



My Home Learning Journal

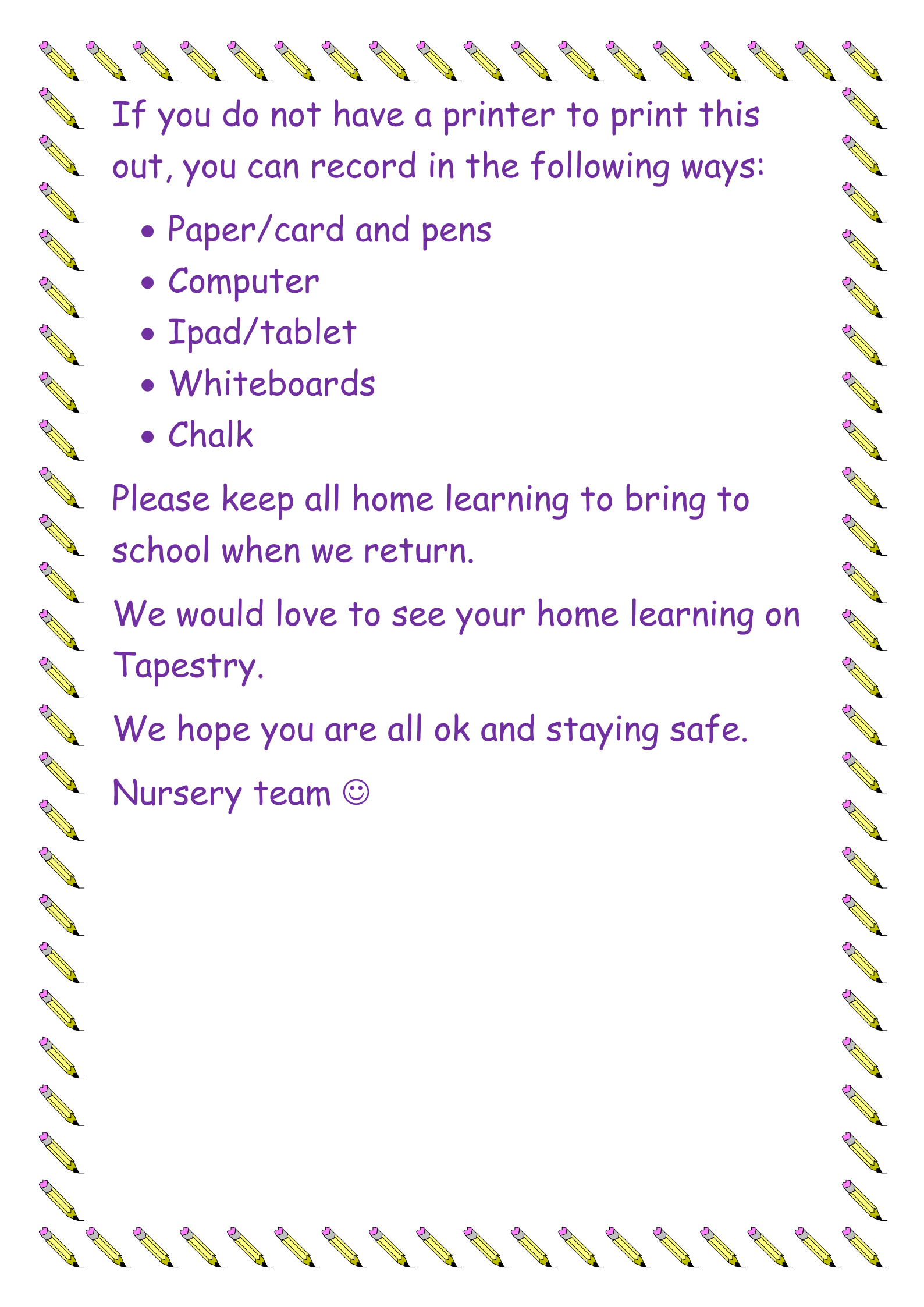
Week 6 - 11th May

By

(draw a picture of your favourite animal)

Websites to use at home

- www.phonicsplay.co.uk (use the free phonics play and use phase and 3 games depending on their phonic group)
- <https://www.topmarks.co.uk/learning-to-count/gingerbread-man-game> (matching, counting, ordering)
- <https://www.ictgames.com/mobilePage/hfwBingo/index.html> (high frequency word bingo reading phase 3 or phase 3 words)
- <https://www.ictgames.com/mobilePage/bingoOriginal/index.html> (bingo phase 3 and phase 3)
- <https://www.ictgames.com/mobilePage/viking/index.html> (spelling words)
- <https://www.ictgames.com/mobilePage/countingCaterpillar/index.html> (ordering numbers)
- <https://www.ictgames.com/mobilePage/hundredHunt/> (hundred hunt)
- <https://www.primarygames.co.uk/pg2/splat/splatsq100.html> (splat the 100)
- <https://www.topmarks.co.uk/maths-games/3-5-years/counting> (counting, ordering/sequencing/shape games)
- <http://www.pobble365.com/> (talk about the picture of the day)
- www.twinkl.co.uk (resources you can download)
- <https://www.teachyourmonstertoread.com/> (phonics and reading game)
- <https://uk.ixl.com/> (all areas of learning)
- <https://www.phonicsplay.co.uk/> (phonics)
Username: march20 password: home
- https://www.oxfordowl.co.uk/for-home/find-a-book/library-page/?view=image&query=&type=book&age_group=Age+4-5&level=&level_select=&book_type=&series=# (ebooks)



If you do not have a printer to print this out, you can record in the following ways:

- Paper/card and pens
- Computer
- Ipad/tablet
- Whiteboards
- Chalk

Please keep all home learning to bring to school when we return.

We would love to see your home learning on Tapestry.

We hope you are all ok and staying safe.

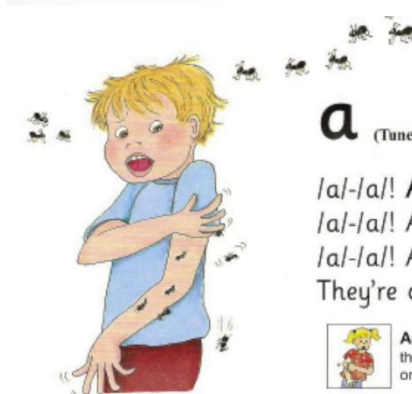
Nursery team 😊

Day One

Learning Objective: Phonics/Mark making/Maths

Find things around your house/garden that begin with the 'a' sound. Practice saying the 'a' sound with the Jolly phonics action. Trace the letter that makes the 'a' sound up in the air, on the floor, in your palm, on each other's back. (this will be a bit tickly). Then try to write the letter 'a' on a paper, this is a bit tricky, so use the letter formation sheets at the end.

Challenge: How many objects starting with the 'a' sound did you find?
Try to write the number using the number formation sheet.



a (Tune: Skip to My Lou Track 2)

/a/-/a/! Ants on my arm.
/a/-/a/! Ants on my arm.
/a/-/a/! Ants on my arm.
They're causing me alarm.



Action: Wiggle your fingers above the elbow, as if ants are crawling on you, and say a, a, a, a!

a



Number Formation

Can you trace the numbers?

0 1 2 3 4 5
6 7 8 9 10

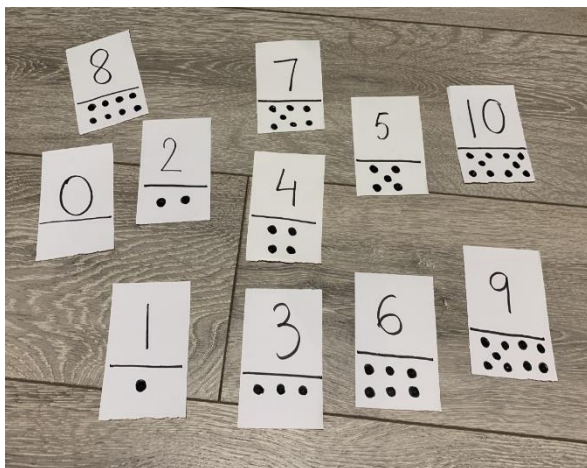
Day Two

Learning Objective: Maths - Number - To make a number line to 10

Can you order numbers from 0-10? You can make number cards yourself by cutting up pieces of paper and writing the numbers on. If your child is at early stage, you can write the numerals for them. Or they may be able to write them. One numeral for each bit of paper. Don't forget to include zero! Add dots to show the corresponding amounts, helping your child to make connections.

Start with numbers from 0-5 and then try to order them 0-10.

Challenge: Close your eyes and ask your grown up to muddle up a few of the numbers. Can you put all the numbers back in the correct order?



Day Three

Learning Objective: Expressive art and design/Joins construction pieces together to build and balance/Maths.

Make a tower from recycling-You can use cereal boxes, bottles, tubes, plastic tubes (anything that is clean and safe). Allow your child to choose what resources to use for their tower. Give your child time to explore how items balance on top of each other/fit next to or inside each other. They can use glue or sticky tape to fix it. There will be lots of problem-solving opportunities. How many different objects/boxes have you used for your tower?



Day Four

**Learning Objective: Physical Development/Moving and Handling;
Gross motor skills (big movements and coordination) and Maths**

Daily exercise - Make up your daily exercise routine

Daily exercises are very important for the children, they build up their gross motor skills which help them to sit up and write. Create your own daily exercise routine, for example: 5 jumps, 3 hops, 7 star jumps and then jog on the spot. You can use different types of walks too: waddle like a duck, jump like a dog, flatter like a butterfly, slither like a snake etc.

Remember count slowly as you do your exercise.

Keep it simple! Always check things are safe!



Day Five

Learning Objective: Show and Tell/ Communication and language/Mark making

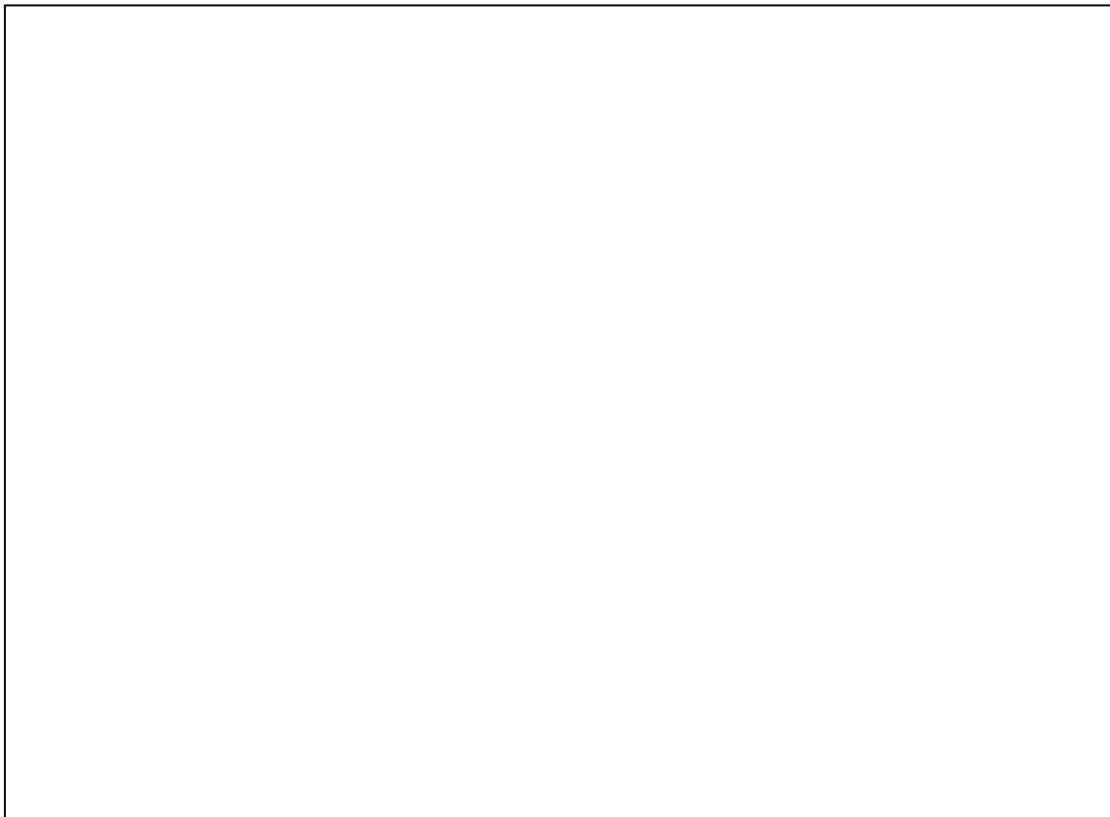
Find your favourite toy to show your family. What is your toy's name? What colour is it? What does it look like? What does it feel like? What is it made of? Why do you like it best?

Challenge: Can you draw a picture of your teddy? Can you write your teddy's name?

Example: This is Ted. Ted has brown fur and has two fluffy ears. He has two beady eyes and a black shiny nose. Ted has got pink paws.



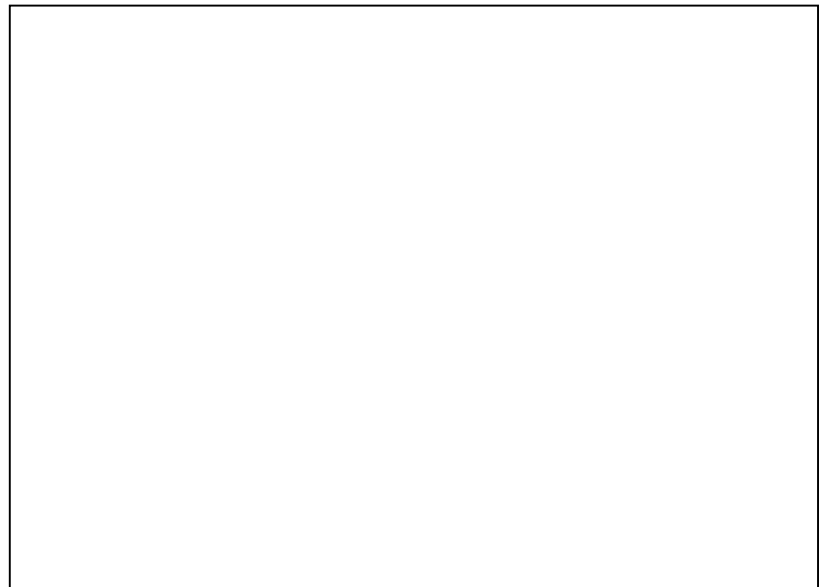
As this will be an activity every Friday, please choose a different toy, or it can be anything that you want to use for your Show and tell. 😊

A large empty rectangular box for drawing a picture of a toy.

Learning objective - Maths/Mark making

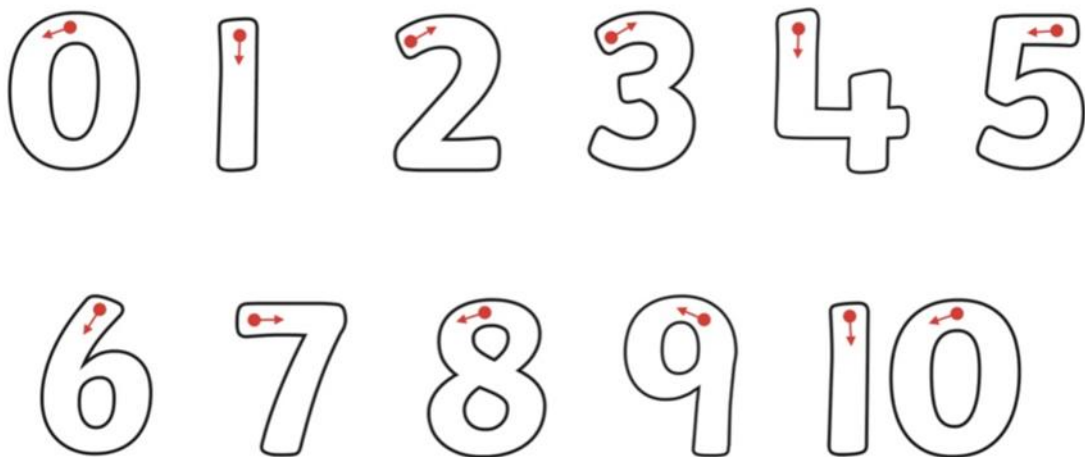
How many different lights can you find around your home? How many are off? How many are on? How many lights are in bedrooms? Draw a picture of one.

Challenge: Can you write the numbers?


























Number Formation

Can you trace the numbers?





























Here is a sound mat to help you.

My Phase 2 Sound Mat

s 	a 	t 	p 	i 	n 	m 	d 
g 	o 	c 	k 	ck 	e 	u 	r 
h 	b 	f 	ff 	l 	ll 	s/s 	

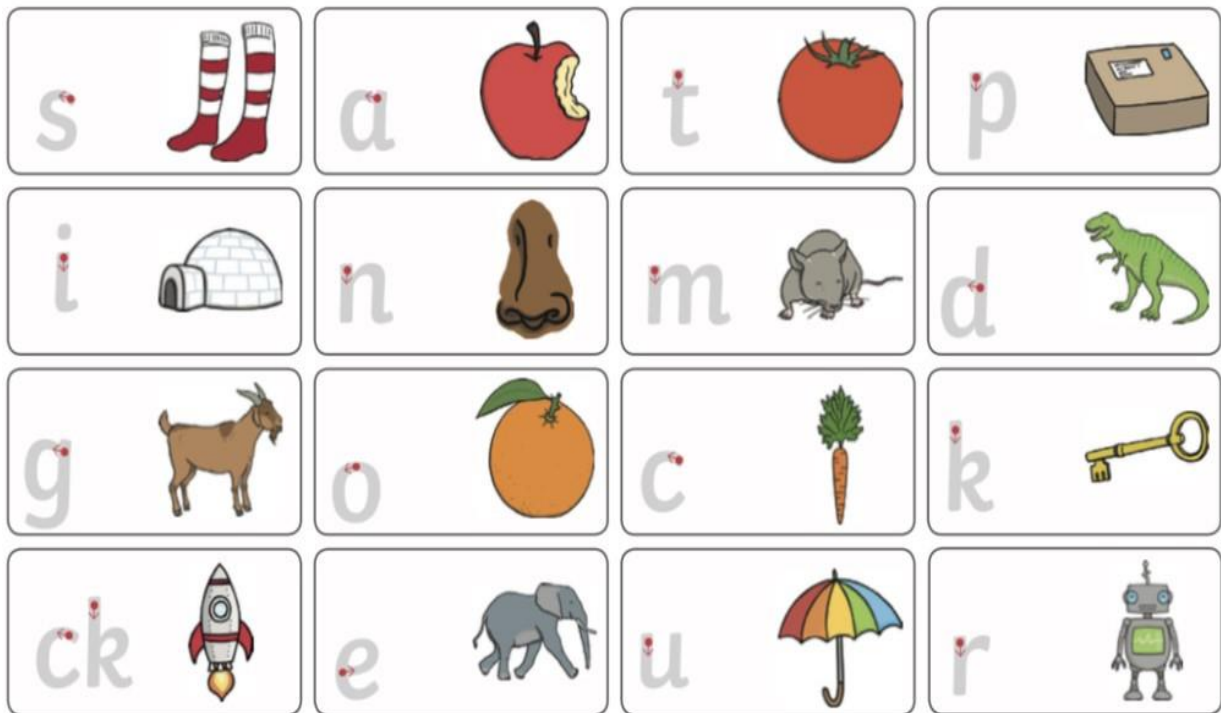
twinkl visit [twinkl.com](https://www.twinkl.com)

My Alphabet Mat

a 	b 	c 	d 	e 	f 	g 	h 	i 
j 	k 	l 	m 	n 	o 	p 	q 	r 
s 	t 	u 	v 	w 	x 	y 	z 	

twinkl visit [twinkl.com](https://www.twinkl.com)

Phase 2 Graphemes Letter Formation

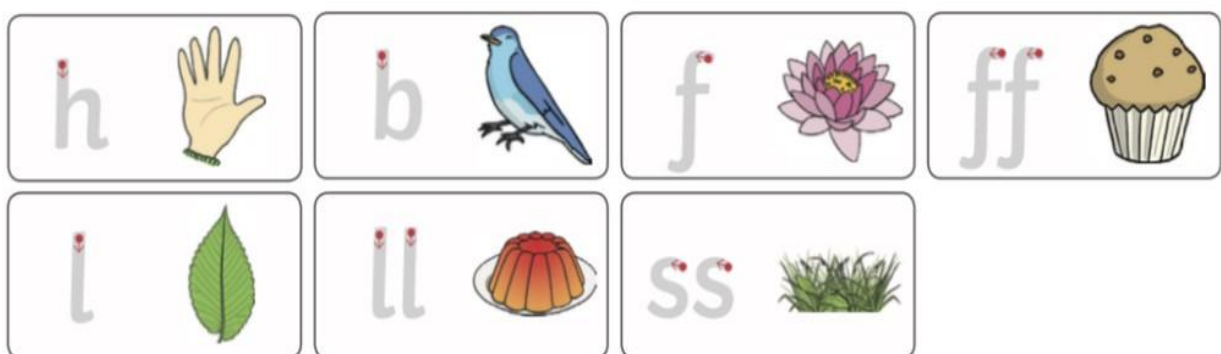


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Phase 2 Graphemes Letter Formation



Take 5: Ideas for Independent/Home Learning

On Sudden Hill by Linda Sarah and Benji Davies (Simon and Schuster)

1. Explore it

Look at the front cover and talk about what you see. What do you like about it? Why? Who are these children? How do you think they know each other? What do you think they are doing or about to do? How do you think they feel? What tells you that? Have you ever felt like this with someone? Who? Why do you like being with them?

Read the title. What is this place like? Do you think you'd like to go there? Why, or why not?

Look at and read the spread below. Is this what you expected? Why? Why not?



2. Illustrate it

Think about the 'wild seas and skies' they are sailing in as pirates. What do you think this looks like in their imagination? Where do they think they are? How would the children be acting? What kind of props might they have? What could they be saying? Draw out their imaginary adventure on the 'wild seas' using whatever you have to hand, the back of an envelope or old letter or cereal box will do if you don't have paper to hand.

3. Talk about it

- Why might the sky feel 'wild'? What kind of day is it? How do you know?
- Why are the two children described as 'always always Big' friends? What does this mean?
- Do you have a 'Big' friend? What do you like about them?

4. Imagine it

Read the spread again and think about all the different people the children pretend to be. Look at the pirate ships these children have made from their boxes and a few props:

- How have they made them? What have they used?
- Do you ever play with boxes and junk you have found? What do you make?
- What if you were being kings or soldiers or astronauts, how would you change the boxes?
- What would you add to them?
- Can you describe its special features?
- What do you think this would look like?

5. Create it

Make an imaginary place of your own like the two boys did with whatever things you have to hand, like household objects or even an old box. You could make it large enough to play inside, like a den, or somewhere smaller for your toys. It might be a rocket or a castle or anything you like. Think about what it would look like. For ideas, think about your favourite story characters in books or in films and television. Where do they live? What do they do? Do you want to make props to play with?

Now play. Can you get inside what you have made to play? Who will you pretend to be? Who else will you play with? What will they be? How will you act? What will you say? What will your voice sound like? Maybe you have made somewhere for your toys. What would they be doing and saying? You could find more ideas for pretend play at CBeebies Let's Play: <https://www.bbc.co.uk/cbeebies/shows/lets-play>

Maybe you could recreate a scene from your favourite story? Will there be a problem to be solved? Will anything exciting happen? You could act out your story for someone else. Maybe they could film you or you could draw your story for other people to act it out?