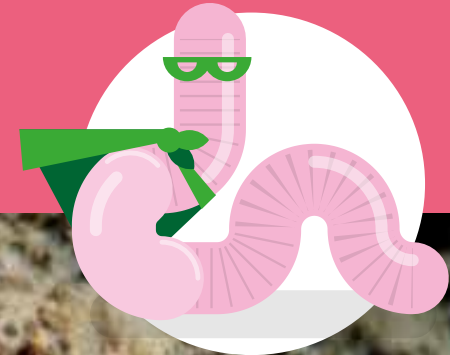


The wriggliest, squiggliest superhero

The Superworm



Pack Outline

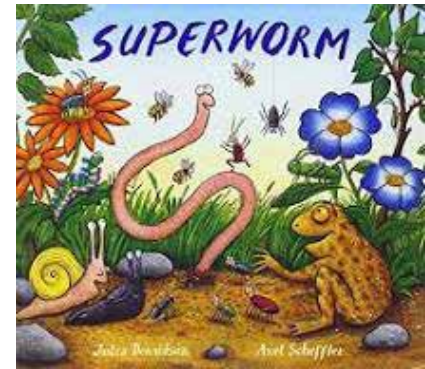
Meet the wriggliest, squiggliest superhero in the world!

For EYFS and Key Stage 1.

It can easily be adapted for lower Key Stage 2

This hands - on session will take your class on a woodland adventure and bring to life elements of the story of Superworm by Julia Donaldson.

The Superworm session brings together science, literacy and numeracy, with fun and imaginative play



Literacy

Introduction in class: what is a worm?

Exploration of Ninesprings park

Where are Superworm and his friends?

Investigation

What habitats do Superworm and his friends live in?
What superpowers do Superworm and his friends have?

Imagination

Creating homes for Superworm and his friends.

Numeracy

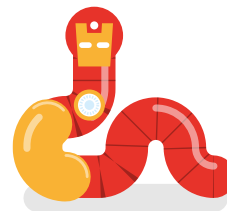
Using Superworm for measuring, counting and fractions.

Art

Using natural materials to make symmetrical pictures of Superworm's friends.

Music

Can you sing to a snail?



Introduction

The Classroom

In the Classroom - Suggested introduction

Some prior knowledge of living things and their habitats would be advantageous

Session 1

T How can we describe the worm?

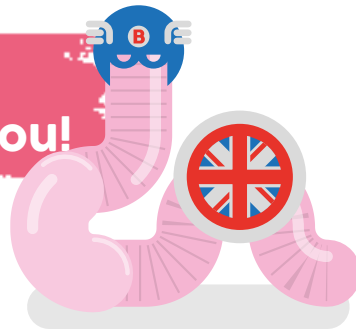
A In groups/pairs - a few minutes to write down /discuss as many words as you can to describe the worm.

Regroup and discuss the words.
What if this is a super worm - what words would make the worm sound more exciting?

Extension - add words to the sentence
'Super worm is...'

Read Superworm

Reading is
good for you!



Session 2

A Use a page of Superworm; give the children a few minutes to write down/describe the creatures that they can identify.

Come back together and discuss the creatures.

Extension - identify and name groups - insects, amphibians etc.

Explain that a letter has appeared and read it to the class.

A The letter will be from Superworm explaining that his friends (the creatures in the picture) want to have 'super powers' too and they need the children's help in deciding what those powers will be. Superworm asks the children to go on a hunt to find out about his friends and decide on the best super powers for each creature.

Introduce the visit to Ninesprings as the venue for the hunt.

Main Activity 01:

The Super Circle

T If you were a small creature, where would you like to make your home if you lived outside?

A Choose one of Superworm's friends and make it a new home using the things around you.

Make a circle on the ground using Superworm Super Rope.

A Look in the circle. Can you spot homes belonging to Superworm's friends?

Plants

Logs

Leaves

Moss

Twigs and Sticks

Stone

Holes

Use the Super Rope!

Use a magnifying glass and a cardboard tube to look more closely.

A What do you see?

Tick your finds on your spotter sheet.

Share what you have found.



Main Activity 01:

The Super Circle



T Different homes of Superworm's friends, can you guess who lives here?

Main Activity 01:

The Super Circle



A Can you use these materials to build a new home for Superworm's friends?

Main Activity 01:

Extension Activities

ACTIVITY

1

Super Search

A

Observation and Matching

In pairs, one child chooses two natural items (e.g. a stone and a leaf) and shows them to their partner

The second child has to find an object that matches one of their partner's found, e.g. a leaf, and a new object, e.g. a stick. They put the two matching objects together.

The first child now finds a matching object to the new one put down by their partner and another new one: and so the game continues.

Why did you choose those particular objects?

What can you find?



Extension Activities

ACTIVITY
2

Super Legs

A Role Play / Imagination / Numeracy

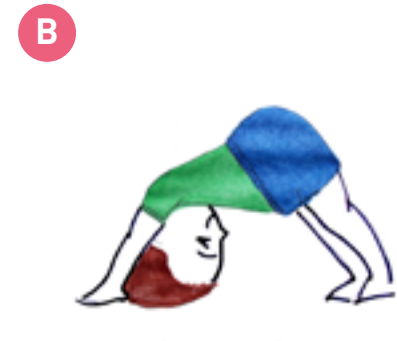
Move through the woods like Superworm and his friends.

A First, walk a short distance as a human – easy!
Join together in groups of three and walk a short distance like an ant.

What other six legged insect could you be?

B Place two children side by side like this.
Staying very close together (like they were one creature) move across the woodland floor like a spider.

What about a woodlouse? (7 pairs: 14 legs)
A centipede? (At least 15 pairs: 30 legs up to 177 pairs)
A grasshopper? How can you jump like a grasshopper when you are joined together?



Main Activity 01:

Extension Activities

ACTIVITY
3

Super Friend

A

Imagination / Art

Make a noughts and crosses board with sticks. Use two different materials for the game pieces using natural materials.

Make a friend for Superworm

Let's make a friend!



What is the name of this friend?

ACTIVITY
4

Super Texture

A

Investigation

Superworm has no hands; he feels things with his skin!

Hand out texture cards or name different textures.

Feel the texture and describe it, now go and feel natural objects to find some with the same texture.

How many can you find? Now swap with someone else, how many new ones can you find?



Feel and search...

Main Activity 02:

Superworm Superfriends

Find out what superpowers Superworm's friends have

You are going to investigate 4 of Superworm's friends; snail, bee, spider and ant

Super String

A

Look closely at a spider's web. What is it made from and what shapes can you see? Trace above the shapes with your finger.

Look at some more webs, where do spiders build them?

Why do they build webs?

Choose a good place to make your own web; on a bush, a fallen branch or sticky out twigs?

Use super string to make your own web or a whole class web. Don't tie too many knots and take it down when you've finished.

Spin the web!



Do you know why spiders don't stick to their own web?



Spiders avoid the glue drops on their web, they also have special protective hairs and Spiders have an oily coating on their feet to stop them sticking to their webs.

Main Activity 02:

Superworm Superfriends

Super Sight and Super Memory

A This bumble bee has brilliant eyesight. It cannot write or draw so finds its way around by remembering what it sees. It also flies super fast; so super sight, super memory and super speedy!

You are going to walk from one place to another calling out the things you see, to help you remember the way back.

Choose a route with good visual objects.
Walk in a crocodile (or worm!) along the route
The first child calls out a visual clue e.g. a fallen log, the second child calls out 'fallen log' and adds a new visual clue e.g. a pile of leaves, and so on down the line.

Can you work together to remember the list in reverse order and so get back to the start?



Gotta go fast!



How many flowers do honeybees need to visit to make 1 pound of honey?

Answer ' Two million flowers'

Main Activity 02:

Superworm Superfriends

Super Smelly

This snail can find its way back home by smell alone.

A Set up a line of string between two points, this is the 'path' and put pegs on the string.

Make sure the string goes over different ground; leaves, sticks, grass and earth.

Make a 'smelly path' by pegging smelly things on the string so you can follow your nose from place to place.

Natural smells along the 'smelly path' might include;

- Leaves and grass – crushing gently releases their smell
- Sticks – scratch the bark
- Mud – mould into a ball around the string

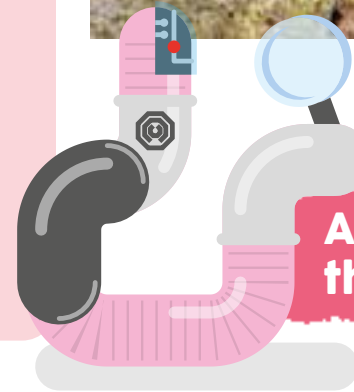
What other things can you find?

Find a snail but leave it where it is. Tap it gently to make it go into its shell. Bend down and hum quietly, but loud enough for the snail to hear. If it doesn't work hum a different note – or a tune? Does it come out?



Do you know where can you find snail's teeth?

A snail's teeth are on its foot.



Analysing the Smell...

Main Activity 02:

Superworm Superfriends

Super Strong

This ant can carry 20 times its own body weight. Imagine trying to carry twenty of your friends!

A Collect five sticks about as long as your arm from your fingertips to your shoulder, no thicker than a stick of rock.

Stand in a circle with your arms stretched out at shoulder height with palms up.

Your pile of sticks should be by your feet.

Your adult will put one stick across your outstretched palms.

You can't grip the stick; keep your palms flat. Can you hold this stick for 30 seconds? Another stick is added – can you keep holding? Another stick?

Who can hold all five sticks out the longest?



Do you know how many years a queen ant can live up to?

A queen ant can live to be 30 years old.

Strongest worm alive!



Extension Activities

ACTIVITY
1

Measure with Superworm

A Observation / Numeracy

Use Superworm as a measure: sticks, fallen branches, the height of a plant or shrub, the distance between two interesting things, a big leaf, a small leaf, a snail trail, the length of a puddle - anything! Why not try to find something the exact same size as Superworm?

Use Superworm to make letter and number shapes



ACTIVITY
2

Flexible Fractions

A Imagination / Numeracy

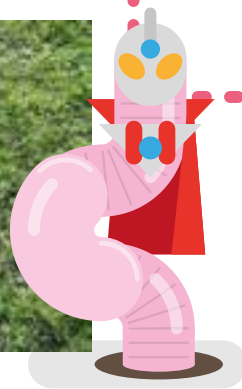
Find two sticks of the same length that together equal the length of Superworm.

What about 4 sticks?

Make Superworm into different shapes then look for those shapes in nature

Use Superworm as washing line to hold the things you find: leaves, twigs, bits of moss

Or hang your bark rubbings, leaf prints and pictures



T Can you create other letters?

Extension Activities

ACTIVITY 3

Super Direction

Observation

T Why not use Superworm to show you which way to go?

A Lay him out in a straight line to show which direction to go.

How are you going to show that you might have to turn left or right – how could you show this by changing Superworm's shape?

ACTIVITY 5

Measure a tree trunk

Observation

T How many times does Superworm go around?

A Count out loud together

ACTIVITY 4

Walk the Worm

Observation

A Lay Superworm out in different shapes for the children to follow:

- A wiggly line like Superworm
- A curvy line like a snail shell
- A zig - zag line like a snake
- Why not jump from side to side over Superworm?
- Why not make Superworm go over an obstacle – a fallen log, a puddle? How will you get over?



Can you keep up with me?

Main Activity 02:

Extension Activities

ACTIVITY
6

Supersounds

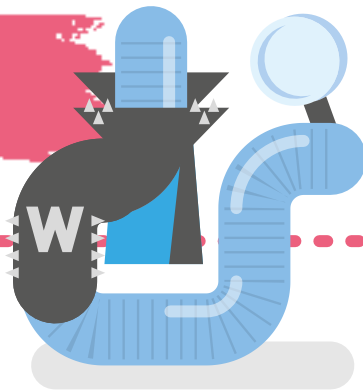
Observation / Music

Stand still and listen. Share what you can hear.

A Superworm will hear things differently because he is smaller.

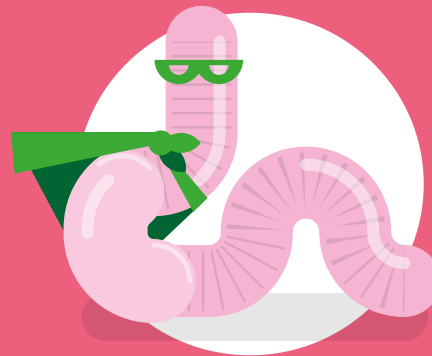
Lay Superworm out across some 'noisy' ground – on old leaves, rustling grass, near trees, alongside moving water; what will these sound like to Superworm? Are leaves crunchy, small ripples like a waterfall, grass moving sounds like wind in the trees?

Did you hear that?



In pairs; one puts ear to the ground and the other drops objects (carefully!) on the ground near their partner – objects could be leaves, twigs, small stones, conkers, flowers. What do the objects sound like - a rustle, a thump, a scratchy sound or nothing?

Try tapping a tree with a stick or dropping a stone in a puddle – what does that sound like when you are lying with your ear on the ground? Swap places.



LOTTERY FUNDED

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