

## Light and sound - Walking Through the Jungle

### English

Learn different action words such as creep/ run/ slither/ stomp through a game of Simon Says.

Create your own animals through mixed-up cut outs of different animal parts and describe the animal using adjectives.

Play SNAP with rhyming words (create your own rhyming cards) - match words which rhymes

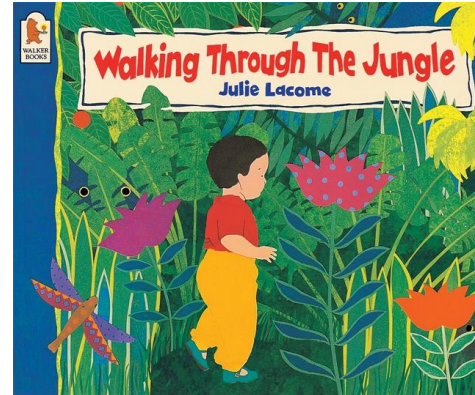
Play a listening game, close your eyes what can you hear in your house/garden?

### Creative Arts

Create an animal collage from magazine cut outs.

Create an animal using recyclables from your home.

Create your 'jungle' using sticks and leaves from your garden or park.



### Sensory and Play

Create your own shakers with rice/pasta/buttons etc.

Messy play with mud/ water - squelch / splash

### Computing

Research an animal of your choice - find pictures/ fun facts about these.

### Science

Explore sounds using bottles of water, each filled to a different level. Blow across the top the bottles, how does the sound change?

### Physical Development

Moving like the child from the story - leaping, creeping etc.

Making movements like the animals.

### Communication Interaction

Play 'I Spy' with 'I see...I hear...' phrases

### Mathematics

Play animal board games 'snakes and ladders' and card games like 'animal snap' or 'bingo'.

Arrange toy jungle animals into different characteristics, e.g. size, colour, physical features and how they move and sort them into different groups.

Use different shapes to create different animal patterns e.g. draw circles to create spots for a zebra or rectangle stripes for a giraffe.

Collect different sized and type of leaves on your walk or in the garden. Order your leaves into size.