

The Very Hungry Caterpillar and Invertebrates EYFS

Session Overview and Learning Objectives

Session Summary

- This session is suitable for one class at a time of up to 30 pupils
- It will last up to 60 minutes
- Required ratio 1 adult:6 pupils

An exciting way to bring books to life. Follow the story of The Very Hungry Caterpillar, discuss the lifecycle and what caterpillars really feed on. Hunt for caterpillars and other invertebrates.

All equipment is provided

Session Outline

Time	Location	Activity
5 minutes	Visitor Centre	Collect equipment and walk to First Marsh
5 minutes	First Marsh	Read The Very Hungry Caterpillar Story
5 minutes	First Marsh	Butterfly life cycle role play
10 minutes	First Marsh	Leaf collecting- what caterpillars really eat!
25 minutes	First Marsh	Minibeast hunt
5 mins	First Marsh	Matching butterflies
5 minutes	Visitor Centre	Return to centre to wash hands

Learning Objectives

All will have the opportunity to explore the natural world around them

- All will learn what caterpillars really eat
- All will learn how to collect animals with care and consideration for their wellbeing
- All will have first hand experience of searching for and collecting invertebrates

Some will be able to match leaves and recall names of common trees

- Some will be able to recall the names of some invertebrates including butterflies
- A few will be able to discuss features of invertebrates eg numbers of legs
- A few will understand the concept of symmetry

Links to the EYFS framework:

All areas of learning and development are important and inter-connected. Three areas are particularly important for building a foundation for igniting pupils' curiosity and enthusiasm for learning, forming relationships and thriving.

We believe this session will support and develop all areas of learning and development within the Early Years framework:

- communication and language
- physical development
- personal, social and emotional development
- literacy
- mathematics
- understanding the world
- expressive arts and design