

# Ducklings Home Learning

## Week beginning Monday 11<sup>th</sup> May 2020



### Daily Activities

**15 mins**  
Numbots

Listen to The Daily Story  
on Tapestry

Read with a loved one  
Try Oxford Owls online for free  
ebooks!

### Weekly Activities

(all to be completed across the week and evidenced on Tapestry)

#### Maths

Number  
Bud's Number Garden  
See Tapestry

Problem-solving activity  
Planting Seeds  
See Tapestry

Measure  
Capacity in Buckets  
See Tapestry

#### Writing

**Session 1**  
Make a Card  
See Tapestry

**Session 2**  
Write a message  
See Tapestry

**Session 3**  
Address your envelope  
See Tapestry

#### Science Observations

Take a look outside and find 5 'natural' things and 5 'manmade' things.  
See Tapestry.

#### Keeping Active

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

**Joe Wicks**  
Daily workouts on youtube

**BBC Supermovers**  
Choose 2-3 different videos

**Cosmic Kids**  
Available on youtube

**Real PE**  
(password emailed to parents)

**Active Norfolk**  
<https://www.activenorfolk.org/active-at-home>

**Get Outside**  
Go for a walk/cycle around your local area

#### Enrichment

**Hide and Seek Safari**  
Go on safari in your garden hiding animals for someone to find. Then swap and you find the hidden animals. See Tapestry.

**National 'Dance like a Chicken' Day – Thursday 14<sup>th</sup> May**  
Upload a video doing your best chicken dance to 'The Birdy Song'. Why not have a dance off with your family?

**Ready, Steady, Cook!**  
Help your adults to prepare a meal for the family

#### Project – Viewpoints

Kindly borrowed from Robin Hood MAT

*The project this week aims to provide opportunities for your child to learn more about key animals they are interested in. Learning may focus on exploring the physical aspects of an animal, their habitat, categorising animals etc.*

**Animal Charades**  
Take turns to act as different animals. Add in noises if you need an extra clue!

**Dear Zoo**  
Share the story [Dear Zoo](#). Visit the book's [website](#) and play the games. Why not add your own animal into the story and label it?  
For example: So they sent me a...hedgehog, but he was too prickly....so I sent him back.

**Big and Small**  
Draw as many big animals as you can on a piece of paper. Draw as many small animals on another. Can you write each animal's name?