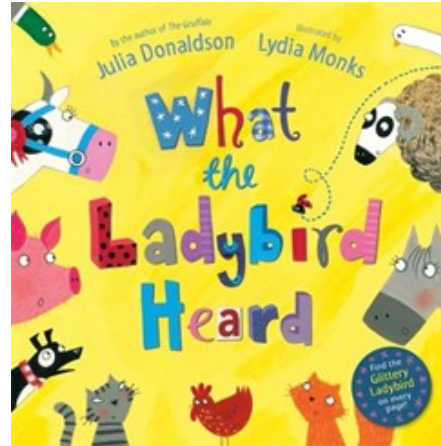


Communication & Language

- Describe a character from the tale and see if a family member can guess who it is.
- Play a game of 'I spy' using a page from the book.
- Find the rhyming words within the book. Can you think of anything else that could rhyme with them too?
- Look at the farm pictures at the start and the end of the book. How are they different? Describe the differences.



Literacy

- Create a story map for the story.
- Retell the tale using the story map.
- Create a wanted poster for Lanky Len and Hefty Hew.
- Write sentences to describe the characters.
- Think about the different animal sounds. How might we write these down? Have a go!
- Go on a listening walk. Write down everything that you hear.

Expressive Arts and Design

- Make pictures of the characters. What different materials could you use?
 - Make a map of your home/ garden or local space.
- Make your own animals with playdough and beads, buttons, gems, pasta etc.

Maths

- What shapes can you see on the pages of the story?
- Play the ladybird maths game...roll the dice and add that many spots. Extend to use two dice, adding the numbers together for the spots.
- Hide and find some toy animals. Use the prepositions; in, behind, under, on top of, next to.
 - Sort the animals into those with 0, 2 or 4 legs.

Understanding the World

- set up a small world farm yard with animals to re-enact in story.
- Find out some facts about ladybirds.
- Go on a bug hunt! What different bugs can you find outside? Can you find any ladybirds?
- Use 2Simple to design a rosette for the fine prize cow.

Physical Development

- Move your body like one of the characters.
- Use some tweezers or big spoons to move your toy animals into sorting cups.
- Make your body small or big like the different sized animals.

Personal, Social and Emotional Development

- How do you feel the ladybird felt when she overheard the robbers' plans?
- What does 'stealing' mean? Why is it wrong?
- Talk about how people feel if something is stolen.