

Home Learning – Year R

Week Beginning 25th January

	Monday	Tuesday	Wednesday	Thursday	Friday
Maths	<p>Follow the lesson called Growing 6,7,8 Session 1</p> <p>https://whiterosemaths.com/homelearning/early-years/growing-6-7-8/</p> <p>Follow up activity below</p>	<p>Follow the lesson called Growing 6,7,8 Session 1</p> <p>https://whiterosemaths.com/homelearning/early-years/growing-6-7-8/</p> <p>Follow up activity below</p>	<p>Follow the lesson called Growing 6,7,8 Session 1</p> <p>https://whiterosemaths.com/homelearning/early-years/growing-6-7-8/</p> <p>Follow up activity below</p>	<p>Follow the lesson called Growing 6,7,8 Session 1</p> <p>https://whiterosemaths.com/homelearning/early-years/growing-6-7-8/</p> <p>Follow up activity below</p>	<p>Follow the lesson called Growing 6,7,8 Session 1</p> <p>https://whiterosemaths.com/homelearning/early-years/growing-6-7-8/</p> <p>Follow up activity below</p>
English	<p>Watch YR Alphabet Code Lesson on the school website:</p> <p>https://www.ccht.rbkc.sch.uk/learning-at-home/reception-learning/</p> <p>Follow up activity and supporting resources below</p>	<p>Watch YR Alphabet Code Lesson on the school website:</p> <p>https://www.ccht.rbkc.sch.uk/learning-at-home/reception-learning/</p> <p>Follow up activity and supporting resources below</p>	<p>Watch YR Alphabet Code Lesson on the school website:</p> <p>https://www.ccht.rbkc.sch.uk/learning-at-home/reception-learning/</p> <p>Follow up activity and supporting resources below</p>	<p>Watch YR Alphabet Code Lesson on the school website:</p> <p>https://www.ccht.rbkc.sch.uk/learning-at-home/reception-learning/</p> <p>Follow up activity and supporting resources below</p>	<p>Watch YR Alphabet Code Lesson on the school website:</p> <p>https://www.ccht.rbkc.sch.uk/learning-at-home/reception-learning/</p> <p>Follow up activity and supporting resources below</p>
Reading	<p>Make sure you have some quiet time for daily reading of your own book. You can choose and ebook here – you will need to sign up for free</p> <p>Listen to story time on the school website: https://www.ccht.rbkc.sch.uk/learning-at-home/story-time/</p>				
Other Subjects	<p><u>Understanding The World</u> <i>Save our Oceans Poster</i></p> <p>Can you make a poster about how we can save our ocean? Remember to include why it is important to protect our ocean! Look at the link here about turtles to help you.</p> <p><u>Expressive Art and Design</u></p> <p>Make a sea creature Get creative! Can you make a sea creature out of items in your kitchen? Look at the examples below to help you.</p>	<p><u>Physical Development</u> <i>Hand creatures</i></p> <p>Draw around your hands with a pencil. Can you make them into a sea creature? Look at the examples below to help!</p> <p><u>Personal Social and Emotional Development</u></p> <p>Understanding Feelings Read the book 'The Snail and the Whale' by Julia Donaldson . Choose a character: the snail or the whale. Discuss how each character is feeling. Why do they feel that way?</p>	<p><u>RE</u> <i>The Parable of the Sower.</i></p> <p>This is the parable that inspires our schools' Christian Vision. Watch the video and use the seed pack below to write in.</p> <p>https://www.youtube.com/watch?v=W6LwEW8jX9A</p> <p>What good things would you say and do that would make sure that you grow and flourish like the crops in the good soil?</p>	<p><u>Spanish</u></p> <p>Watch these videos to know about the new animals of the day: https://www.youtube.com/watch?v=xwR73XPWxz4&ab_channel=LearingSpanishwithJohanna</p> <p>https://www.youtube.com/watch?v=POjBXo2JhZA&t=68s&ab_channel=SuperSimpleEspa%C3%B1ol-CancionesInfantilesYM%C3%A1s</p> <p>Be ready to have a little dance and play!</p>	<p><u>Communication and language</u> <i>Sea Bingo</i></p> <p>Can you play a game of under the sea bingo?</p> <p>Choose 6 sea creatures to draw in your 6 boxes.</p> <p>Choose a quiz master to call out the creatures and see who can cross out all of the creatures first!</p> <p>Whoever wins shouts BINGO!</p>



#MathsEveryoneCan



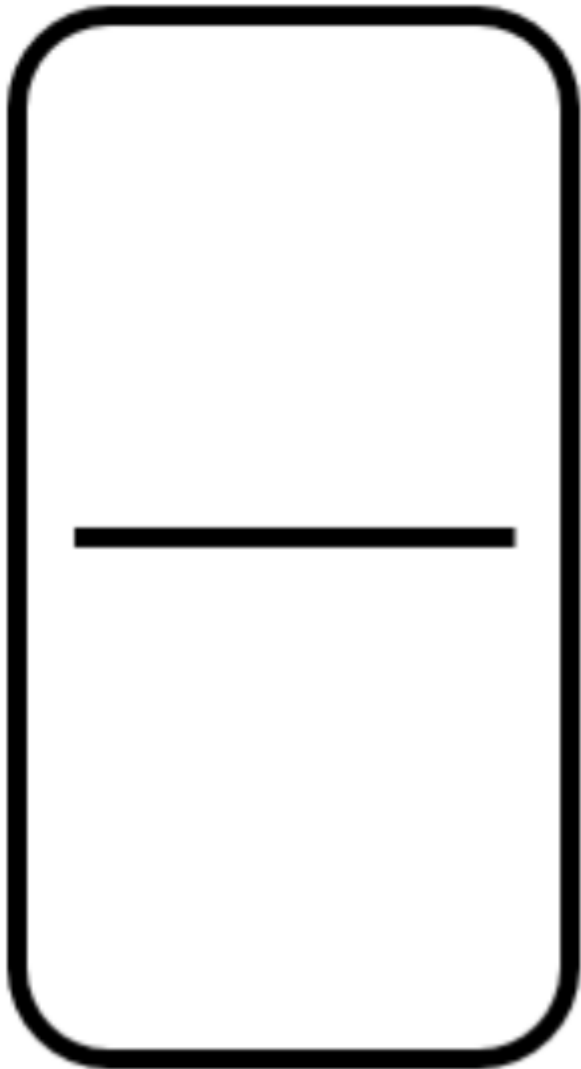
Go on a hunt to find the number 6
How many different ways can you see 6?



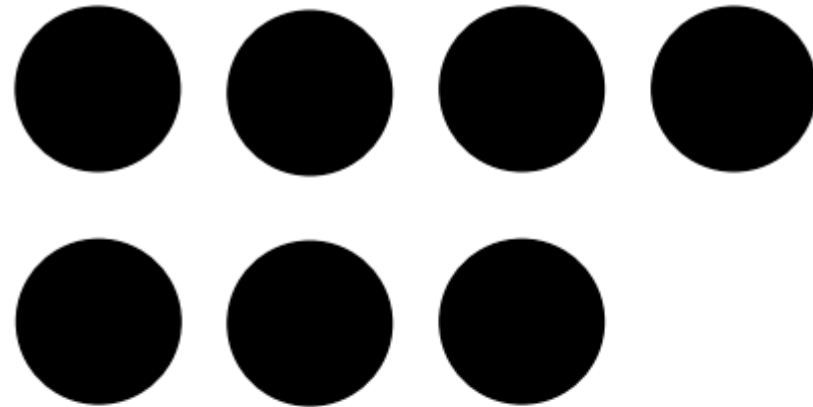
Can you find the numeral 6?
Can you spot a group of 6 objects?



#MathsEveryoneCan



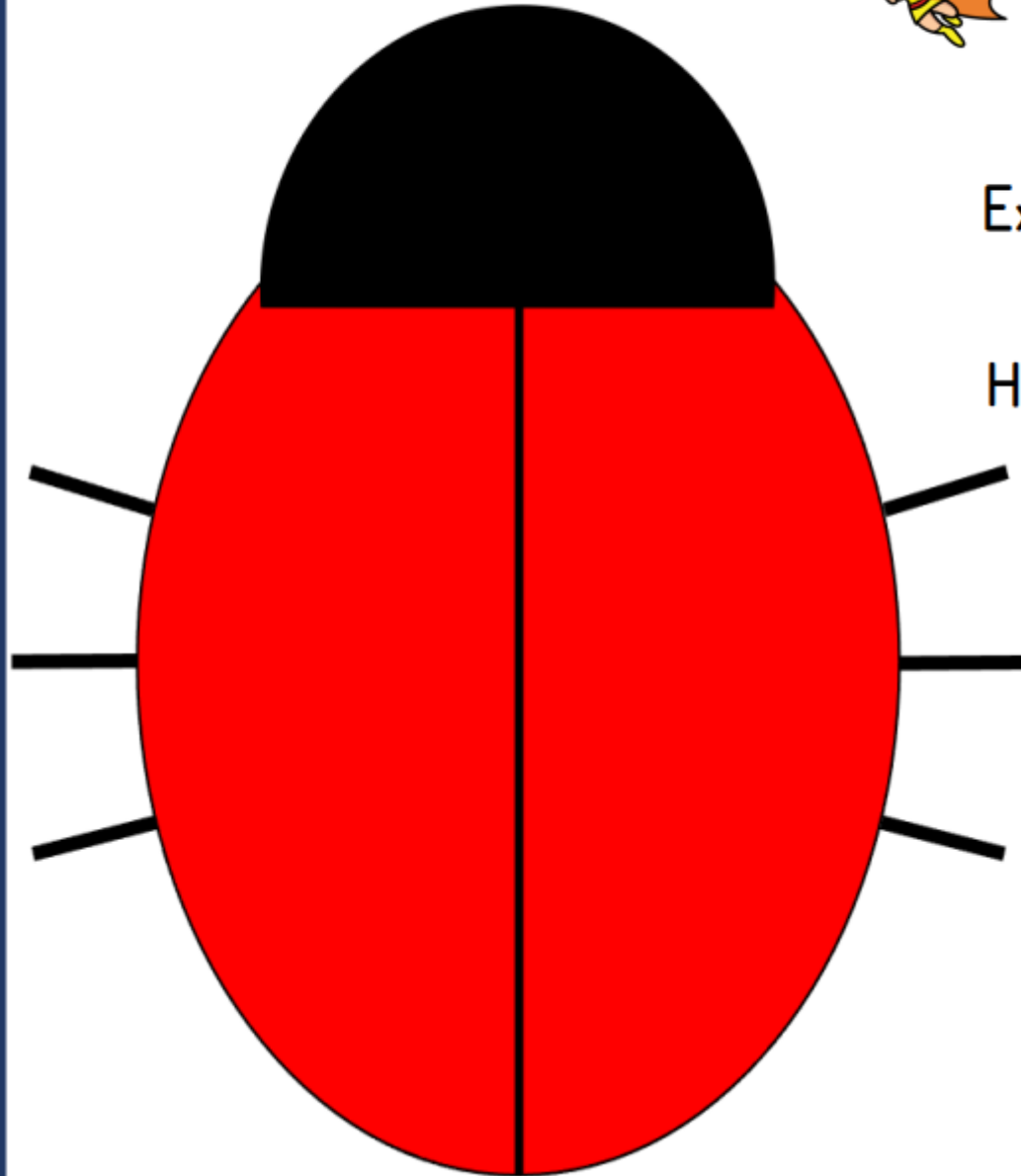
Explore all of the different ways that you can make 7 on a domino.
Have you found all the possible ways?



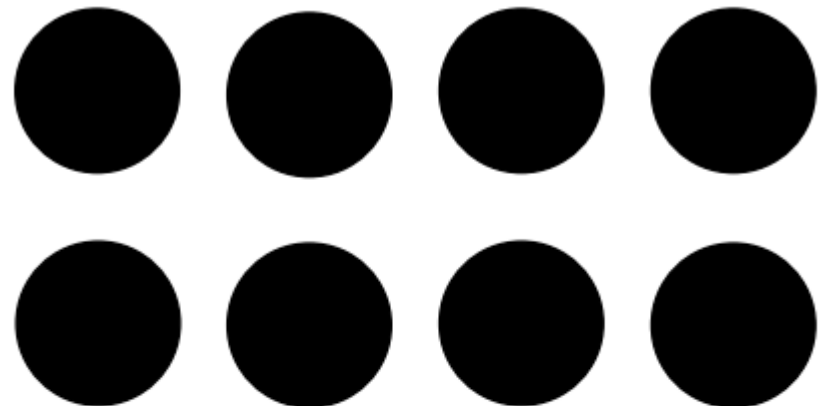
How else could you represent 7?



#MathsEveryoneCan



Explore all of the different ways that
you can make 8
Have you found all the possible ways?

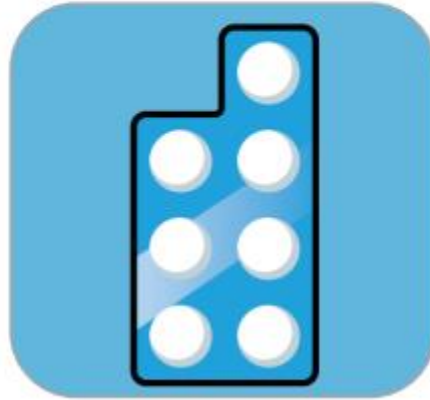
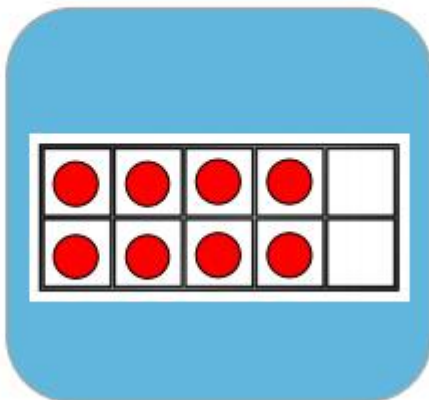




#MathsEveryoneCan

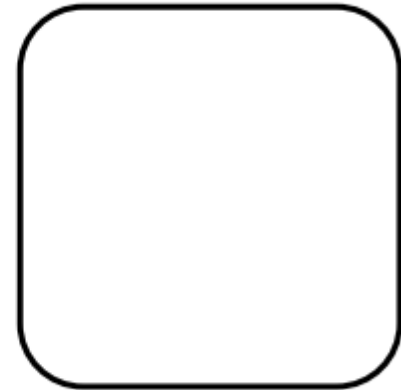
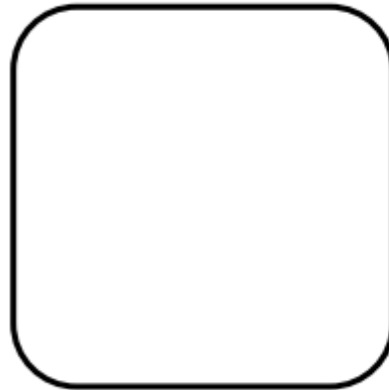
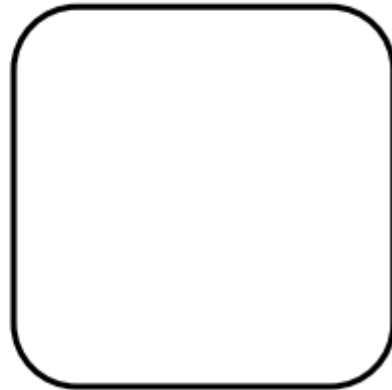
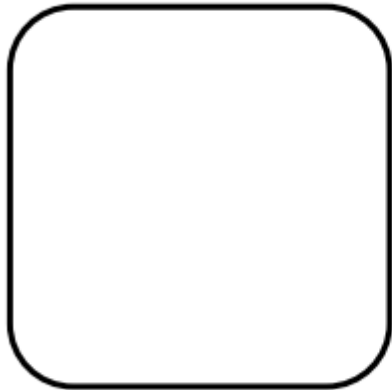
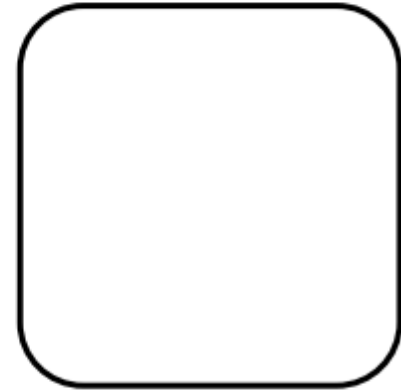
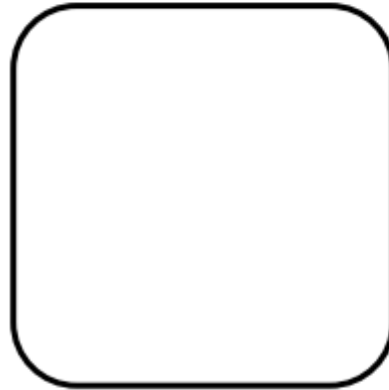
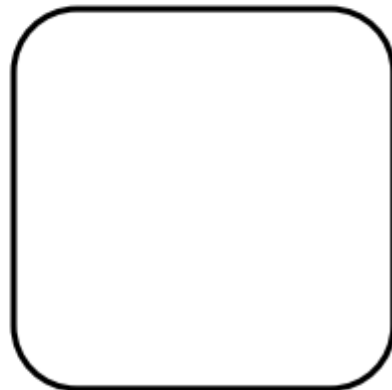
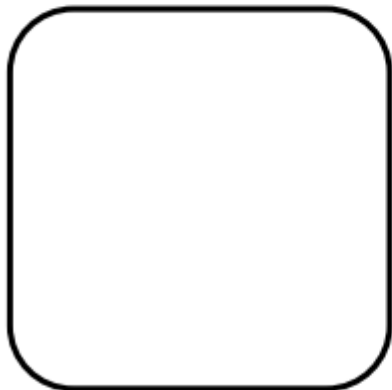


Have a go at playing the memory game with a friend.
If you turn over two cards that show the same number, you get to keep them both!





Now have a go at designing your own cards to play the memory game with.





Count some toys into your toy box.

Ask a helper to take out one toy whilst you are not looking. Can you spot who is missing?



What happens to the number of toys when you take one out and then put it back? Does it matter which toy you remove?










Alphabet Code Lesson 1

We will be recapping the sounds we learnt last week. Watch Monday's Alphabet Code Lesson 1 on the school website. First, we will be writing the words **shark, surf and roof** (use the sounds lines below). Then, practise saying today's silly sentence with Miss Gaskill. Once you have said your sentence a few times, have a go at writing it down in your book by yourself.

Pay attention to our new sounds:

/ar/ /ur/ /oo/

Sound Lines

Have a go at writing our shared sentence.

Can you think your own silly sentence? Make sure to use some of our new sounds.

Alphabet Code Lesson 2:

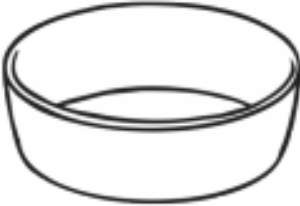








Trace the code for the sound /or/ - Remember to start every letter from the bottom.



Alphabet Code Lesson 2:
Sound Lines



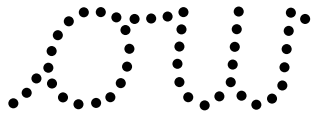
Follow up activity for /or/ - ONLY write the words that have the sound /or/ in them (dish, fork, born, cork, bark, boat, corn, sort, fort)

		
<input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/>
		
<input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/>
		
<input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/>

Can you write a silly sentence using words with the sound /or/?

Alphabet Code Lesson 3:

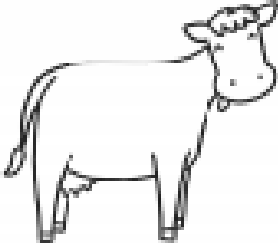
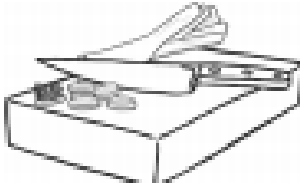



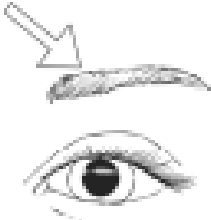
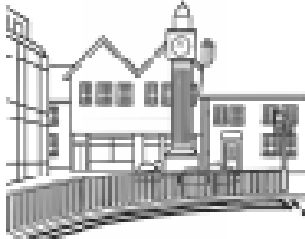

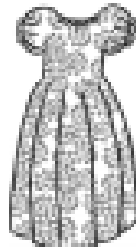
Trace the code for the sound /ow/ - Remember to start every letter from the bottom.



Alphabet Code Lesson 3:
Sound Lines



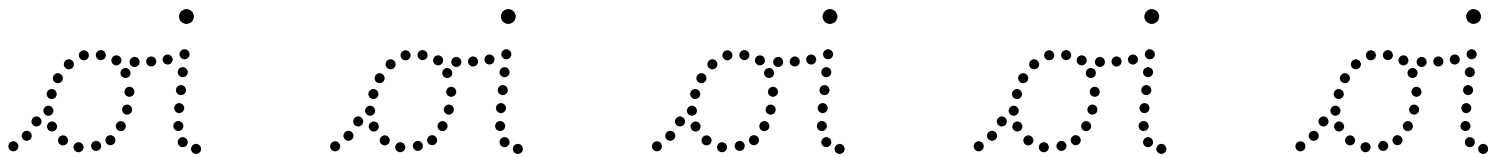
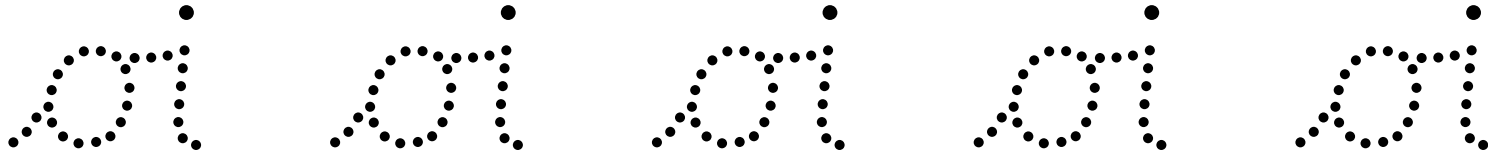
Follow up activity for /ow/ - write the words that ONLY have the sound /ow/ in them (cow, chop, howl, owl, light, brow, town, surf, gown)

		
<input type="text"/>	<input type="text"/>	<input type="text"/>
		
<input type="text"/>	<input type="text"/>	<input type="text"/>
		
<input type="text"/>	<input type="text"/>	<input type="text"/>

Can you write a silly sentence using words with the sound /ow/?

Alphabet Code Lesson 4:

Trace the code for the sound /oi/ - Remember to start every letter from the bottom.



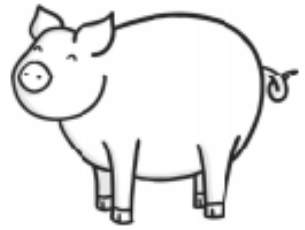

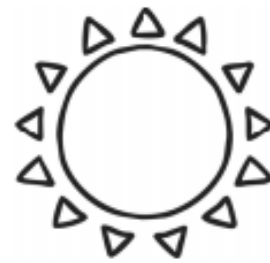

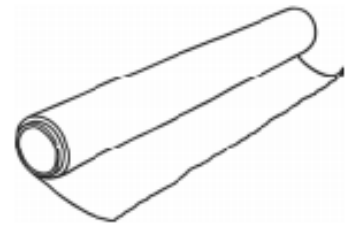




Alphabet Code Lesson 4:

Sound Lines



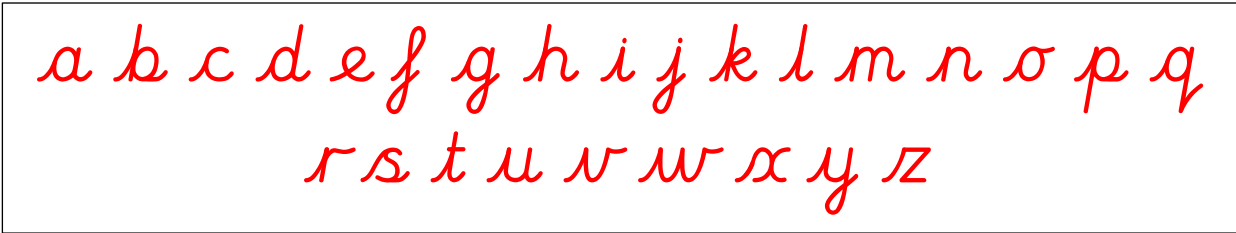
Follow up activity for /oi/ - ONLY write the words that have the sound /oi/ in them (town, coin, oink, soil, sun, boil, foil, join, sing)

 <input type="text"/> <input type="text"/> <input type="text"/>	 <input type="text"/> <input type="text"/> <input type="text"/>	 <input type="text"/> <input type="text"/> <input type="text"/>
 <input type="text"/> <input type="text"/> <input type="text"/>	 <input type="text"/> <input type="text"/> <input type="text"/>	 <input type="text"/> <input type="text"/> <input type="text"/>
 <input type="text"/> <input type="text"/> <input type="text"/>	 <input type="text"/> <input type="text"/> <input type="text"/>	 <input type="text"/> <input type="text"/> <input type="text"/>

Can you write a silly sentence using words with the sound /oi/?

Alphabet Code Lesson 5
Jack and the Beanstalk

Listen to the video of **Jack and the Beanstalk**. Do you think Jack was right to take the hen and the harp from the giant? Can you write a letter to Jack explaining why he was wrong and what he could have done instead? I have attached some examples below. Remember, the children should be writing **phonetically** and **independently** using the codes they know. It does not need to be spelled perfectly at this stage!



Dear Jack,

We have been reading Jack and the Beanstalk. We agreed that Jack should not have taken the hen and the harp. What should Jack have done differently?

Dear Jack, ^{were} ^{naughty}
You ~~was~~ ^{were} ~~not~~ ^{naughty}
~~because~~ ^{because} ~~the~~ ^{the} ~~giant~~ ^{giant}
was ~~asleep~~ ^{asleep}.

You were naughty because the giant was sleeping.

We have been reading Jack and the Beanstalk. We agreed that Jack should not have taken the hen and the harp.
What should Jack have done differently?

Dear Jack,

You should not
take the hen and the
harp because the ^{giant} giant
will be sad.

You should not take the hen and the harp because the giant will be sad.

We have been reading Jack and the Beanstalk. We agreed that Jack should not have taken the hen and the harp.
What should Jack have done differently?

Dear Jack, ^{should}
You should ask
^{because}
because you
~~should not ask~~
the ^{giant} giant
will be sad.

You should ask because the giant will be sad.

Monday & Tuesday Topic:

Make a Sea Creature Ideas



Junk modeling for example:

Egg cartons, milk bottles, water bottles, cereal boxes, glue, scissors, paint

Hand Creatures



Friday Topic:

RE: The Parable of the Sower (Matthew 13:1-23, Mark 4:1-20 and Luke 8:4-15)

This is the parable that inspires our schools' Christian Vision.

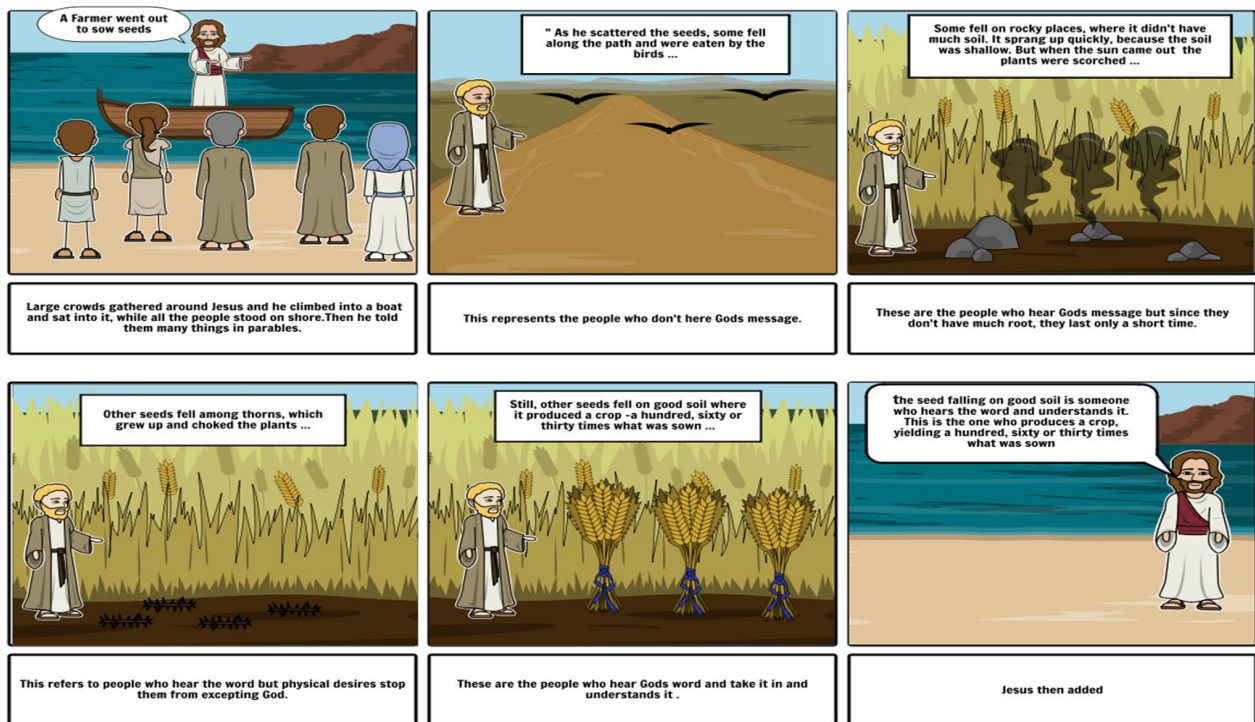
Our Christian Vision

'We take inspiration from the Parable of the Sower, teaching children to "See with their eyes, hear with their ears and understand with their hearts".

Our schools are united in the Christian vision to educate children for life in all its fullness, working together so that each child may flourish with a delight in seeking wisdom and knowledge. We are all learning to love God, one another and ourselves.'

Watch the video:

<https://www.youtube.com/watch?v=W6LwEW8jX9A>



Create your own at Storyboard That

What good things would you say and do that would make sure that you grow and flourish like the crops in the good soil?

Draw and label or write your ideas on the seed packet below.

seeds
