

READING IS A GREAT WAY TO HELP YOUR CHILD LEARN NEW WORDS AND IDEAS.

You can read the same book again and again - children like to hear familiar stories! Here are some questions and games to help your child think about this book. Enjoy!

The Very Hungry Caterpillar

For children aged 2 - 4

- Page 1 2 (Point to the moon.) What is this? What is on the leaf?
- Page 5 6 Show me the apple. What colour is the apple?
- **Page 7** (*Point to the pear.*) What is this? How many pears did the caterpillar eat?
- **Page 10 11** (*Point to the orange.*) What is this? Are oranges big or small?
- Page 12 13 Show me the ice cream. What other food can you see?
- Page 18 (Point to the butterfly.) What is this? What colours can you see?

For children aged 4 - 6

- Page 1 2 How do we know that it is night-time?
- Page 5 6 How will the caterpillar feel when he has eaten the apple? Why did the caterpillar eat the apple?
- **Page 7** When will the caterpillar eat again? Why will caterpillar eat more food?
- Page 10 11 Tell me how you eat an orange. How could we help the caterpillar eat the oranges?
- Page 12 13 Why did the caterpillar have a stomach ache?
- **Page 18** How will the caterpillar feel now they are a butterfly? Why did the caterpillar become a butterfly?













READING IS A GREAT WAY TO HELP YOUR CHILD LEARN NEW WORDS AND IDEAS.

You can read the same book again and again - children like to hear familiar stories! Here are some questions and games to help your child think about this book. Enjoy!

Activities to try at home

Feely Bag

Put different toy animals in a bag. Take it in turns to feel an animal in the bag. Describe what it feels like and guess which animal it is.

Butterfly Printing

Find some different coloured paints and plain paper. Together, paint half a butterfly on one side of the paper using lots of different colours. When you are painting, talk about the colours and name them as you use them. Fold the paper in half and press the paper. Unfold it to release your very own butterfly!









