



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

All activities could be done without the books!



Reception

Lydia Monks

Aaaarrg9 Spide



Other stories to support our spider activities.







Reception

Starting With a Story



Spider Stories

The very busy spider is so busy making her web. Sometimes she tells stories about her flies and how many she eats. Can you help us see if her stories are correct?





Talking Together Spot the mistake.

The very busy spider caught 7 flies. Then she ate 3. Now she has 3 left.

Is she correct?





Talking Together Spot the mistake.

The very busy spider caught 6 flies. Then she ate 2. Now she has 2 left.

Is she correct?





Talking Together Spot the mistake.

The very busy spider caught 8 flies. Then she ate 4. Now she has 5 left.

Is she correct?





Talking Together Spot the mistake.

The very busy spider caught 10 flies. Then she ate 5. Now she has 6 left.

Is she correct?





Talking Together

Spot the mistake Can you make up your own spider stories to show the spider how to tell them correctly? Challenge your grown ups. Could you extend this to 2 webs?



Talking Together Webs everywhere!

Don't forget to do your shooting webs exercises! Spider lunges here we come. How many webs can you shoot in I minute? Grown-ups help us time ourselves. Can you get to count to 20? Push your spider-muscles!







Learning through Play

Reception

Røse

A helping hand to where our activities link in our schemes and the EYFS. Reception - Notes and guidance



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