

## Year 1 – Week Beginning 11<sup>th</sup> May 2020

Reading	<ul> <li>Read for at least twenty minutes each day.</li> <li>Choose an activity each day from the Reading Rainbow activities.</li> <li>Phonics Activity 1: Practise reading different words that make the /oo/ sound that are spelt in different ways.</li> <li>Phonics Activity 2: /oo/ 3 in a row game. Cut out the cards showing the four different ways to make the /oo/ sound. Turn them upside down. Pick one up and find a word on the board that using that spelling of the /oo/ sound and place a token on it. The first person to get 3 in a row is the winner. Then have a go at the challenge board which doesn't have the words on it.</li> </ul>
Writing	For the next 2 weeks you will be writing a story about a magical plant. If you want to, you could use the plant you invented last week. Watch the story of Jim and the Beanstalk. <a href="https://www.youtube.com/watch?v=pL0]9vtldcg">https://www.youtube.com/watch?v=pL0]9vtldcg</a> Stop after Jim gives the giant the wig. Can you predict what will happen next? Discuss with an adult and then write down your prediction using the word 'because'. Then watch the end of the story. Were you surprised?  • Where might your plant transport you to and who might you find at the other end? Draw and label your 'creature' and the place they live, using noun phrases, e.g. 'enormous ears'. Explain to the adult what will happen when you meet the creature. Will your character help the creature like Jim or will something else happen?  • Plan your story. You will need a beginning where your character finds the plant, a section where they meet the creature and the rest is up to you! Draw pictures that will help you remember what happens in each section of your story.  • Use your story plan to practise telling your story until you are really fluent and can include lots of detail. Maybe you'd like to act it out with someone at home, or video-call your grandparents to tell them your story. Remember- you need to sound like a story-teller. Try to use time words like 'Once upon a time, suddenly, Eventually, Gradually'.  • Re-watch the YouYube video up until 45 seconds in. This is the part of your story you will write today. Think about where your character is when they find the plant. How do they feel (can you use a good feelings vocab word)? What might they say when they see the plant? Don't forget to describe what it looks like- your reader won't already know that! Your diagram from last week might help you.
Maths	<ul> <li>This week you are going to be continuing to learn about money.</li> <li>Starter: each day practise counting in either 2s, 5s or 10s. Try creating your own counting stick with post-it notes and removing the post its to count forwards and backwards like we practise in school. <ul> <li>Activity 1: recognising coins activity sheet.</li> <li>Activity 2: counting coins</li> <li>Activity 3: counting coins problem solving</li> <li>Activity 4: set up your own shop (e.g. a toy shop, sweet shop, food shop) you can use the labels to create prices for the different items. Invite the other people in your house to come to your shop and buy different things. What coins can they use to buy the different items?</li> </ul> </li> </ul>



	Activity 5: Challenge – Sweet Shop Problem
Curriculum	Science:
Task	Select a common flowering plant and discuss its individual parts. Draw a picture of this plant and label its parts. Use the 'How to create a plant picture' craft instructions and create your own labelled plant.