

Individual Activity Lesson Plan

Body parts

Date: Wednesday 29th April 2020

Activity Title: Game: 'What's the time Mr Wolf?'

Learning Intention:

- Says some counting words randomly

Links to EYFS:

- Maths -Numbers -16-26 months

Resources:

- This game is best played with a minimum of 3 people.
- Large space, preferably outdoors.

Activity Overview:

Your child will be involved in the game 'What's the time Mr Wolf.'

Key vocabulary:

Step, in front, numbers, dinner time, chase, run, walk, creep, quiet, o'clock, count, how many? Big, small, long, short. What's the time Mr wolf?

ACTIVITY IMPLEMENTATION (including key question)

Introduction:

- This activity is best done in a large space, outdoors.
- Explain the rules to your child.
- Count with your child. Your child will need to be familiar with counting for this game.

Main Activity/ How to play ?

- Pick one person to be the wolf.
- The wolf stands at one end of the garden and the other people (can pretend to be the pigs) will stand at the opposite side of the garden.
- Make sure the wolf is facing away from pigs.
- The pigs will shout out, "What's the time Mr Wolf?"
- The wolf will reply by saying "It's (a number between 1-10) o'clock."
- The pigs then take that amount of steps towards the wolf. The wolf must remember not to look.
- This then continues until the wolf says "It's dinner time!"
- The wolf turns around and chases the pigs back to the start. Pigs, try not to be caught!
- This game can be played many times, swapping the person who plays the role of the wolf.



Activity review: You can ask your child questions:

*Which numbers can you count up to?

Additional ways to support your child:

- The children can count their toes and fingers.



- Only use numbers between 1-5.

Extension:

- The children can make their own clocks.



- Use numbers between 1-12.