

Stephen Hawking Outreach Multisensory story plan

Text/Story: 'Supe	erworm' by Julia Dor	naldson					
Focus 1: Superwo Multi-sensory pro A length of rope o stick-on eye, not e	ompts: or thick string (with	feeling bored toda Multi-sensory pro	ompts: or thick string (with	Focus 3: Fishing ro fallen in the well) Multi-sensory pro Magnet Paper beetle/fish	ompts:	Focus 4: Wizard Multi-sensory pr Wizard's hat (this card) Mirror	ompts: s could be a cone of
Child Explore the rope, how it feels and can be moves and wrapped around things.	Adult: Say the Superworm chant "Superworm is super long. Superworm is super strong. Watch him wiggle! See him squirm! Hip, hip, hooray for Superworm!"	Child: Explore skipping or stepping or rolling over the rope.	Adult: Model using rope to skip.	Child: Explore fishing for the beetles/fish.	Adult: Attach the magnet to the rope. Model fishing for the paper beetles/fish	Child: If making the hat, child can put on stars. Try on the hat, look in the mirror.	Adult: If making the hat, fit it to the child's head and sellotape or staple.
Key phrase (signs highlighted) See above		Key phrase (signs highlighted) Super <mark>worm</mark> the <mark>skip</mark> ping rope		Key phrase (signs highlighted) Super <mark>worm</mark> the fishing rod		Key phrase (signs highlighted) Super <mark>worm</mark> is in my power (<mark>magic</mark>)	



Focus 5: Treasure in the soil		Focus 6: The plan		Focus 7: Rubbish Dump		Focus 8: Superworm	
Multi-sensory prompts:		Multi-sensory prompts:		Multi-sensory prompts:		Multi-sensory prompts:	
Tray of soil		Sponge		A bag of rubbish with a bad smell if		A length of rope or thick string (with	
Some buttons		PVA glue		possible.		stick-on eye, not essential)	
A cork		Leaves		and the second sec			
A toffee		Wool			COR.		
A fork						-0)	
Child:	Adult:	Child:	Adult:	Child:	Adult:	Child:	Adult:
Exploring the	Hide the objects	Explore sticky	Put a little PVA	Smell the	Hold the bag	Explore the	Model different
soil in the tray.	in the soil.	sponge. Add the	and water on	rubbish!	open enough for	rope, trying	uses for the
Find the hidden	Model finding	leaves and wool	the sponge to		the child to see	different uses	rope. Supervise
objects.	them.	to represent the	make it sticky		and smell but	from the book	the child for
		web.	like the		not touch.	(the belt, the hat	safety when
			honeycomb in			etc.).	exploring.
			the story.				
Key phrase (signs highlighted)		Key phrase (signs highlighted)		Key phrase (signs highlighted)		Key phrase (signs highlighted)	
All the treasure that he finds is two		The garden creatures (<mark>friends</mark>) wrap		Bang! Crash! Thump! The wizard's		Superworm chant as focus 1	
small buttons, half a cork, a toffee		the wizard (<mark>magic</mark> lizard) in leaves		(<mark>magic</mark> lizard) in the <mark>rubbish</mark> dump.			
and a plastic fork		(<mark>leaf)</mark> and <mark>honey.</mark>					

Next steps/activities

Continue story using next sessions (as one-offs or several together) Photograph the child with the different resources Use photographs for book making, matching to real book and sequencing.



Reading	Writing
The text has a great, repeated rhyme: Superworm, say the rhyme "Superworm is super long. Superworm is super strong. Watch him wiggle! See him squirm! Hip, hip, hooray for Superworm!" Can you join in with the adult or may be finish each line? Use a drum to bang out the rhythm or come up with some actions (i.e. arms out for long and showing of muscles for strong). Use your Superworm fishing line (string attached to a magnet) to fish for simple insect names on cards. Match them to plastic insects or pictures of insects.	Use your rope worm to make letter shapes or lots of little string worms to make your name.
What else could Superworm be? Try out some ideas. Photograph these and use them to make a book using the Our Story App.	



Number	Shape Space and Measures
Dig for objects in a tray of soil. Count how many objects you find:	Compare the length of your rope worm to objects around the classroom and school. Finding objects that are shorter, longer or the same length as your
Trap. UP 24-chat	worm.
1:1 correspondence	Superworm can be lots of things, he can also make lots of shapes. Can you
Use some flowers or cut out flower pictures and plastic insects or pictures of insects. Match 1 insect to each flower. Do you have enough insects?	make your rope worm into a circle, square or triangle?