

Daily Activities

15 mins

Spelling Frame Year 1 rule 39 Year 2 rule 26 (Test on Seesaw on **Friday**!) 20 mins Listen to the class story, 'Rabbit and Bear', and answer the questions that go with it

Weekly Activities

(all to be completed across the week and evidenced on Seesaw using your Home-Learning code)

Maths

up to 30 mins Fill in the magic number of the day sheet (new one every day on seesaw)

15 mins

Numbots

up to 30 mins Multiplication sheet and multiplication word problems (Choose 1 of each sheet from seesaw)

up to 30 mins

Coco said that an odd number times an even number always gives an odd answer. Is she right? Prove it! (more info on seesaw)

Source: https://www.literacyshed.com/catch-a-lot.html

Session 1 – 30 mins Catch a Lot – Discuss different parts of the film and share your ideas on Seesaw. Session 2 – 30 mins Jumble Word – How many words can you find using the jumbled letters? *Rhyme Time* – Can you find a rhyme for each word?

Session 3 – 30 mins The Whale's Tale – I

The Whale's Tale – Imagine you're the whale. Using the prompt sheet, can you write a diary extract about the whale's day?

Science/STEM

30 mins- Unplugged Coding Watch this <u>coding video</u>. Create a simple under the sea obstacle course or draw an obstacle course on a piece of paper. Write simple code to guide the submarine around the obstacles found under the sea. E.g. Rocks, shipwrecks, sleeping octopus: $\rightarrow \downarrow \rightarrow \uparrow \rightarrow$ etc.

Food Safety Week

Make a poster to tell other how to be safe in the when cooking or eating food. E.G. Wash your hands, cook the food, where to keep food. (see seesaw for ideas)

Enrichment

Visit the Beach

Why not take a family trip to a beach you haven't visited before? Try going earlier or later for a quiet, relaxing walk!

BBC Jack and the beanstalk Learn 'And the Beanstalk Grew'.

Project – Under the Sea

Kindly borrowed from Robin Hood MAT

The project this week aims to provide opportunities for your child to learn more about life in and around the sea. Learning may focus on the strange and wonderful creatures and plants that occupy our oceans, their habitats and how human beings affect this environment.

Guess Who?

Write fact cards about animals from under the sea. Use books or websites to find out about the appearance, habitat and diet of each creature. After this, play a game of 'Guess Who?' using the cards and yes/no questions.

Junk Modelling

Using junk or recycling materials from around the home to design and make a Sea Turtle. You may wish to make another sea creature after this.

The Oceans of the World

Using an atlas or the internet, identify the world's oceans. Year 1 children may need some support with this. Can you find out what animals live in each ocean? <u>This game</u> allows your child to practise naming and locating the oceans.

Keeping Active

(Try at least two of the following this week. Get your family involved too!)

There are lots of ways to stay active. Why not try: a bike ride, a walk, a scavenger hunt, Joe Wicks, BBC Supermovers, Cosmic Kids, Real PE, Active Norfolk or get creative yourself!