These activities and ideas are based around the “Oliver’s Vegetables” series by Vivian French.

All activities could be done without the book!
Other stories to read, enjoy and link our activities to.
Milkshake doubles
Oliver was going to make himself a milkshake but now his friend has come too!
Can you double the amount of ingredients so they both can have one?
Oliver’s Milkshake

- 2 cups milk
- 3 bananas
- 4 strawberries
- 10 blueberries
- 4 scoops of ice-cream
- Blend together
- 5 squirts of squirty cream
- 1 cherry on top

New double Milkshake
Oliver’s Milkshake!

Tricky Problem
What would the recipe say if another 2 friends came?
Oliver’s Milkshake!

Make your own milkshakes just like Oliver. Pick your favourite fruit or fruits to make a frothy fantastic drink! You will need a grown up to help with the blender. Remember to count out your ingredients!
Veggie measurements!

Time for a vegetable investigation.

Use your chosen veg to measure the items in your house!
Talking Together

Job one, pick your vegetable (Carrots are good).

2. Pencil and paper ready.

3. Get measuring

4. Note down how many units (Carrots) high and long the items are.

Suggestions
Your bed
Your table
Your door
Your bookcase
Your television

Have fun noting down and let us know what you have used!
Learning through Play

A helping hand to where our activities link in our schemes and the EYFS.

Development matters – Shape space and Measure 40-60
Orders two or three items by length or height.

Early Learning Goal
Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number.
Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing.

Early Learning Goal – Shape Space and Measure
Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems.
They recognise, create and describe patterns.
They explore characteristics of everyday objects and shapes and use mathematical language to describe them.