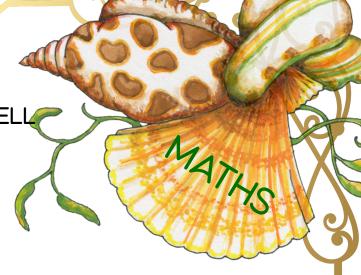# ARIEL'S SLEEP SPELL

MATHS

L.I.To solve number problems and practical problems involving these ideas (y3/4)

Tasks

In Act 2, Ariel conjures up a spell to make Alonso and Gonzalo fall asleep.

ACTIVITY 1:

But Ariel needs some help with the sleep spell... The recipe says it needs 12 legs (L) and 4 wings (W). You cannot use a creature more than once.

Solution 1:
crab+ kangaroo+butterfly
(10 l) + (2 l) +(4w)

Solution 2:
spider+ wasp
(6 l) + (6 l) +(2w)

Which creatures could Ariel put into his spell?
How many different ways can you make the recipe?
Use the table below but a separate sheet for your calculations.
Try and work methodically

Creature	No. of legs	No. of wings
butterfly	0	4
wasp	6	4
earwig	6	2
spider	8	0
ladybird	6	4
flea	6	0
larval tick	8	0
crab	10	0
pigeon	2	2
bat	2	2
kangaroo	2	0

ARIEL'S SLEEP SPELL

CHALLENGE
Create your own table of creatures and set
your own challenge for what Ariel needs
for another spell

MATHS

Creature	No. of legs	No. of wings

MATHS