

## Perform

Play 20 questions. Think of something that may be found in the British Countryside, other players can ask you up to 20 questions to work out what it is you are.  
(ELG: Expressive Arts & Design)



## Investigate

How could you help wild animals that live in our area? Have a look in your garden or the local park, what do you think has been done to help them?  
(ELG: Understanding of the World)



## Construct

Make your own farm animal. You can draw or create a model using collage, paint, crayons – whatever you choose!  
(ELG: Expressive Arts & Design)



# Nursery British Countryside



## Explore

Look at some flowers, pay close attention to the petals and leaves. Use shape language such as, long, short straight, curved, round, pointed, to describe them.  
(ELG: Maths)



## Read and write

Think about animals that live in the countryside and give them an alliterative name, for example a badger = Betty or Billy, a hedgehog = Haris or Heidi. What would you name a fox, squirrel, deer, etc.?  
(ELG: Literacy)



## Communicate

In school, we are going to read some of the Beatrix Potter stories. Listen to The Story of Miss Moppet. What do you think will happen at the end of the story?  
(ELG: Communication and language)



## Move

As a family, do some exercise outdoors. It might be a game of tag at the park, a cycle ride or long walk. Talk about how you are feeling after the exercise. Why do you think you feel different? You could take a before and after photo to show us.  
(ELG: Physical Development)



## Be Inspired



Choose an animal that lives in the British countryside and think of three questions you would like to know about it. Use the words where, when, why, how, what to start your questions. Use the internet to find the answers.

Can you think of your own activity, linked to this topic?