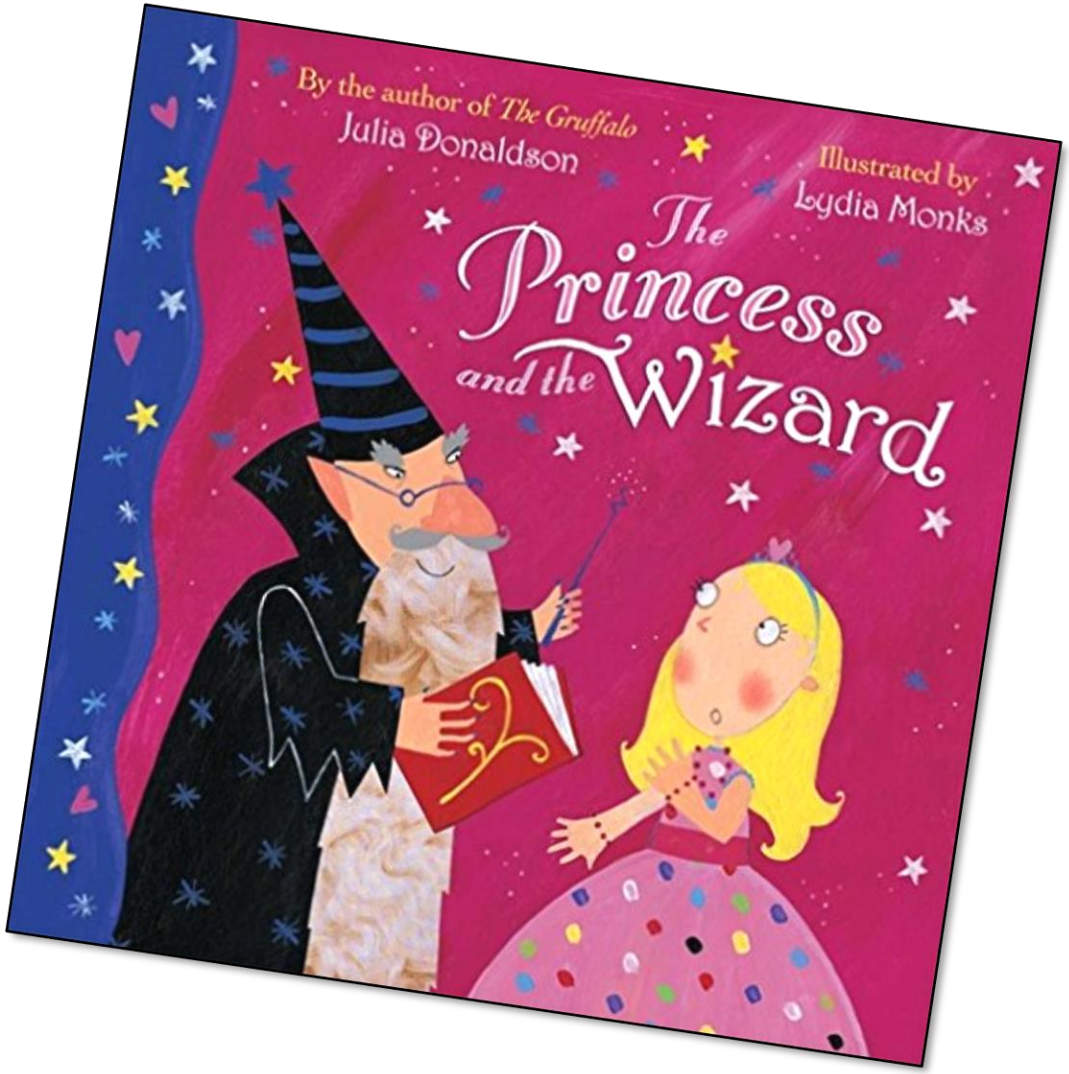
Starting with a Story

Reception



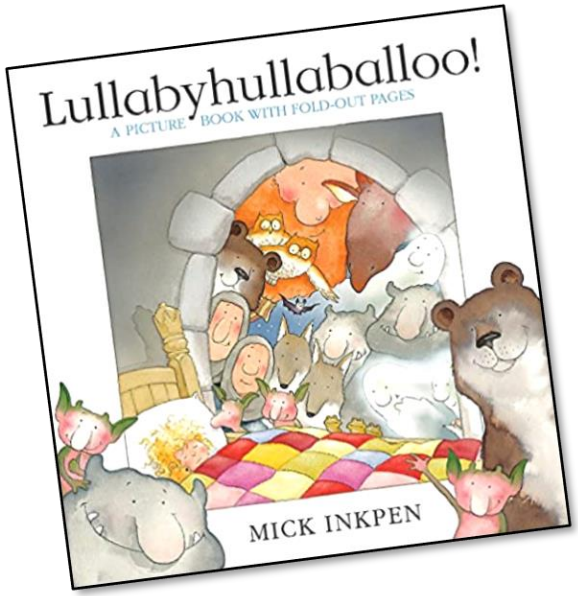
These activities and ideas are based around the book "The Princess and the Wizard" by Julia Donaldson.

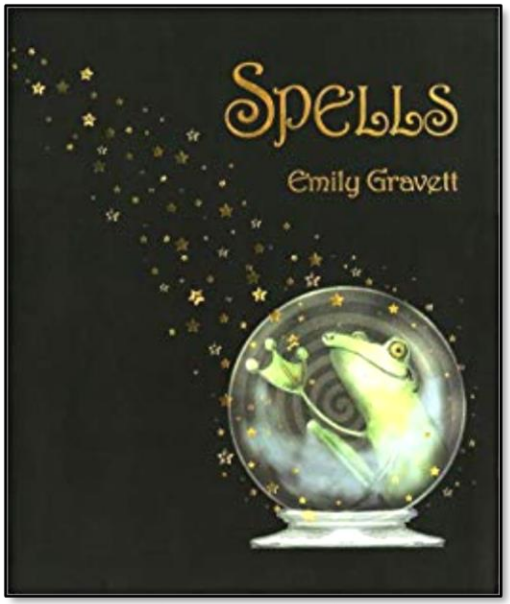
All activities could be done without the books.

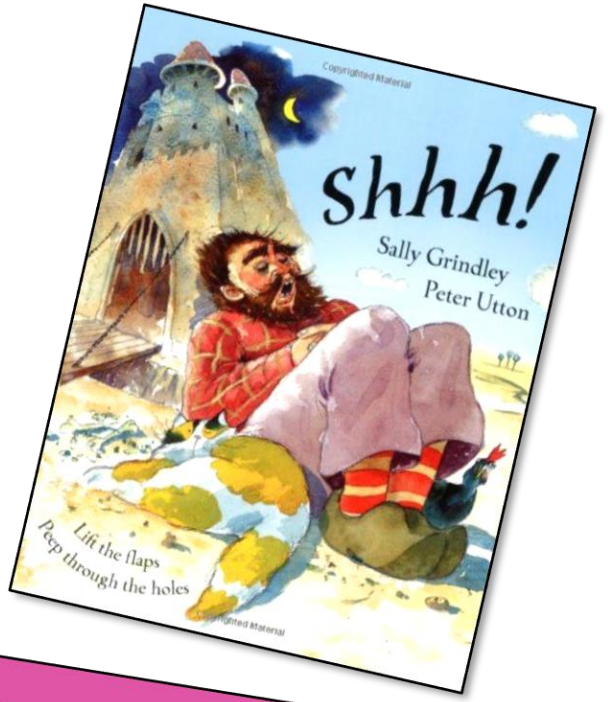
White Rose Maths

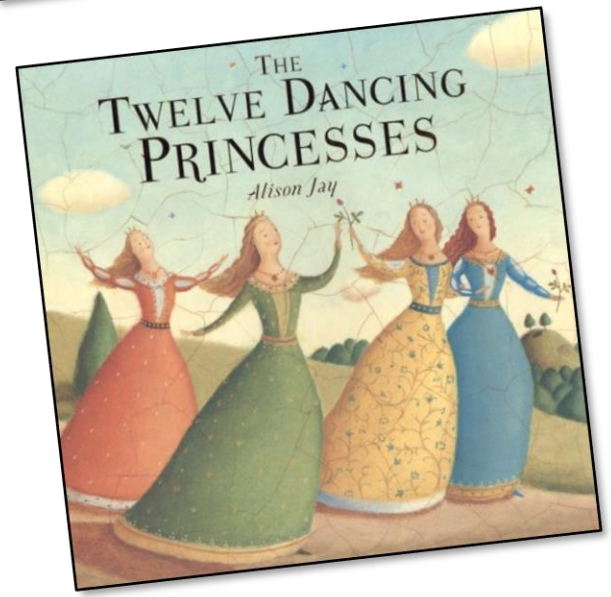
Starting with a Story

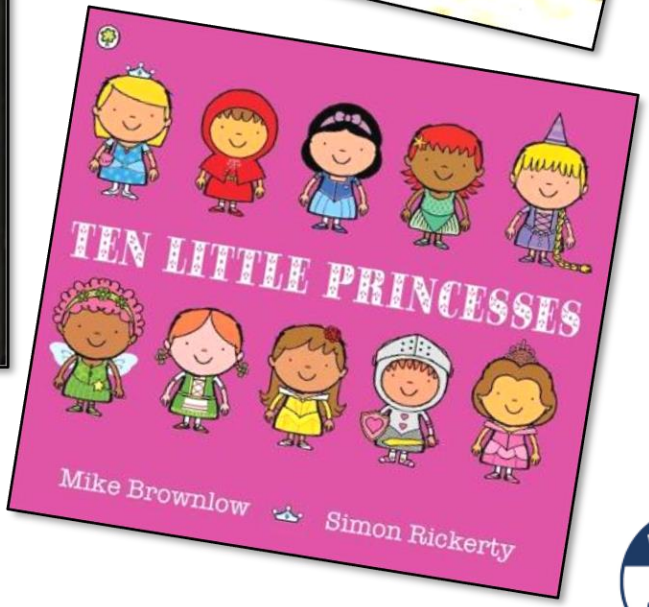
Other stories to support learning.

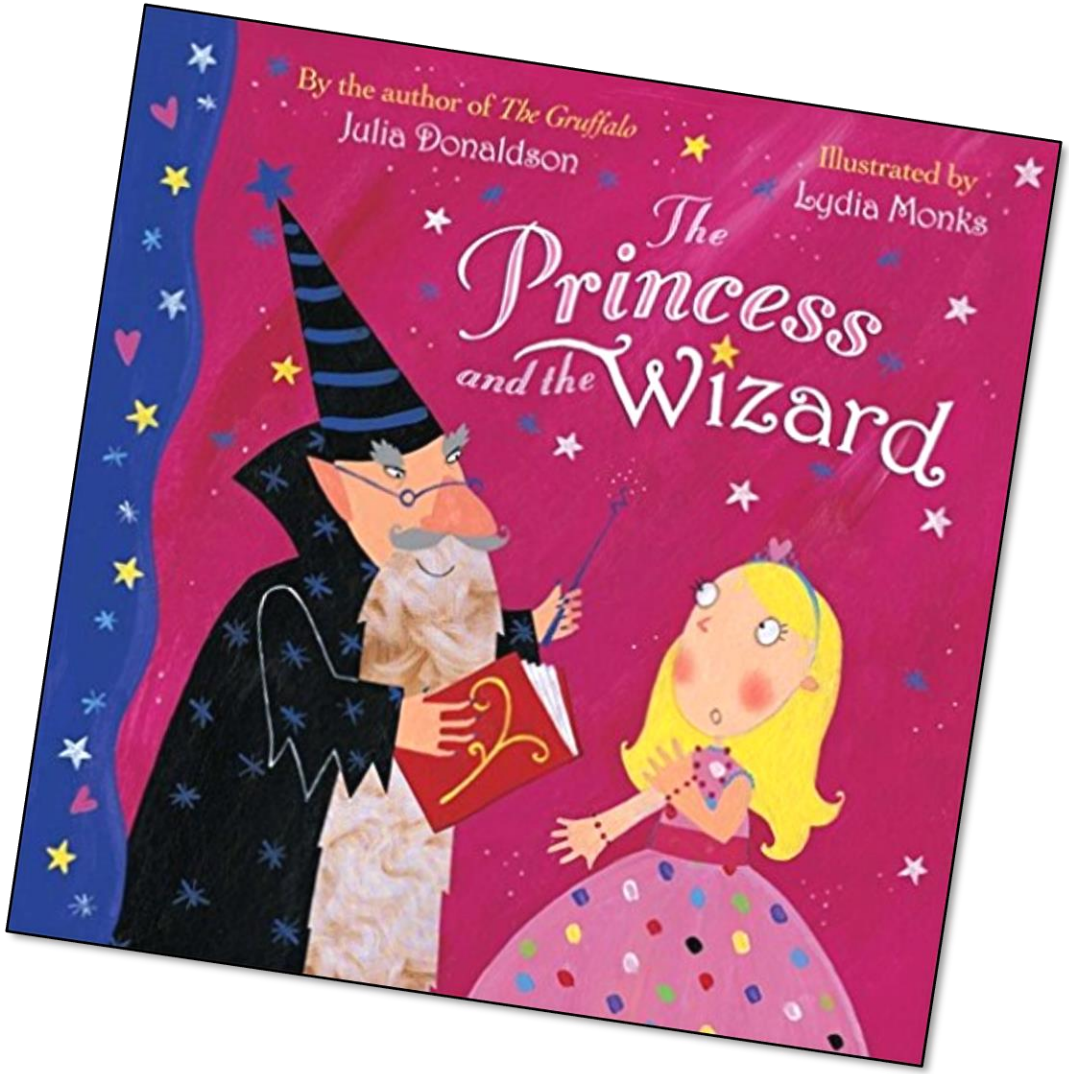












Special Spells!

The wizard casts many spells and is still around. Make a special potion spell to stop him ever coming back and turning us to stone!

Talking Together

Potion rules!

Your potion must have 20 items in it

or it wont work!

What could you collect to put in your potion?

You can have more than 1 of the same thing

(Think about our games from the other day!)

List your ingredients so you don't forget!

Will you draw or make a list?

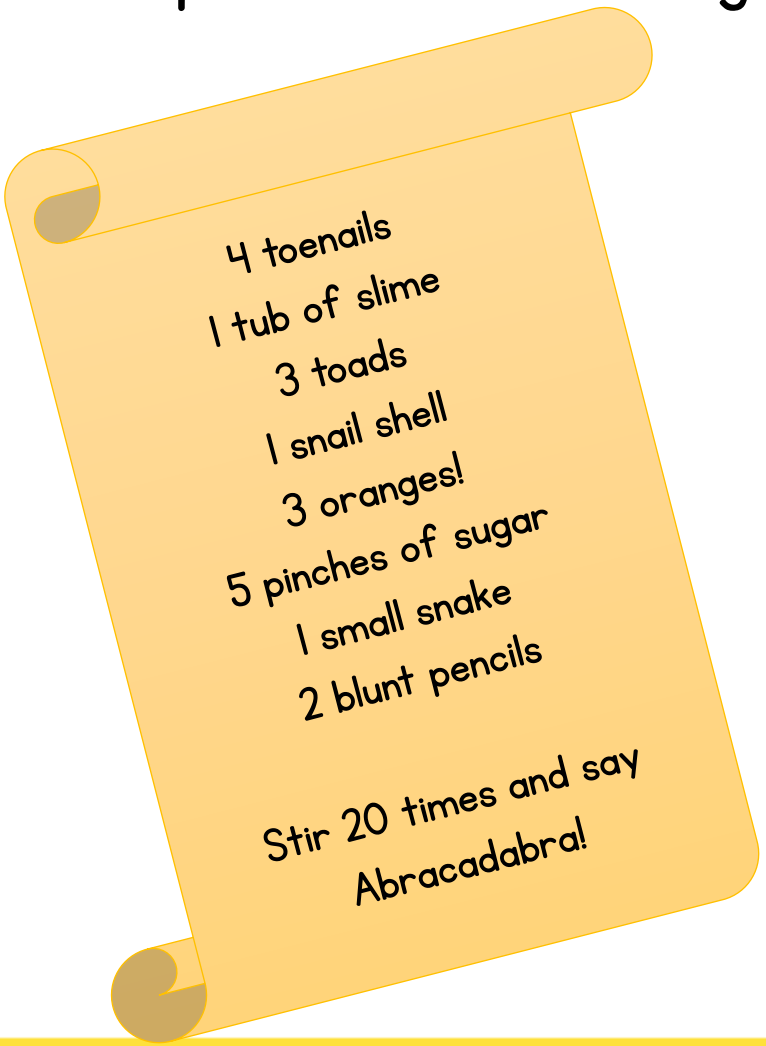
Here are some ideas!

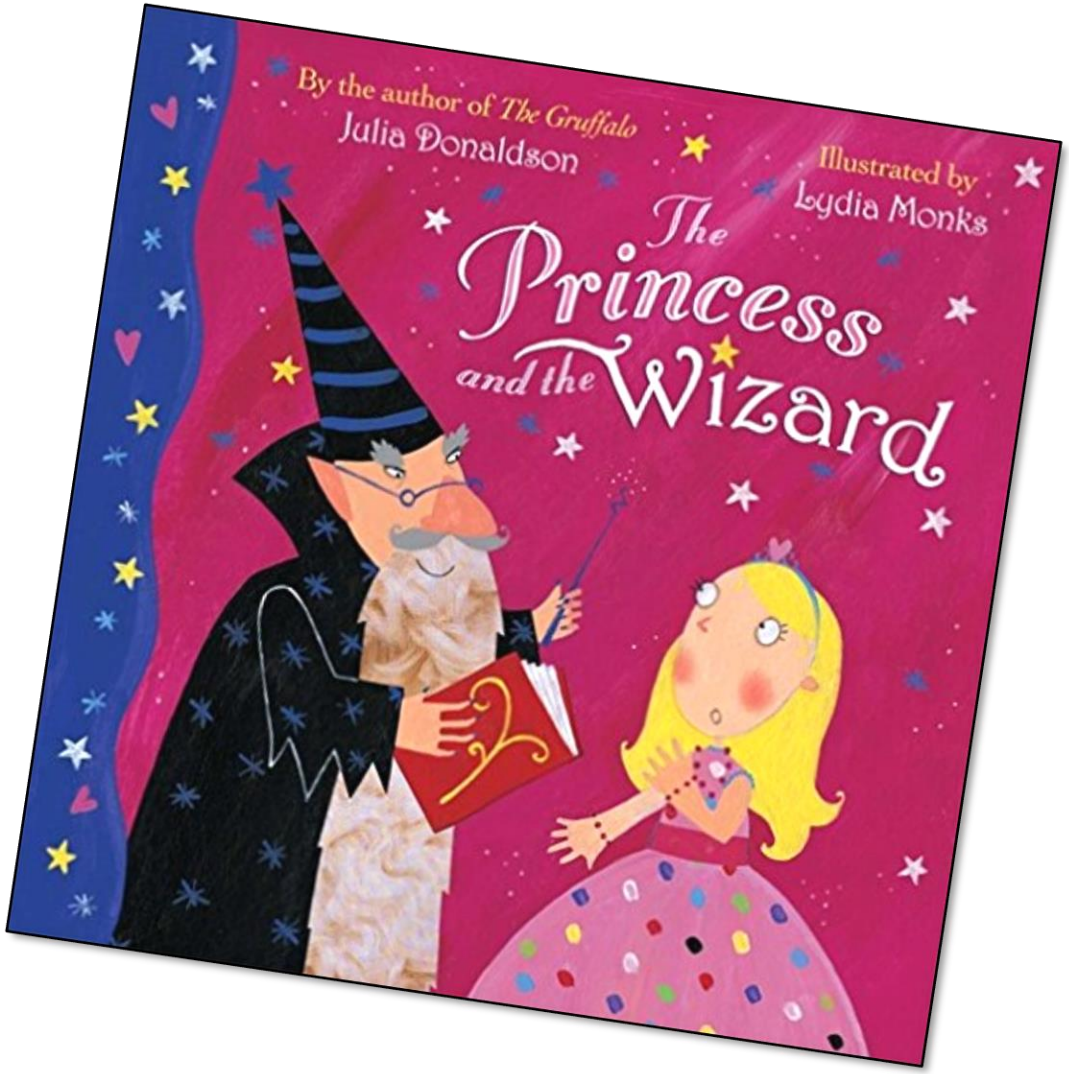
Talking Together.

A spell to stop the wizard coming back!

Talking Together.

A spell to stop the wizard coming back!

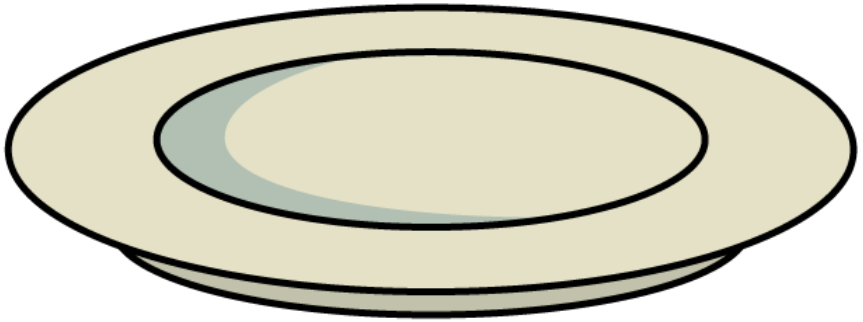


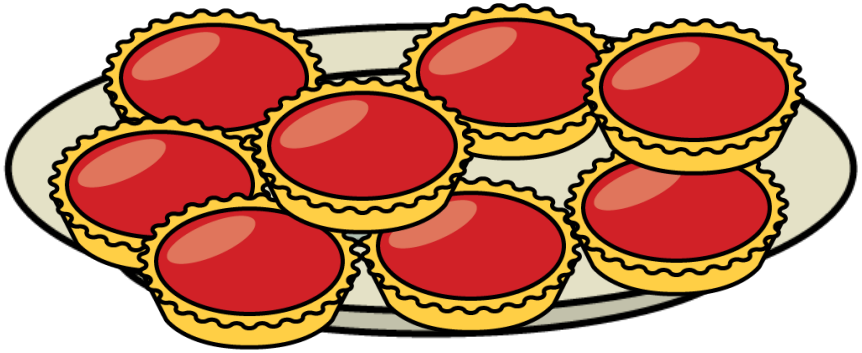


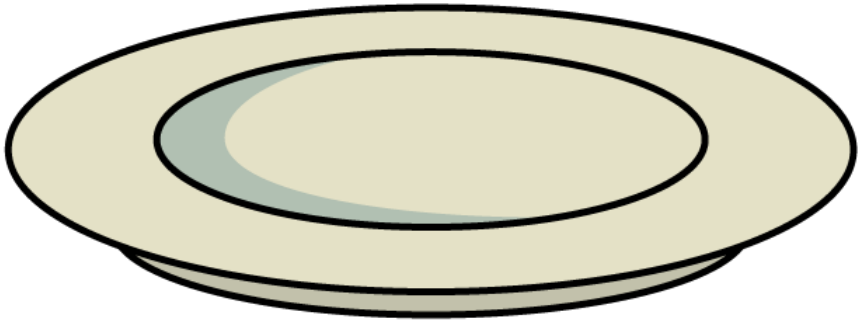
Bad spells!

The wizard has been doubling everything so there's far too much food at the princesses party! Can you help to halve what is on the plates so we are not too greedy?

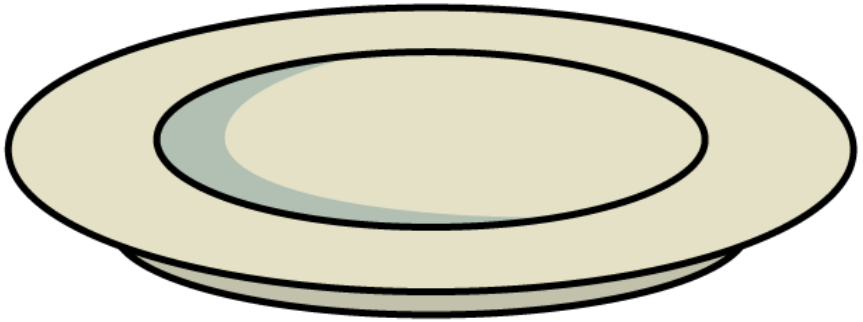
Talking Together

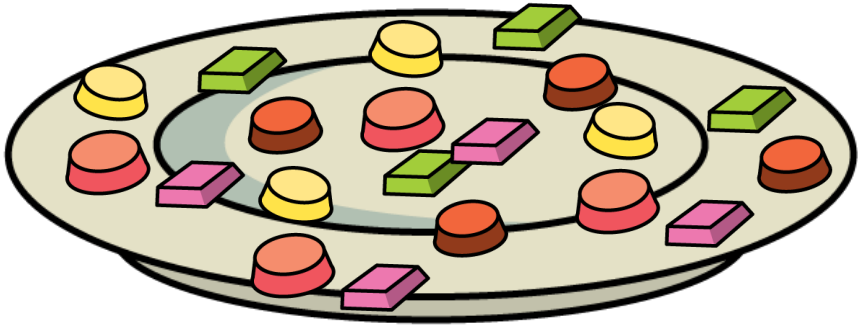


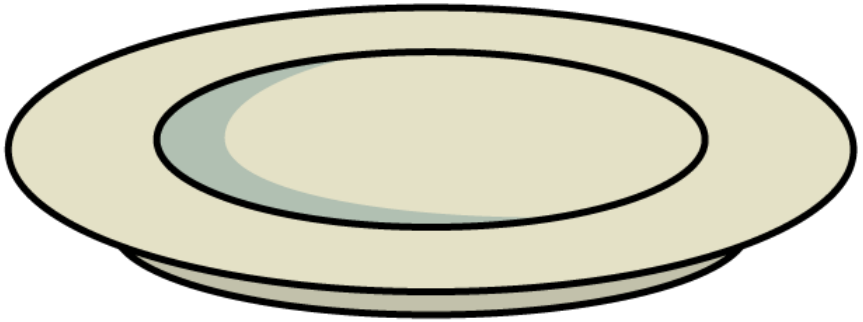




Talking Together







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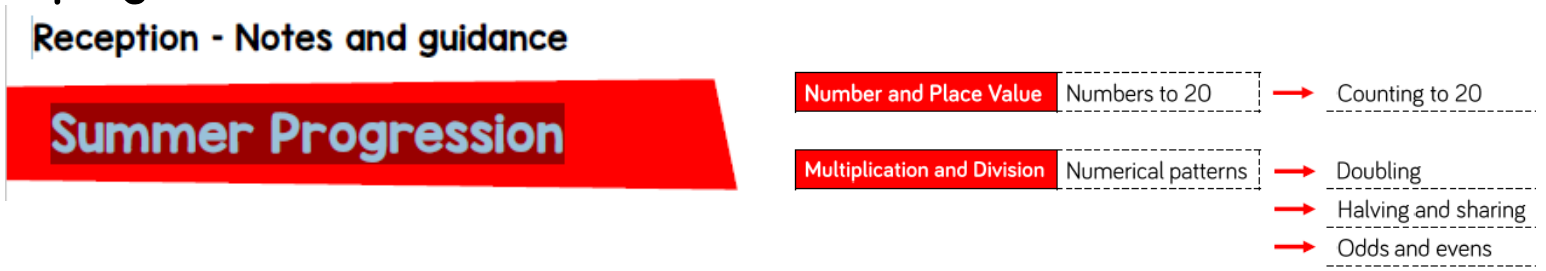
Reception

Learning through Play

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



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

White Rose Maths