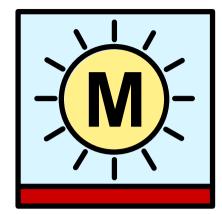
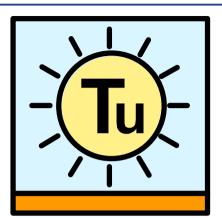
## **How to Use the Symbols to Accompany the Story**

## The Very Hungry Caterpillar

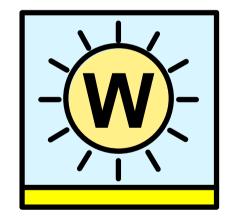
- When reading the story, introduce the key symbols of the story.
- Ask the child to select the symbol which corresponds to the part of the story you are reading about. To begin with a choice of two or three symbols will be sufficient.
- The days of the week symbols can be used to teach the day order; later asking the child to put the days of the week symbols in the correct sequence.
- The number flash cards can help to reinforce the story, as well as supporting number sequence by asking the child to put them in order.
- The symbols can also be used to make a game of lotto for two or more players, by printing the symbols twice. Each player has a symbol mat with six symbols. The second copy of their symbol mat is cut up and put face down in the middle of the table. Each player takes it in turn to choose a card. If it matches their symbol on their mat they place it on their board, if it doesn't they put it back face down on the table, and it is the next player's turn. The winner is the first person to complete their matching board.
- For children who are not quite ready to play a game of lotto, they can be encouraged to match the symbols on their board.
- The symbols can also be used to support the child with retelling the story. The child may choose to also use the paper puppets as well, when retelling the story.



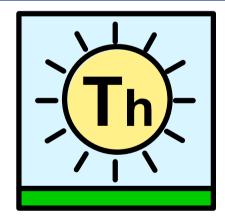
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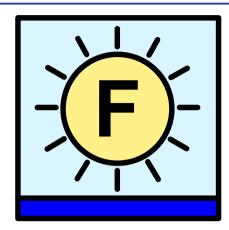
Tuesday



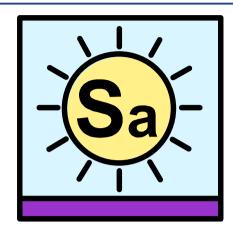
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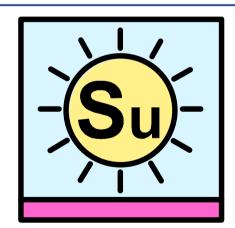
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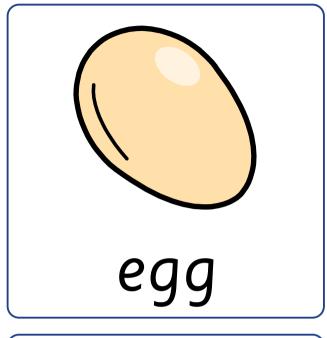
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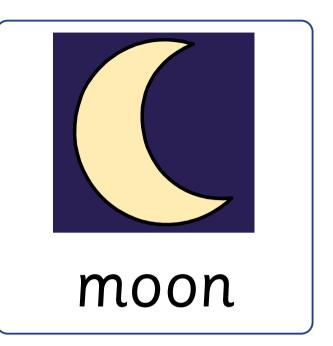
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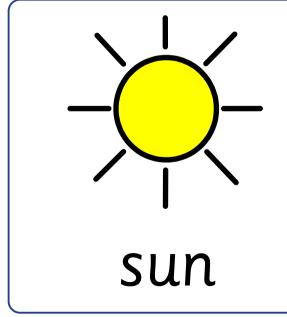


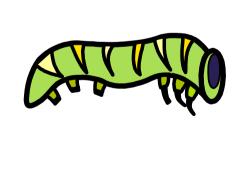
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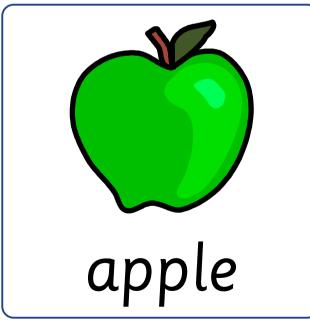








caterpillar



1 one

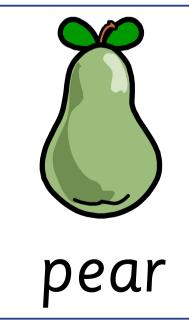
2 two 3 three

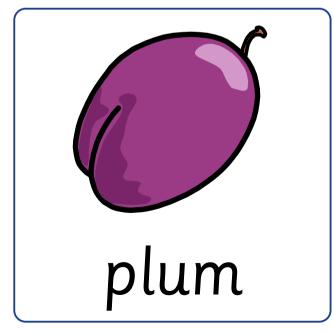
4 four 5 five

6 six Seven

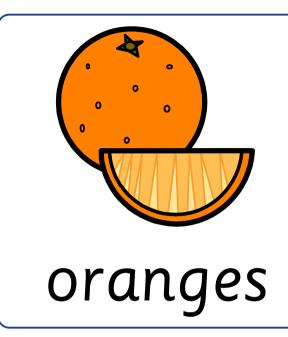
8 eight 9 nine

10 ten



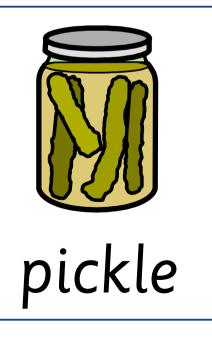


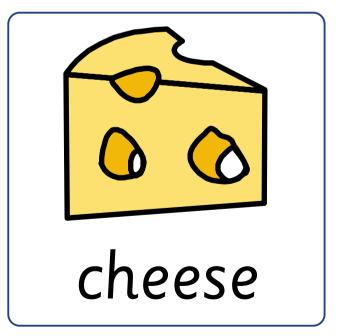










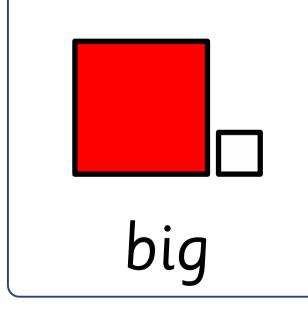


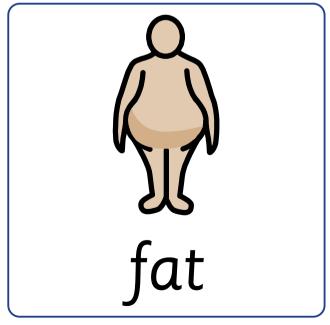


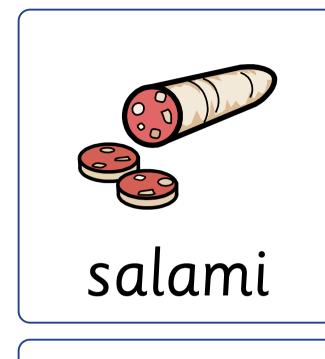


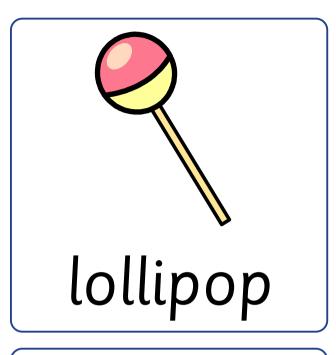


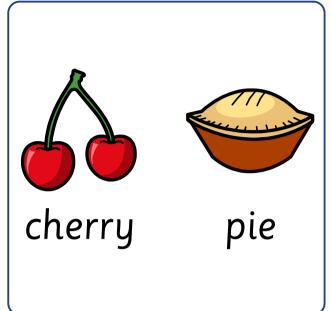


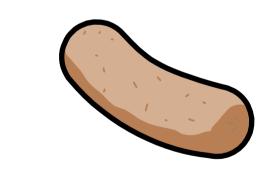












sausage



