


## Learning Timetable - The Tiger Who Came to Tea

To begin, read the story of The Tiger Who Came to Tea or listen to the story by clicking [here](#)

	Monday	Tuesday	Wednesday	Thursday	Friday
Maths	Combing two quantities to find the total. Click <a href="#">here</a>	Exploring addition by adding on. Click <a href="#">here</a>	Exploring subtraction as portioning. Click <a href="#">here</a>	Exploring subtraction as a take-away. Click <a href="#">here</a>	Comparing two sets of objects using 'more' or 'fewer'. Click <a href="#">here</a>
Literacy	Have a go at writing these key words from the story – <b>cake, kitchen, tea, sandwich, milk.</b>	In the story the tiger is described as big, furry and stripy – can you think of any different words to describe the tiger? Write them down.	Pretend that you are having your own tea party – can you write an invitation to let your friends know.	How would your family react if a tiger wanted to come to tea? Can you write some speech bubbles for what they might say?	What happens to the tiger next? Where does he go after visiting Sophie's house? Can you write a story about his next adventure?
Understanding The World	With an adult use the internet to find out some facts about tigers. Which country do they come from? What do they eat? Are they endangered?	Using your knowledge about tigers, can you create your own fact file?	Have a go at making your own sandwiches for a tea party. You could use jam, cheese or ham!	Make your own sponge cake – click <a href="#">here</a> for recipe. 	Look at the tiger's stripes. Find out what camouflage is and how it helps tigers. Can you find out how other animals use camouflage to help them?

<p><b>Expressive Arts &amp; Design</b></p>	<p>Design your own teapot. You could use different patterns and textures.</p>	<p>Using a rolling pin and bubble wrap have a go at creating your own tiger!</p> 	<p>Can you draw two pictures of the inside of the fridge? One before the tiger ate all the food and one after!</p>		<p>Can you make your own tiger in the jungle? Use different coloured paper or card and shapes to create your tiger.</p> 
<p><b>PSED</b></p>	<p>When Sophie's mummy offered the tiger a sandwich, the tiger ate all the sandwiches. Was this wrong of the tiger?</p>	<p>The tiger didn't have very good manners – discuss with your family what 'good' manners are.</p>	<p>How do you think Daddy will feel when he gets home?</p>	<p>Was the tiger a stranger? Should we talk to strangers? Why not?</p>	<p>How do you think the characters felt at the end of the story when they were sat together in the café?</p>
<p><b>Physical Development</b></p>	<p>Wake and Shake! Click <a href="#">here</a></p>	<p>Roaring Tigers – see below</p>	<p>Make some decorations for your tea party – you could cut out balloons or bunting?</p>	<p>Sleeping Tigers – see below.</p>	<p>Joe Wicks Fancy Dress PE. Click <a href="#">here</a></p>
<p><b>Communication &amp; Language</b></p>	<p>What did you enjoy about the story?</p>	<p>If you could have anyone round for tea – who would it be?</p>	<p>What is your favourite thing to have for tea? Why?</p>	<p>Can you retell the story in your own words?</p>	<p>Can you remember all the items of food and drink that the tiger ate?</p>



# Roaring Tigers

Time to be loud and run around!

**You will need:**

- ◆ A blindfold - an old scarf or tie will work
- ◆ Space to run

**How to Play:**

- 1 One person is 'it', and wears a blindfold so they cannot see anything.
- 2 The person who is 'it' calls out, 'Where are the Tigers?', and the other players must answer with a loud ROAR. They can ask 'Where are the Tigers?' as many times as they like, and the other players must always roar back.
- 3 The person who is 'it' must listen to the roars and try to catch another player, who will then become 'it'.



**ROAR!**

**ROAR!**



*Sophie's Tip*  
Make sure you  
clear the floor  
- remember the  
person who is 'it'  
can't see.



## Sleeping Tigers

How still can you stay?

### You will need:

- ◆ One person to be the judge
- ◆ Space to lie in

### How to Play:

- 1** For this game, all the players have to lie very still on the floor.
- 2** The judge walks about, watching everyone very carefully. Anyone who giggles, twitches or wriggles is out!
- 3** The last person lying still is the winner.

