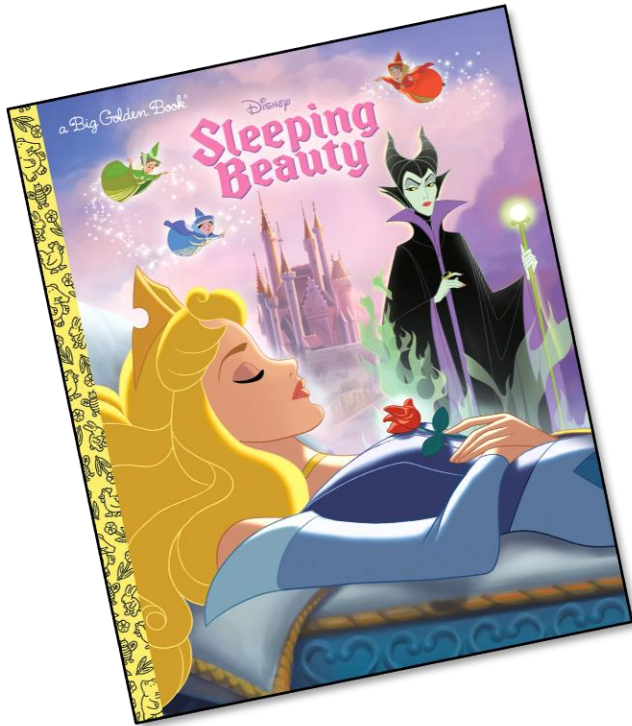


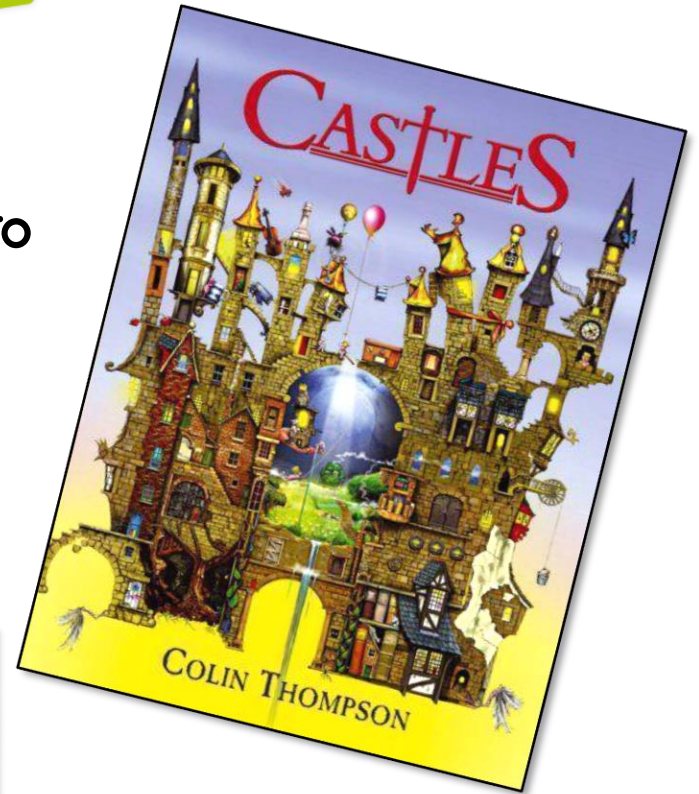
These activities and ideas are based around the book "Princess Mirror-Belle and the Dragon Pox" By Julia Donaldson.

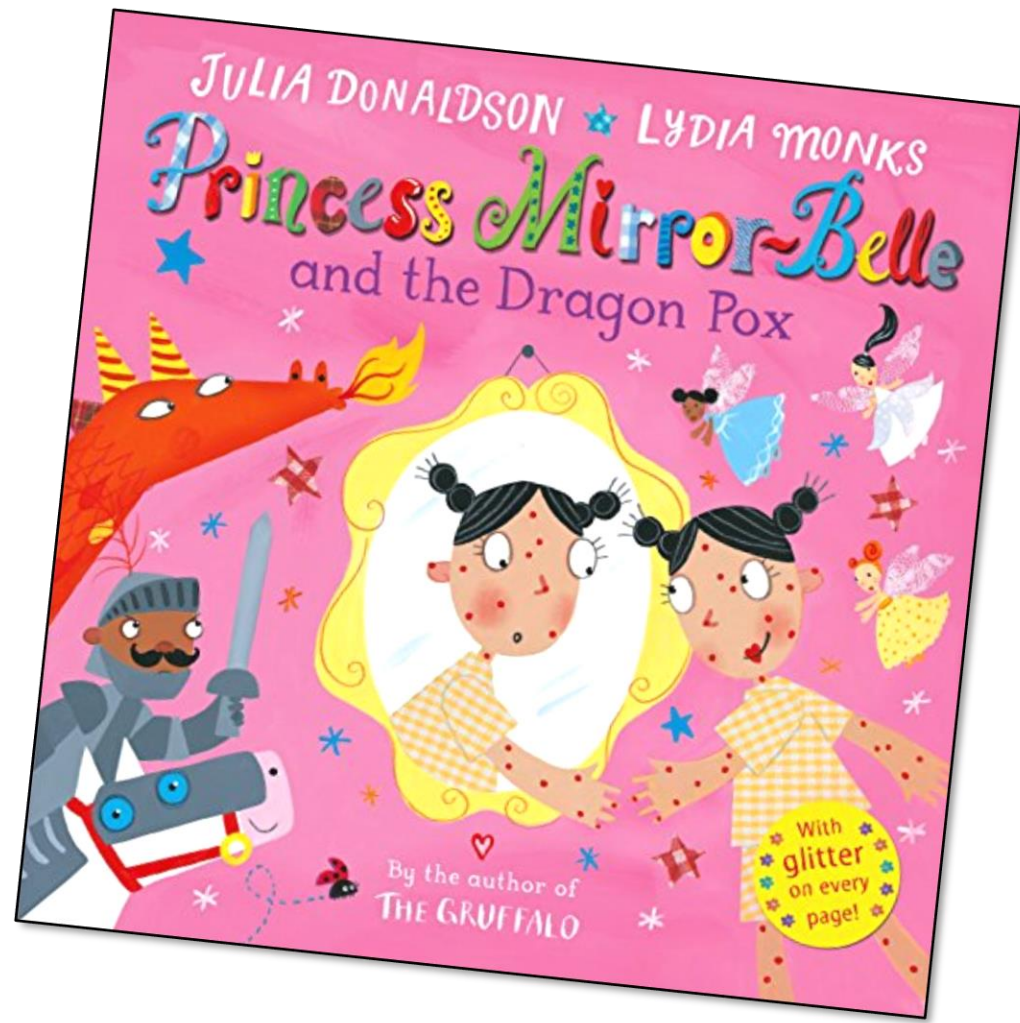
All activities could be done without the book!

Starting with a Story



Other linked stories to read and enjoy.





How to make a cure

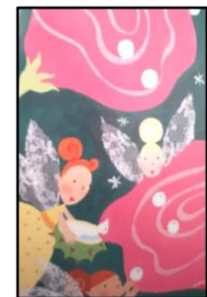
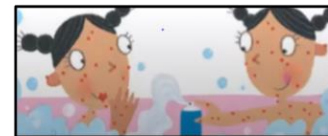
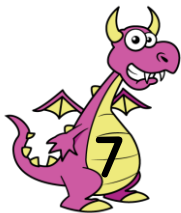
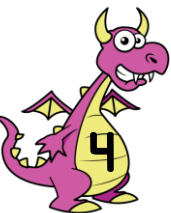
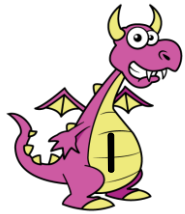
Can you remember all the things Princess Mirror-Belle did to make a cure for the dragon pox?
dragon pox?

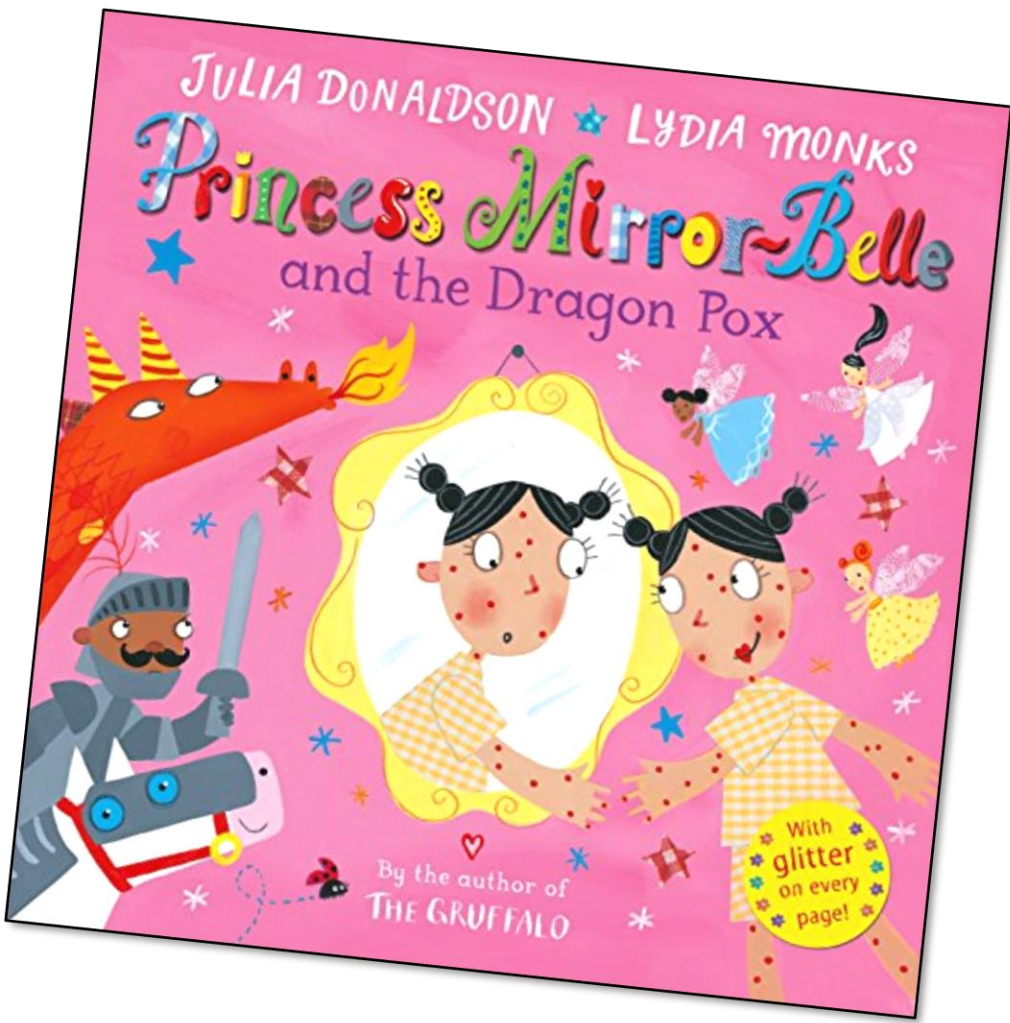
Can you put these in order using mathematical language?
language?

Talking Together

Can you remember how Mirror-Belle tried to make a cure?

What did she use?





How would you cure the dragon pox?

The Princess uses lots of strange things for a cure!
What other things in your bathroom could you use to make a cure for the dragon Pox?



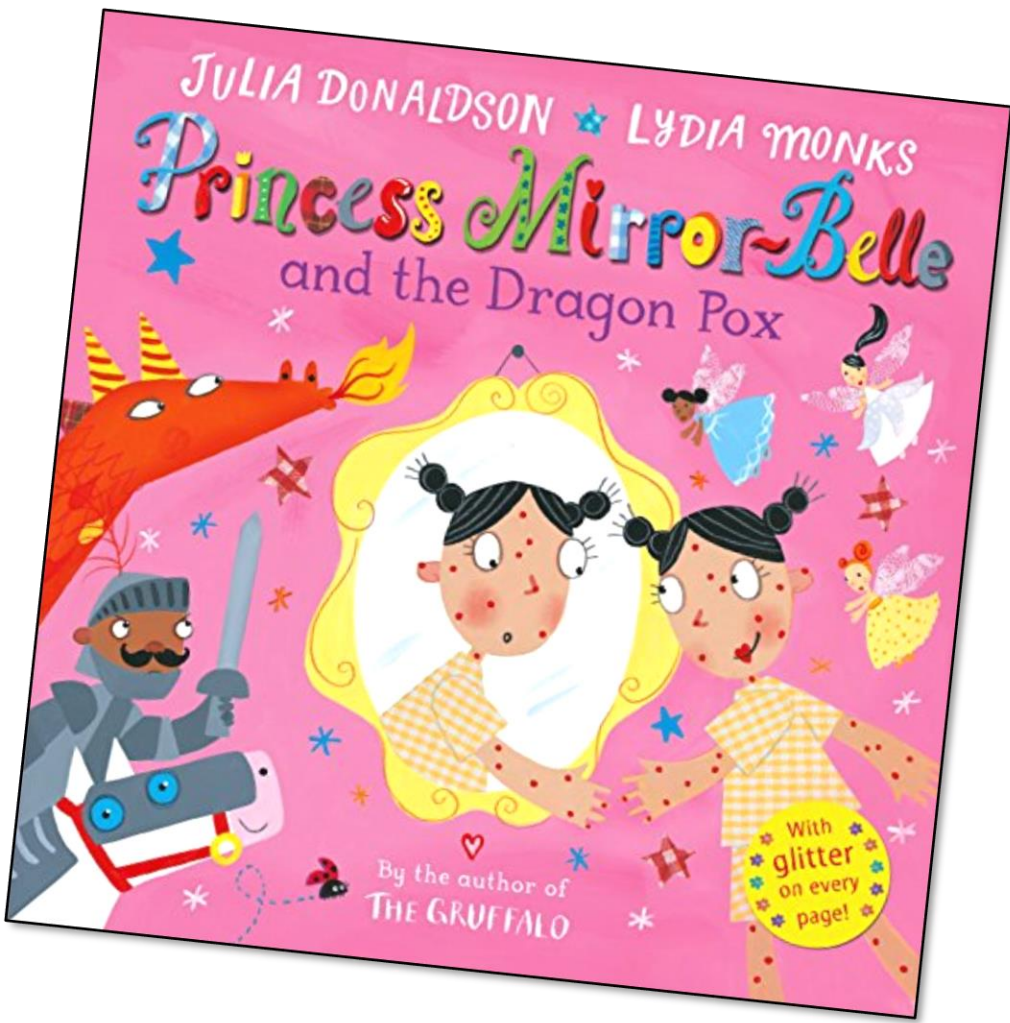
Talking Together

Mirror-Belle had 7 different ways, but we can do better. Help us be a brave knight and save the princess by making a cure!

You will need 2 of each item to make 20 things for your cure. These things could be from your bathroom or anywhere around the house.

My Cure for the dragon pox!

1	- 2 squirts handwash
2	- 2 squares of loo roll
3	
4	
5	
6	
7	
8	
9	
10	



A house fit for a Princess.
Can you find the King and Queen in this next unusual castle? There is 1 king and queen but might be more than 1 Prince and Princess. They all will be wearing a crown!

How many can you find?
There might also be some other creatures!

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

Summer Progression

Number and Place Value

Numbers to 20



Counting to 20

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.

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