■ SCHOLASTIC

Dinosaur resources

'Stomp to the swamp' as you play our prehistoric board game, and recreate the land of the dinosaurs with the colourful backdrop and ground layout

Backdrop and ground layout

Laminate these prehistoric landscapes to use as a backdrop and tray insert for small world play.



Personal, Social and Emotional Development

• Make comparisons between the two views. Which one would we see if we walked through a forest in the time of dinosaurs? Explain that the ground layout view is called an aerial or 'bird's eye' view. Encourage them to think about how they might feel if they could fly over this exciting landscape.

Communication, Language and Literacy

• Look closely at the ground layout and find the nest of eggs. Who might have laid them? Where has this creature gone? What might happen to the eggs? Look at the backdrop. Perhaps one of the dinosaurs pictured laid the eggs? Make up a story about the eggs and re-enact it using the layout, backdrop and some small world dinosaurs.

Problem Solving, Reasoning and Numeracy

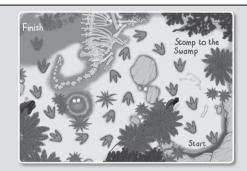
• Pose questions using mathematical language: How many diplodocus can you see? Where is the pterodactyl? How many dinosaurs are there altogether? If another stegosaurus came along, how many would there be? Prop the backdrop in a tray of sand and pose questions by adding and taking away dinosaurs.

Knowledge and Understanding of the World

• Explore the backdrop and ground layout, asking questions, for example, 'Are there any flowers?' 'Are the trees the same as those we see in our countryside?' Find similarities and differences between this landscape and the local landscape the children are familiar with.

Physical Development

• Take the backdrop and ground layout outdoors with a selection of natural materials and some small world dinosaurs. Leave children to create their own dinosaur landscapes in exciting places, such as under bushes.



Board game: 'Stomp to the swamp' What you need:

Copy of the board game, cut out and laminated; four small plastic dinosaurs in different colours; dice.

How to play:

Invite four children to play and ask each child to choose a dinosaur to use as a counter.

Begin by exploring the board, asking children to find the cave, swamp, footprints, dinosaur bones, hidden dinosaur eggs and nest. Talk about the route a dinosaur has taken from the cave to the swamp indicated by the footprints. Point to the words 'start' and 'finish' and discuss where children should put their dinosaurs.

Explain that the dinosaurs are going to follow the footprints of a bigger dinosaur to find the swamp. They must move from one footprint to the next in order and cannot take short cuts.

Ask the first child to throw the dice and explain that the dinosaur can 'stomp' across the same number of footprints as the number indicated on the dice. Count together as the child stomps to the swamp.

Continue taking turns. The first dinosaur to reach the swamp is the winner. Keep playing until all dinosaurs are wallowing happily in the swamp!

Challenge more able children to throw exactly the right number to arrive at the finish, even if this means taking several turns to do so.

Creative Development

• Use the backdrop as scenery in a theatre made from a box and invite children to make up stories to perform using small world dinosaurs as the characters. Alternatively, use the backdrop in a sand tray, and create the landscape using natural items such as pine cones, ferns, twigs and stones.

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