

TITLE: The very hungry caterpillar AUTHOR: Eric Carle

INTEREST AGE: 2-5 Years

BOOKBAND: Orange

OUR REVIEW: The core of all picture book collections. Undated, as useful & enjoyable as ever

<u>English</u>

- Can you write a similar story about a 'very hungry' animal? What happens to it?
- Retell the story from the point of view of the caterpillar. Why was it so hungry? How did it feel after eating so much?
- Write a diary entry for the hungry caterpillar focussing on sequential language (first, next, then)
- Can you use alliteration to describe some of the food that are eaten? (e.g. lovely lollipops, scrumptious strawberries).
- Read the story and try to retell it to a friend. Can you remember all of the food that was eaten, in the correct order?
- Find out about real caterpillars and write a report about them.
- Create your own puppet show where you perform the story to an audience.

<u>Maths</u>

- Use Venn / Carroll diagrams to sort the foods that the caterpillar eats.
- Use the story to order the days of the week.
- Look at pictures of butterflies and learn about symmetry.
- Count the total number of foods that were eaten by the caterpillar. How many of these were fruit / vegetable / contained meat etc?

<u>Science</u>

- Sort the foods that the caterpillar eats, in different ways. Which ones are healthy / unhealthy?
- Think of a healthy / unhealthy meal for another hungry caterpillar.
- Find out about the life cycles of caterpillars / butterflies. Find out about the life cycles of other animals.
- Learn about metamorphosis. Find out about other animals who undergo metamorphosis.



Design Technology The book has holes cut into some of

<u>Art</u>

- Create a collage of a big, fat caterpillar
- Create another collage showing the beautiful butterfly.
- Look at photographs of butterflies and paint your own. You could try folding a piece of paper in half and painting one half of a butterfly on one side. Then fold the paper over, press it down and open it out to reveal the full butterfly.
- Cut a hole out of a piece of paper and create a picture around it. What could the hole represent? A window in a beautiful building? A missing piece of a puzzle? A gigantic hole in the ground?

- The book has holes cut into some of the pages. Try to make another story / book which might also have holes cut out of the illustrations. What could the holes be for?
- Make a pop-up book which retells the story

Computing

- Make a stop-motion animation which retells the story.
- Use software to make a computer game which is based on the book, e.g. where the caterpillar has to collect the correct types of food.





