## Startingwithostory



These activities and ideas are based around the book "How many legs?" By Kes Gray
and Jim Field"

All activities could be done
without the book!

## Startingwithostory



## Startingwithastory



## I am Game!

We will tell you how many creatures or characters our number is.
Your leggy mission is to find
the combination of animals.

## Startingwithostory

## Talking Together

We will give you the special number of legs. Combine the creatures to make the number of legs. You might use I creature or 2 or 3 to make the number of legs we need! You can only use each creature once.


## Startingwitha Story

## Talking Together

We are 2 creatures. We have 6 legs.


## Startingwitha Story

## Talking Together

We are 2 creatures. We have 8 legs.


## Startingwithostory

## Talking Together

We are 2 creatures. We have $0(n o)$ legs.


## Startingwithostory

## Talking Together

We are 2 creatures. We have 4 legs.


## Startingwitha Story

## Talking Together

We are 3 creatures. We have 10 legs.


## Startingwitha Story

## Talking Together

We are 3 creatures. We have 12 legs.


## Startingwitha Story

## Talking Together

We are 3 creatures. We have 15 legs.


## Make your own legs book!

You can do this with the people and animals in your house.
(If you want it can be feet instead!) These can be real or completely made up! You can include your pets. Include pictures or drawings to make your book come alive.

## Startingwithostory

## Talking Together

Make as many versions as you want.
Do you also have creatures in your garden you could include? Here is the start of mine!

2 is a Me!
6 is a ladybird
4 is a Zenith (Cat)
4 is a Ghost(Cat)
4 is a Quasar(Cat)

How many legs would there be if we counted all the cats and me?

## Startingwithostory

## Learning through Play

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

## Reception - Notes and guidance

## Summer Progression



## 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.

