

Year R Home Learning. Week Beginning 15.06.20

English	Maths	Other
<p><b>Speaking and Listening</b> I can explain my ideas clearly so others understand. Listen to <a href="#">The Very Hungry Caterpillar</a> by Eric Carle. Retell the story. You could create props to help you.</p>	<p><b>Geometry</b> I can make simple patterns. First ask an adult to start a pattern for you using 3 different things, e.g. shell, pen, grape, shell, pen, grape, shell, pen, grape, shell... Continue the pattern. It helps to say what you see "shell, pen, grape, shell, pen..." Now create your own pattern.</p>	<p><b>Science</b> I can talk about similarities and differences between living things. Watch Zoologist, Jess French, in <a href="#">this video</a> to learn about mini-beasts. Compare a caterpillar with other mini-beasts. How are they similar? How are they different? Describe the life cycle of a caterpillar.</p>
<p><b>Reading</b> I can read and understand simple sentences, using my phonic knowledge to read regular words. Ask an adult to write a few simple sentences from a story for you. It needs to be a story you know well like, 'Little Red Riding Hood', 'We're Going on a Bear Hunt' or 'I Want My Hat Back!'. Read the sentences your adult has written for you and arrange them in story order. E.g. 'He had a ....', 'Then he had a ....'</p>	<p><b>Geometry</b> I can explore more complex patterns. Using your noticing skills, watch and play '<a href="#">What Comes Next?</a>'. Draw and cut out pictures of cats and dogs and arrange them like Julia and Grover. Continue their pattern for as long as you like. Now arrange your cats and dogs in different ways. Try: cat, cat, dog, dog, dog, cat, cat, dog, dog, dog, cat, cat, ... How many different patterns can you make with your cats and dogs?</p>	<p><b>Physical</b> I can show good control and co-ordination in large movements. Pretend to be a caterpillar. Make a sequence of movements to act out the life-cycle of a caterpillar. Use large and small movements. This <a href="#">music</a> might help your performance.</p>
<p><b>Writing</b> I can use my phonic knowledge sensibly to write sentences which can be easily read. Write and sequence sentences about what the caterpillar ate. Remember to sound out any words you are unsure of.</p>	<p><b>Addition and Subtraction</b> I can change the amount by adding more (to 10 / 20). Use a coat hanger and a collection of pegs. Roll two dice and place that number of pegs on either side of the hanger. Count all the pegs to find the total. <a href="#">Inspiration here.</a></p>	<p><b>ICT</b> I can select and use technology for a purpose. Use technology to find out about the life-cycle of a caterpillar, frog, etc. Search for facts and pictures of your chosen animal. Design a poster showing what you found out.</p>
<p><b>Word, sentence, grammar</b> I can add capital letters and full stops. Check your writing above and improve it. Make sure you have used capital letters at the beginning of sentences and don't forget the full stops!</p>	<p><b>Addition and Subtraction</b> I can change the amount by taking away (to 10 / 20). Choose a selection of objects that can be covered with a hand, e.g. coins, plastic toys, grapes, paperclips. Take it in turns to cover some of the objects and work out how many are left.</p>	<p><b>Creative</b> I can share ideas, thoughts and feelings through singing songs, making music and dancing. Learn the song '<a href="#">The Ants Go Marching</a>'. Sing along and march in time to the beat, use your arms just like the ants in the video!</p>
<p><b>Spelling</b> I can use phonic knowledge to blend to read regular words. Use <a href="#">Phonics Play</a> to practise reading words. Use Phase 2 and Phase 3.</p>	<p><b>Addition and Subtraction</b> I can count on and back (to 10 / 20). Practise counting forwards and backwards to ten and twenty. You could chalk the numbers on your driveway or on the pavement outside your house. Then count forwards and backwards whilst jumping on the numbers.</p>	<p><b>6R- Remembering</b> Use <a href="#">this link</a> to play a memory game. You can play by yourself or with another player. Turn over two cards at a time. Your aim is to find animal pairs. Can you remember where the different animals are? Remember to take it in turns if you're playing with another person.</p>