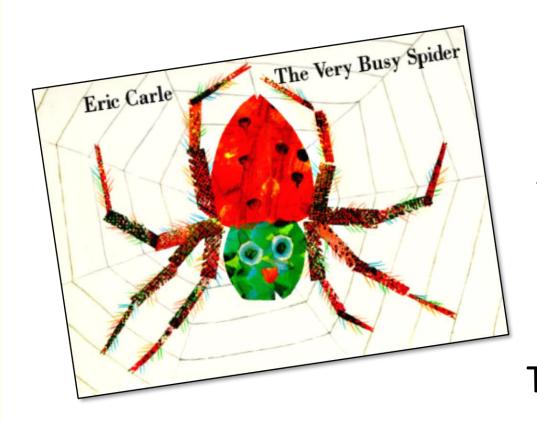
ILLUSTRATED BY MARK CHAMBERS



Other stories to support our spider activities.







Doubling

As we know spiders have 8 legs, 4 on each side. Can you sort spiders into doubles and not doubles? Some of our spiders have been losing their legs! Tell us the amount of legs and the double they are.



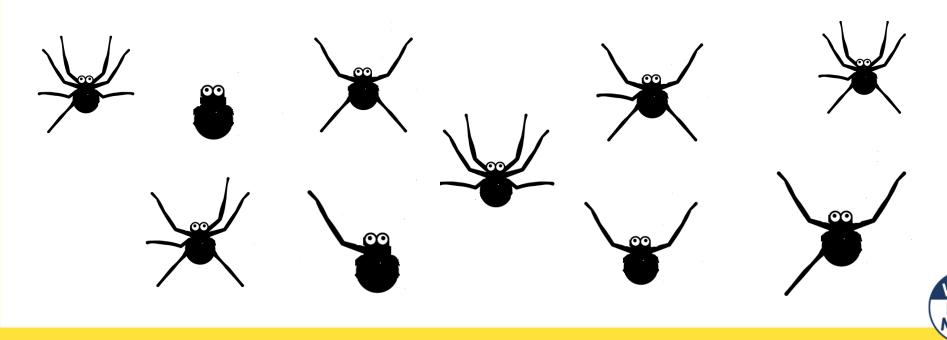


Talking Together

Decide which spider
is a double and which web
it should live in!

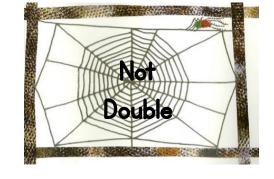


Maybe you could use your webs from earlier this week?





Talking Together



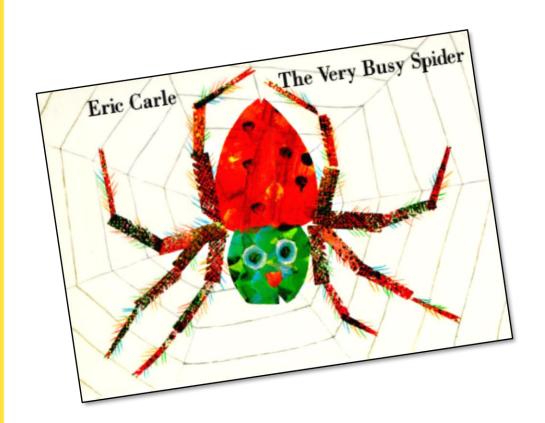
Could you make your own finger paint spiders

to double or just draw your own? They could be as silly as you like and have more than 8 legs!

Will they be a double or not?







Halving

Ooh a lovely spider teal

Can you halve the spiders so we each get enough?



Talking Together



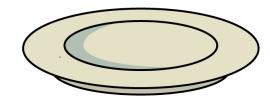


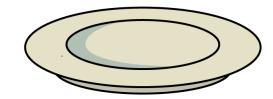






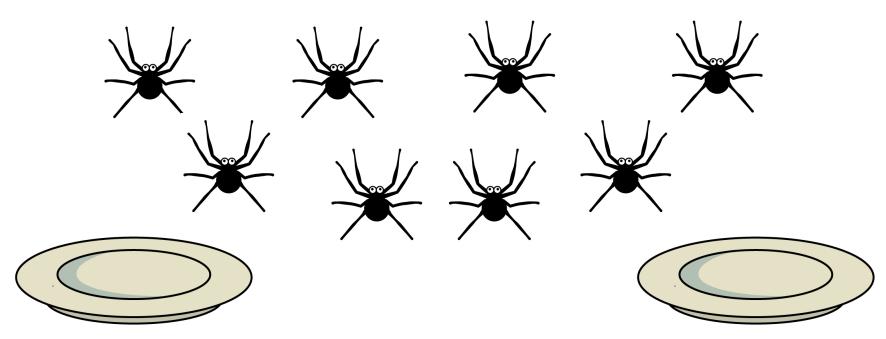






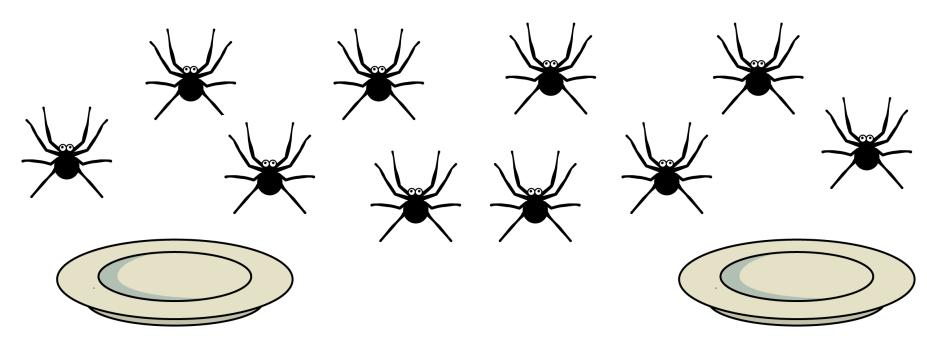


Talking Together



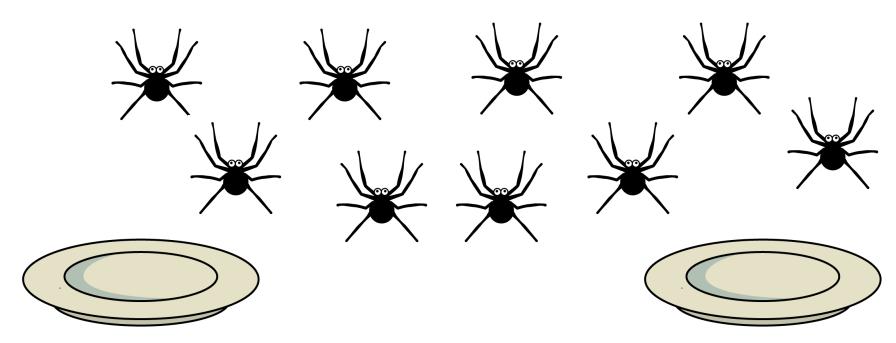


Talking Together





Talking Together





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

Multiplication and Division Numerical patterns → Doubling

Halving and sharing

Odds and evens

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.

Finds one more or one less from a group of up to five objects, then ten objects.

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