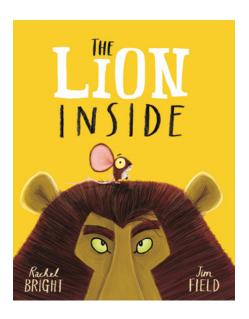
The Lion Inside

by Rachel Bright, illustrated by Jim Field

A timid little mouse would love to be as brave as a lion and have his mighty roar, but is the lion really as brave as everyone thinks? In this delightful retelling of The Lion and the Mouse fable, Rachel Bright weaves a classic tale of adventure and bravery, with lots to talk about around feelings and emotions. Little ones will love the bright illustrations and spotting all their favourite safari creatures.



Music and movement

HWB 0-21a; HWB 0-22a; EXA 0-08a

Adding in simple actions and movement can bring a book to life and encourage children to engage with the story. Think about how the different animals in the story move and plan a movement game. Encourage children to move like the animal and add in sound effects. You could play music, using different songs, or styles of music, for each animal.

Exploring size

MNU 0-01a

Lion is bigger than Mouse! Which animals are smaller than Lion in the story? Are any animals bigger than Lion? Record children's answers in a floorbook or wall display. Perhaps you could create a display of pictures and arrange the animals from smallest to tallest. Challenge the children to arrange themselves in order from smallest to tallest, or look for other things in your setting to arrange in size order.

Finding your voice

HWB 0-09a

The Lion Inside has a strong message about finding your voice – you don't have to be big to have an impact. Think about different ways to explore this theme with children. You could link your discussion to the UNCRC and children's right to be heard. Amnesty International has created 'First Steps', containing activities to explore human rights with 3–5 year olds: amnesty.org.uk/resources/first-steps-resource-pack.

Loose parts play

LIT 0-02a; ENG 0-03a; EXA 0-02a; TCH 0-14a

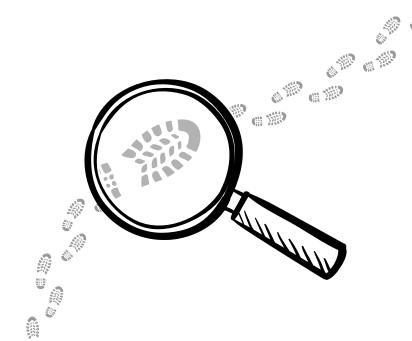
Loose parts can enable children to incorporate ideas from stories into their play, or they may use objects to re-tell the story or make up their own. Loose parts can be both synthetic and natural. Look at the illustrations in the book for inspiration. Observe how the children engage with the loose parts in your setting. If they use them to tell a story, perhaps you could offer to scribe for them.

Songs and rhymes

EXA 0-16a; EXA 0-17a

Sing 'Down in the Jungle' and include some of the animals from the book. You could also try 'Hickory Dickory Dock', 'Roon Aboot Moose' or 'Twinkle, Twinkle, Little Star'.

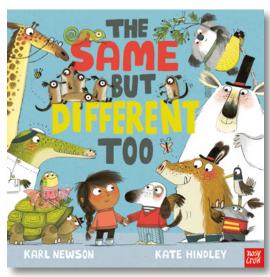
For more ideas, visit Bookbug's online Song and Rhyme Library or download the free Bookbug app.



The Same But Different Too

by Karl Newson, illustrated by Kate Hindley

This is an opposite book with a difference – can you climb as high as a koala or drink tea like an anteater? All the qualities that make us human are celebrated in this funny and charming picture book. The sparse and rhyming text is easy to read aloud and there is lots to discuss and look at in the illustrations. Children can think about the qualities they have, or their friends and family have, and find them in the book.



Up, down, stop, go!

MTH 0-17a; HWB 0-22a

The book explores differences and opposites. Pairing opposite words (e.g. tall/small) can help children to grasp the concept of what 'opposite' means. Play a simple command and movement game based on opposites. Start by stretching up tall and asking children to copy you. Ask if someone can show you what the opposite is, and encourage everyone to crouch down low. You could include movement commands (stop/go, fast/slow), sounds (loud/quiet) or emotions (happy/sad).

Classifying and sorting

The zebra is stripy – what else has stripes? The ladybird has spots - what else has spots? Create a sorting and classifying activity using materials from your setting including toys, natural and synthetic objects or cut-out pictures from magazines. This could be done in a small group or set up for children to interact with at their own pace. Create descriptor cards using words and images and place these on a table beside the materials. Start with two descriptors e.g. 'soft' and 'hard' and place a couple of objects beside each descriptor to start the activity off. Leave other objects in a basket for children to continue the activity. Support their discovery by asking questions, using descriptive language and encouraging them to relate their findings to other objects.

Circle game

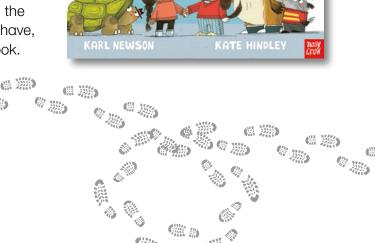
HWB 0-14a; HWB 0-23a; HWB 0-47a

This circle game explores differences and preferences in a fun and active way. Find a large space, indoors or outdoors, and ask children to sit or stand in a circle. You should stand in the middle and explain that you're going to say something. If it applies to a child, they should join you in the middle. After each statement, the children return to the outer circle until the next statement. E.g. 'Come into the middle if you have a dog at home', 'Join me in the middle if your favourite colour is red'. To make this accessible to all, you could use photos or symbols too.

Songs and rhymes

EXA 0-16a; EXA 0-17a

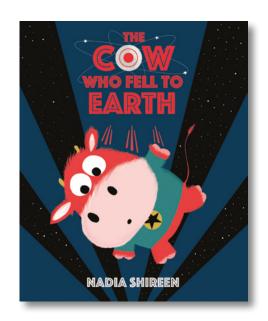
Try the following songs or rhymes which link to the book: 'If You're Happy and You Know It', 'Pop a Little Pancake', 'Little Green Frog,' 'Two Little Dickybirds', 'There's a Worm at the Bottom of the Garden', 'Dr Foster Went to Gloucester'. For more ideas, visit Bookbug's online Song and Rhyme Library or download the free Bookbug app.



The Cow Who Fell to Earth

by Nadia Shireen

When a little cow catapults from the sky into a field of sheep, a whole lot of calamity ensues. The sheep can't work out what she's saying and even the cows can't understand her! Will she ever be able to get back home? A lovely, funny story about friendship and helping those in need, and especially how we communicate if we don't speak the same language.



Welcoming a visitor

LIT 0-01c; HWB 0-19a; HWB 0-23a

When Dave the cow falls to earth the other animals want to say hello and make her feel safe and welcome. Involve children in planning how you would welcome Dave, or another visitor, if they came to your setting. Perhaps they could:

- Sing a welcoming song
- Plan games and activities
- Prepare a themed snack
- Decorate your room, or a corner of it
- Offer a tour of your setting
- Create a display showing the daily routine in your setting

Exploring the moon and space

LIT 0-14a; SCN 0-06a; TCH 0-14a

Dave the cow comes from the moon and travels home in a space ship. The story can be a springboard for exploring the moon, space travel and other planets. You may wish to share other books and stories involving planets and space travel with the children, and create a space-themed book display. Why not bring space to other areas of your setting? Make space-themed playdough, bake star biscuits or create rockets and planets from junk materials.

Counting

MNU 0-02a

Once you have read the story a few times, choose a page and ask children to do some simple counting, for example:

- How many sheep are balancing on each other?
- How many cows can you see in Dave's family photo?

You can support their growing number awareness by encouraging them to show you the correct number of fingers, or relating the number of animals to the corresponding number symbol.

Songs and rhymes

EXA 0-16a; EXA 0-17a

Sing 'Zoom, Zoom, Zoom' and imagine you are all blasting off with a jetpack! Join in with the countdown from 5 to 1. You could also sing 'Three Little Men in a Flying Saucer', 'Baa Baa Black Sheep', and 'Twinkle Twinkle Little Star'. Find these on Bookbug's online Song and Rhyme Library or free Bookbug app.

