

Year R Home learning. Week beginning 4.5.20

English	Maths	Other
<p><b>Speaking and Listening</b> I can share a memory. Take it in turns to talk about a memory. Encourage children to describe their memory. Think about who was there. Is it a good memory? Why?</p>	<p><b>Place value</b> I can read and order numbers to 10. Use a pack of playing cards. Lay out and order the 1 to 10 cards from smallest to largest. Count the number of objects on the card to work out what comes next in the sequence.</p>	<p><b>Science Theme - 'Animals'</b> I can name, sort and describe local animals. Find out about animals which live on the Isle of Man and some animals which don't live on our island.</p>
<p><b>Reading</b> I can read my reading book every day this week for 10 minutes. Also read 'Rumble in the Jungle'. If you do not have a copy at home you can find it on 'You Tube' to listen to. Discuss what you can see and hear in a jungle.</p>	<p><b>Addition/Subtraction</b> I can add and subtract numbers. Use a pack of playing cards. Choose two cards. For addition, count the total number of objects on both cards. For subtraction, discuss taking away the smaller number from the larger number.</p>	<p><b>Physical</b> I can practise ball skills. Try patting a ball, rolling a ball, throwing and catching a ball. Count how many times you can do each challenge. How can you record this? Can you beat your scores over the week?</p>
<p><b>Writing</b> I can write clear sentences with description. Write about what can be seen/heard in a jungle, E.g. I can see a snake / lion. Improve the sentence by adding 'wow' words, E.g. I can see a spotted, slithering, slimy snake. I can hear a fierce, roaring lion.</p>	<p><b>Place value / Number recognition / Order</b> I can read, write and order numbers. Make a number track race game up to 10. Take it in turns to roll the dice and count as you move along the number track. The first to 10 wins. If confident to 10, challenge yourself to make a track up to 20.</p>	<p><b>ICT</b> I can use ICT to support my learning. Research animals or choose from educational activities listed below. E.g. Phonics play – Phonics Pop/Buried Treasure games.</p>
<p><b>Word, sentence, grammar</b> I can draw a picture of an animal and label it. E.g. Label the head / tail / whiskers / paws / fins etc.  Keep practising your name and letter formation.</p>	<p><b>Addition and Subtraction</b> I can use number bonds to 10. Lay out playing cards 1 to 10 (the Joker could be used as 0). Play a number bonds pairs game. Take turns to choose two cards and count the total of the two cards. Does it equal 10? If so, win the pair of cards. Play with the cards face down to make a memory game.</p>	<p><b>Creative</b> I can make a den using different household materials. Talk about what you have used to make the den. Whilst in the den, you could share a story, paint or draw a picture of your family. Remember to include any pets. Can you talk about what you have drawn?</p>
<p><b>Spelling</b> I can segment to spell. Find 10 objects in your home. Sound out the name of each object. Keep practising spellings and reading of high frequency words (word walls).</p>	<p><b>Measures and Shape</b> I can make a repeating pattern. Use different objects to create a pattern. You may want to print objects on paper with paint, or create a row of objects on a table. Describe the pattern.</p>	<p><b>Be resilient and resourceful!</b> Choose from these websites to support your learning. <a href="http://www.ictgames.com">http://www.ictgames.com</a> <a href="https://www.twinkl.com">Twinkl</a> <a href="https://www.white-rose.com/">WhiteRose</a> - Homelearning- Early Years. <a href="https://www.phonicsplay.com/">Phonics Play</a> - Resources- Phase 2 or Phase 3.</p>