

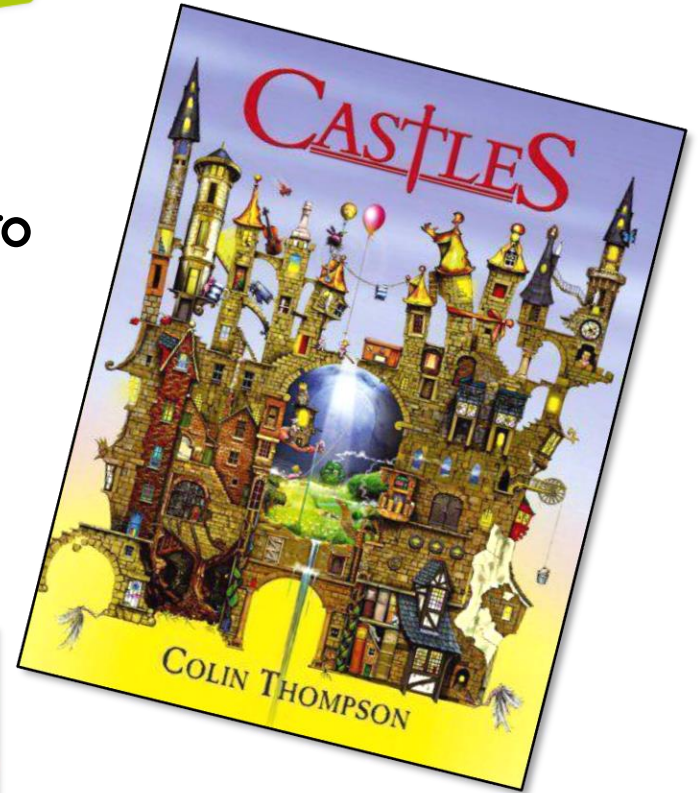
These activities and ideas are based around the book "Princess Mirror-Belle and the Dragon Pox" By Julia Donaldson.

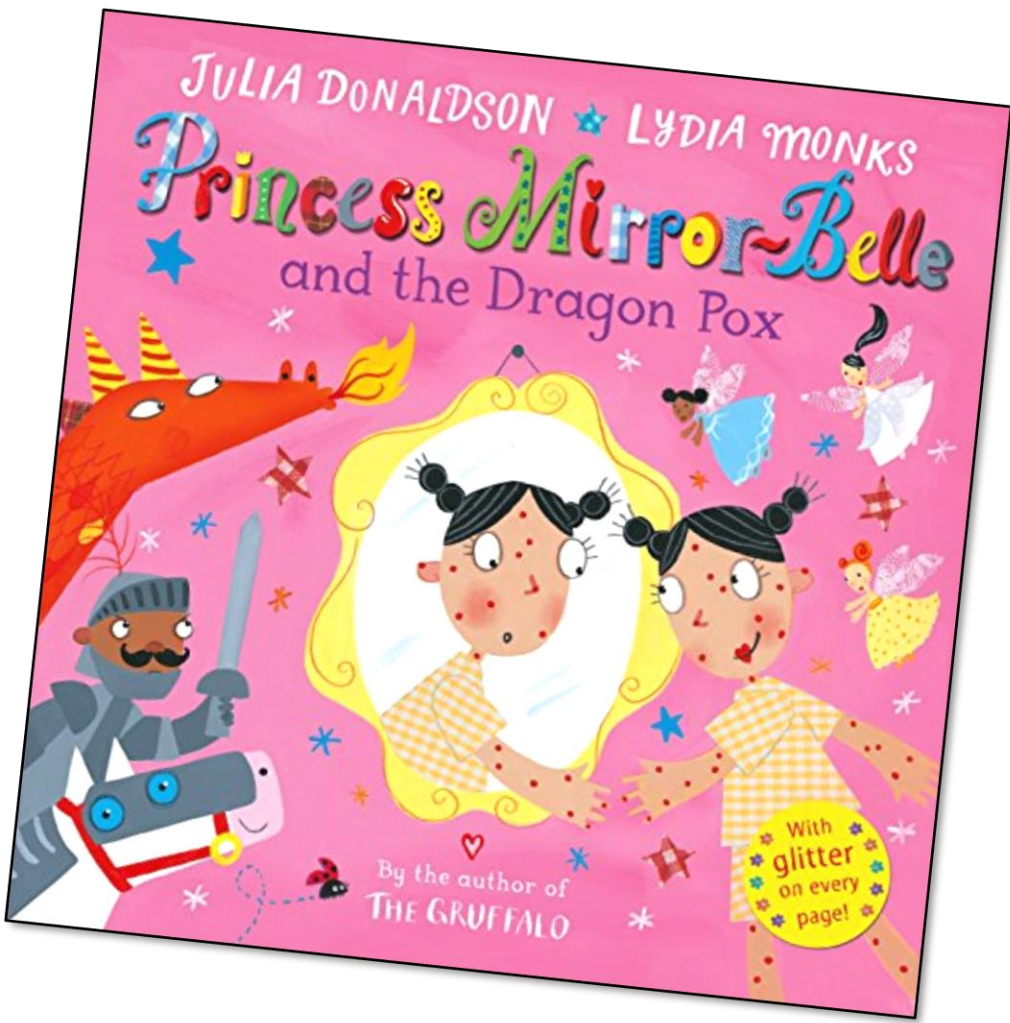
All activities could be done without the book!

# Starting with a Story



Other linked stories to read and enjoy.





## The Princesses castle!

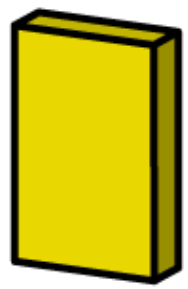
Princess Mirror-Belle boasts she lives in a very posh palace with maids and guards to hold her fathers beard! Design your own princess castle or palace and think about your use of 3-D shapes.

### Talking Together

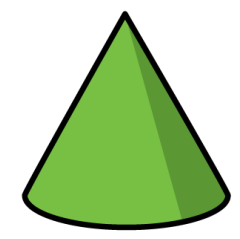
Have a look at the palace below - would this be fit for you as a king, queen or princess?

Look at what shapes you can see?

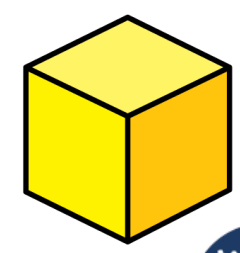
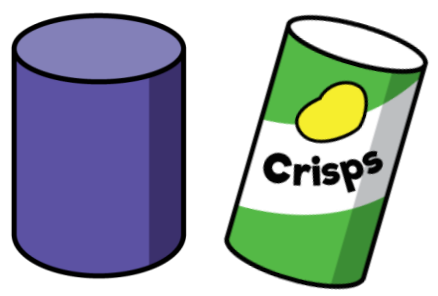


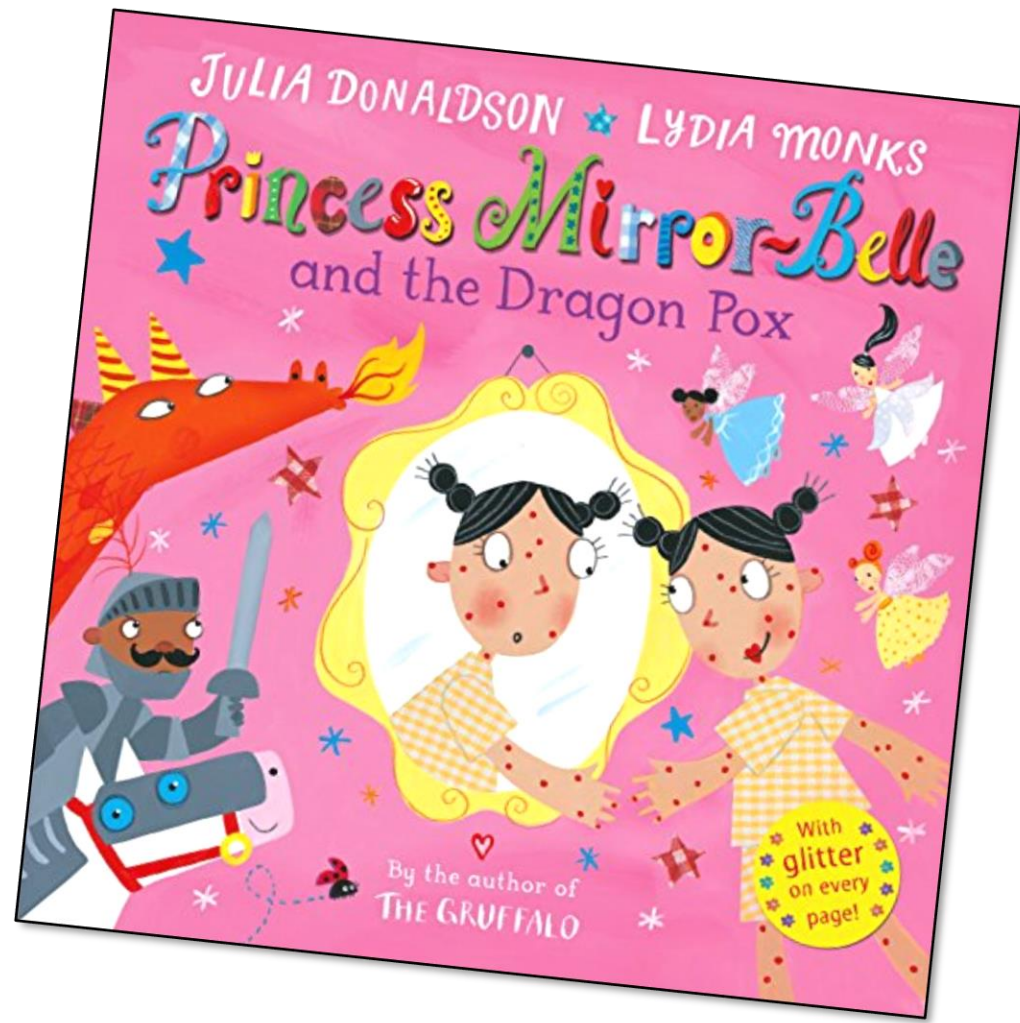


## Talking Together 3-D Creations



Your palace may be made of things around your house to stick together - empty loo rolls/cereal boxes etc. Could you make a palace construction out of different 3-D objects around your house to make a structure?



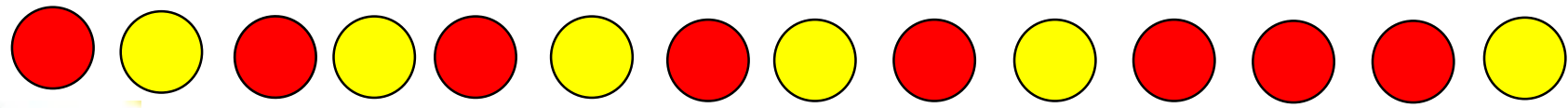


## Spotty mistakes

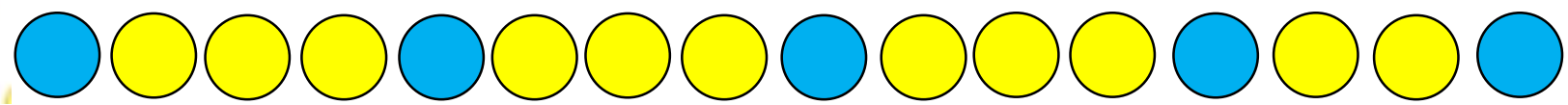
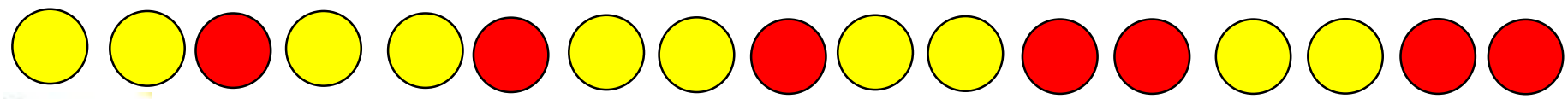
The princess has lots of spots! She has gone dotty, chicken pox spots but Mirror-Belle has made the patterns go wrong! Tell us where the mistake is.



Talking Together  
Spot the mistake!

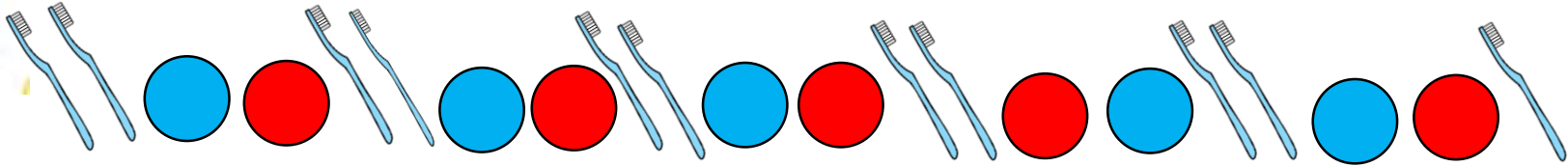
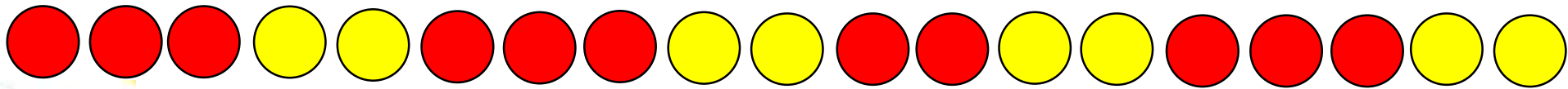


Can you tell us what kind of pattern it should be?

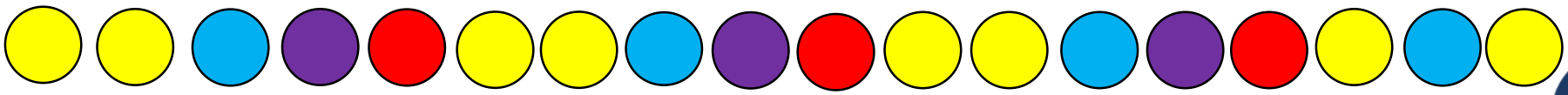




Talking Together  
Spot the mistake!



Can you spot the final mistake?





### Learning through Play

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

Reception - Notes and guidance



### Summer Progression

Geometry

Exploring patterns



Making simple patterns



Exploring more complex patterns

### Development matters Shape space and Measure 40-60

Uses familiar objects and common shapes to create and recreate patterns and build models.

### 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.

