



HOME LEARNING

YEAR 1	WEEK 8	THEME: UNDER THE SEA	Date: 01.06.20
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MATHS- One more and One Less	45 minutes
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Today we are going to put all our knowledge together

Can you identify one more AND one less for different numbers up to 100

Start with this song <https://www.youtube.com/watch?v=Totj3oVgVy8>

Put some different numbers around the room
Eg 19 23 34 54

Get your child to identify one more And one less than each of these numbers

Play this game to finish <https://www.topmarks.co.uk/learning-to-count/chopper-squad>

ENGLISH

<p>Reading 20 mins</p> <p>Monday- Encourage your child to learn the rhyme 'A Sailor went to Sea, Sea, Sea'. https://www.youtube.com/watch?v=28uNq8XQPK8</p> <p>Can your child perform this rhyme by heart?</p>	<p>Phonics 10 mins</p> <p>Go on a sound hunt in house/garden. They can list all of the items they can find containing the 'ea' sound. They may identify objects that contain an alternative way of spelling the 'ea' sound such as ee/y /e.</p>	<p>Writing 30 mins</p> <p>Imagine you have gone to visit a desert island https://safeyoutube.net/w/Dxh6 Ask your child to write a message in a bottle. What can they see, hear, feel, taste and smell? Why not roll the message up and pop it in a plastic bottle to share with a friend?</p>
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Spellings 10 mins
Don't forget to practise this weeks spellings!

PHYSICAL ACTIVITY- Choose one 30 minutes

<p>Joe Wicks Work Out 9am The Body Coach on You Tube or use a uploaded video</p>	<p>Oti Mabuse Dance 11.30 Oti Mabuse Official on You Tube or use previous uploaded video</p>	<p>Jack Hartman- Rhyme, Freeze and Move https://www.youtube.com/watch?v=cSPmGPlyykJ</p>
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THEMED LEARNING-Under The Sea

Guess Who?-

Ask your child to write fact cards about animals from under the sea. They can 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.

SCIENCE/ STEM LEARNING EXPERIENCE

Unplugged Coding

<https://www.bbc.co.uk/bitesize/clips/ztqxhyc>

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. E.g. →→↓→→↑→ etc.

TEAM PLAYER SKILL

Can you help your grown up get your lunch ready?

INDEPENDENCE SKILL

Can you tidy your room?