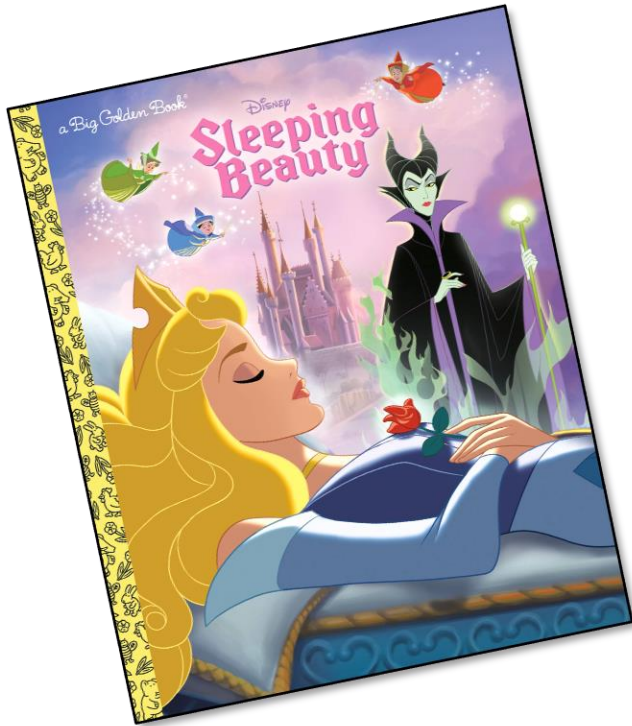


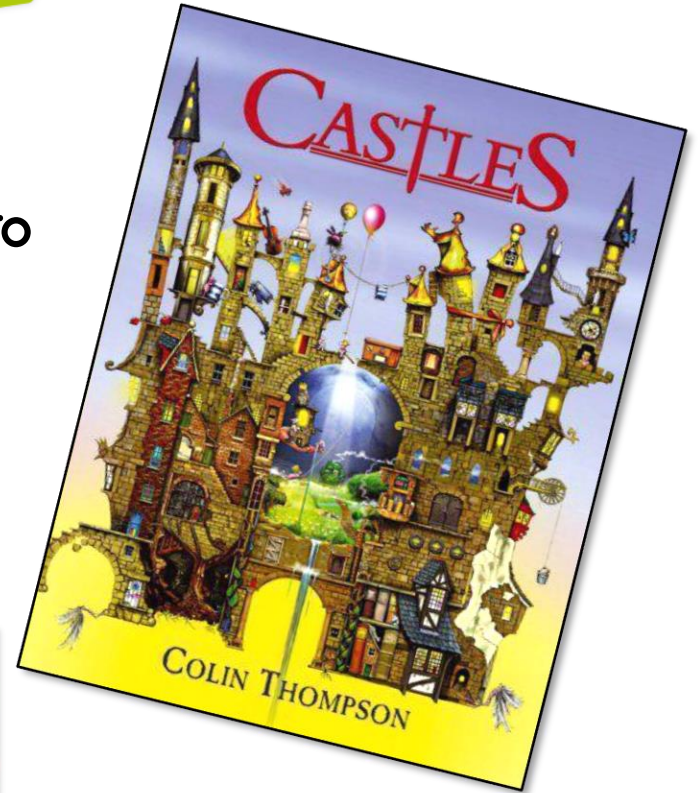
These activities and ideas are based around the book "Princess Mirror-Belle and the Dragon Pox" By Julia Donaldson.

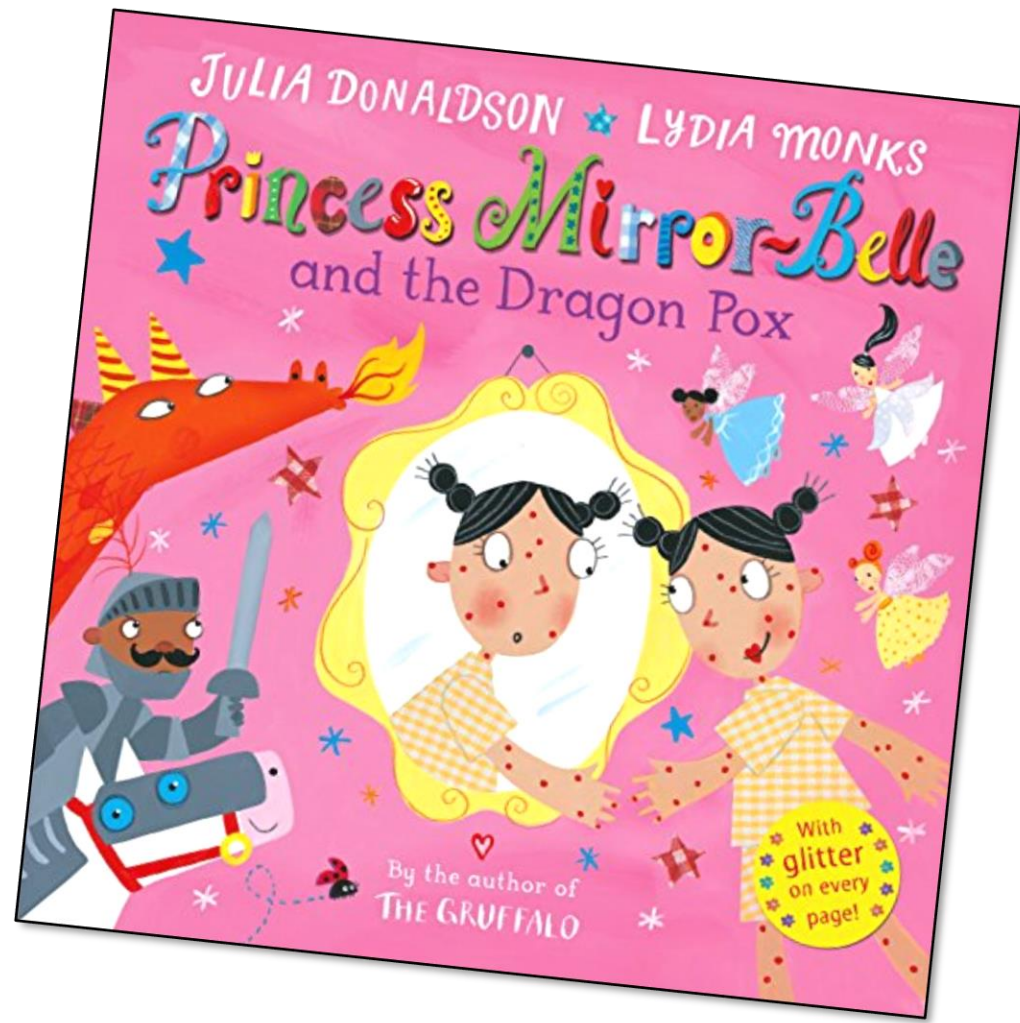
All activities could be done without the book!

# Starting with a Story



Other linked stories to read and enjoy.





## Doubles!

Princess Mirror-Belle is the reflection of Ellen - a double!

Can you make the reflection of her into a double and tell us how many that is?

## Talking Together



## Talking Together

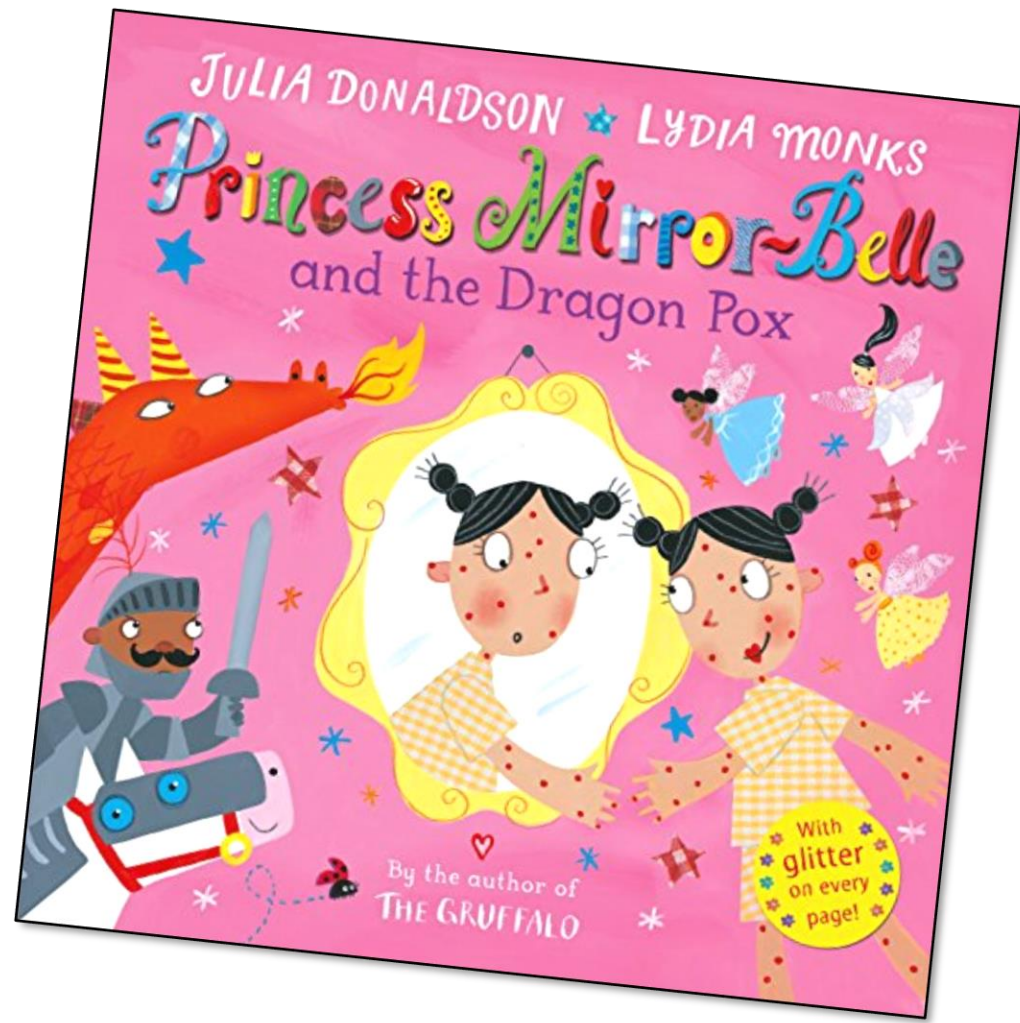


## Talking Together



## Talking Together





**Double my shoe!**

The girls only had one  
slipper each!

Have a look in your  
wardrobe or wherever you  
keep your shoes? How  
many doubles - pairs can  
you find?



## Talking Together

Explore the shoes in your house. They all should be in pairs! Who has the biggest feet?

Who has the longest feet?

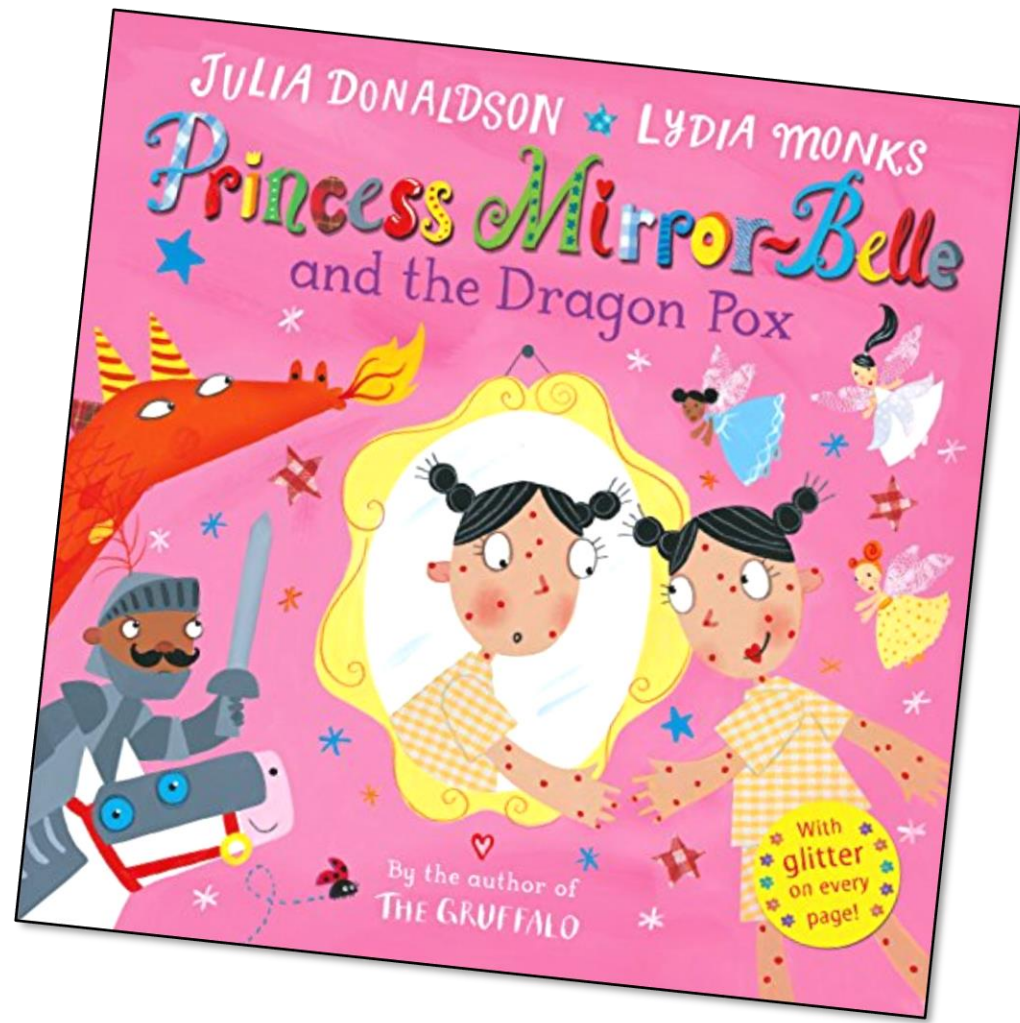
Is this the same?

Can you put your pairs of shoes in order of size?

Can you make your own shoe shop?

How much would different shoes cost?





## Bath time!

The first thing the Princess does to find a cure is to run a bath! How long does it take to run your bath? Explore full and half full! What containers could you use?

### Talking Together

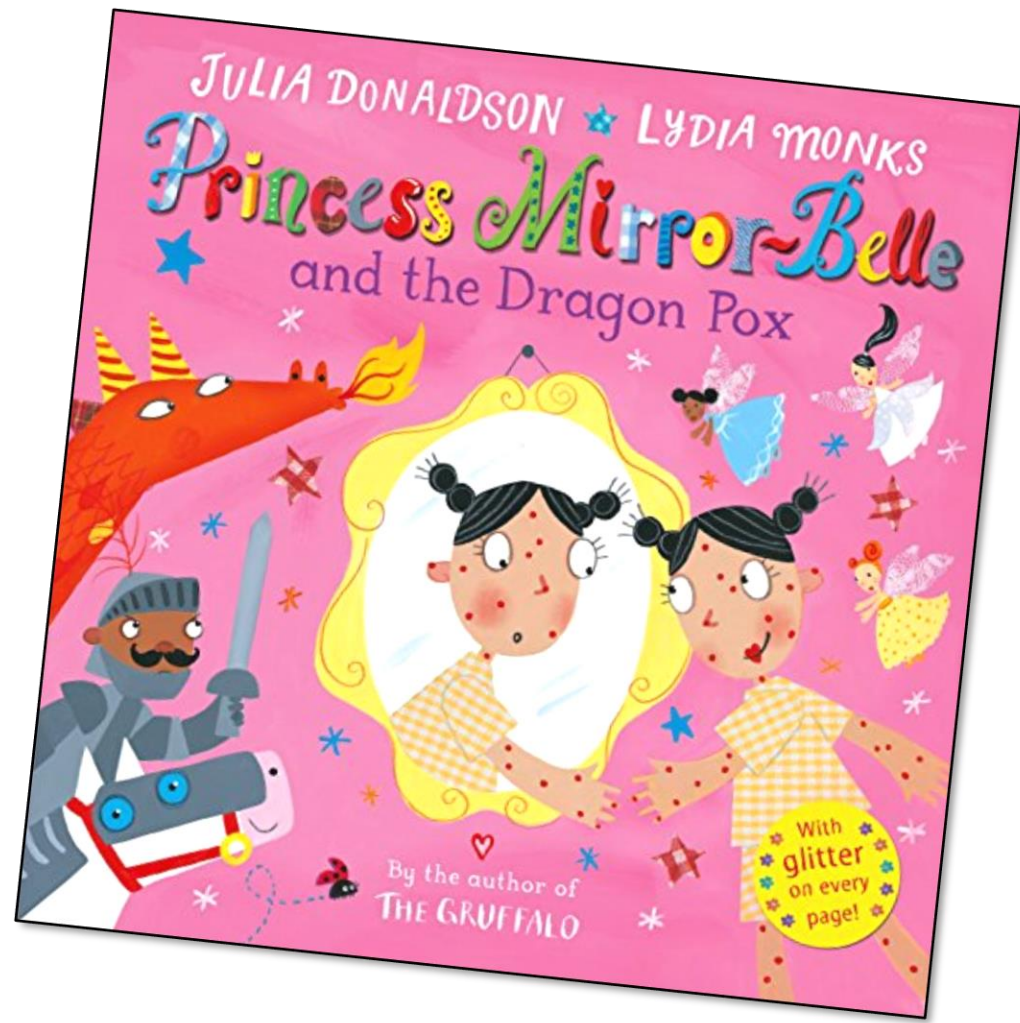
You might not want to use the bath like Mirror-Belle.

You could try the sink and experiment how many of each different containers it takes to fill it.

Which do you think will be the quickest? Why? Will you need more pours of that container if it is bigger or smaller?

Happy splashing! Just don't do what Mirror-Belle did!





**Your face in the mirror!**

We thought you might like to draw your own face in the mirror to show us how much you've enjoyed yourself!

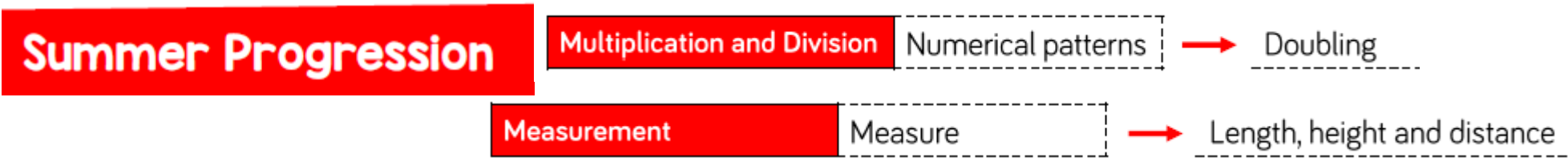
**Keep smiling!**

## Talking Together



### Learning through Play

A helping hand to where our activities link in our schemes and the EYF  
Reception - Notes and guidance



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

- Orders two or three items by length or height.
- Orders and sequences familiar events.
- Measures short periods of time in simple ways.

#### Early Learning Goal

Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number.

Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing

#### 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.