



HOME LEARNING

Reception

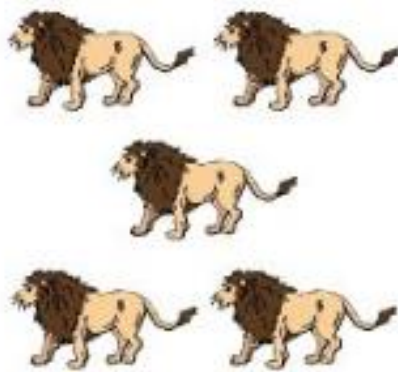
WEEK 13

THEME: ANIMALS

Date: 06.07.2020

MATHS

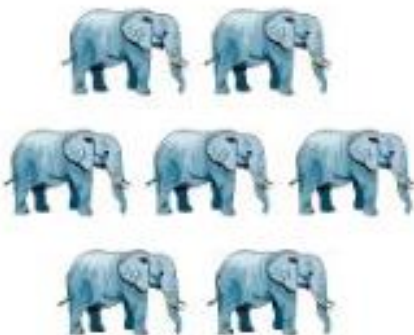
This week I would like you to recap on some addition and subtraction using the techniques we have learnt in class. Today I would like to start with looking at one more and one less. This is where each time we add one (one more) or take one away (one less). Take a look at the animals below, can you count each box in turn and then work out how many there would be if we added one more? Try to write a number sentence to go with it, for example **$4 + 1 = 5$**



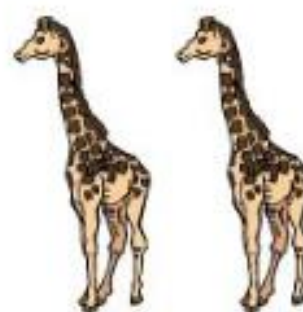
Now add one more



Now add one more



Now add one more



Now add one more.

Once you have tried that. Go back and count them again, only this time I want you to take one away and work out what is one less. If you print this page it might help to cross one out and recount them or you could work out what number comes before the amount of animals and work it out that way.

Write the number sentence for each one again, this time using the subtraction symbol, e.g. **$5 - 1 = 4$**

LITERACY, COMMUNICATION AND LANGUAGE

Reading: Just a reminder to make sure you are reading regularly with an adult, if you register and log into Oxford Owl there are ebooks that you can use on there. Here's the link: [Oxford Owl EBooks](#)

Lots of the books we have been reading this half term were involving animals that you might find on a safari. I want you to imagine you are heading out on a safari and need to make a list of things to pack to take with you. Watch this episode of Andy's Animal Safari: [Andy's Safari Adventures](#) and take note of the things that Andy takes with him/wears.

Think about the things you might need on safari; remember you are headed to a hot place and will need things to help you spot the animals. Talk to an adult about the kinds of things you think you would need to take with you. Then write a list of all the things you want to take. Use your phonics to identify what sounds you can hear in each word and write them down. Remember a list is written in a long line, each word has to go on a fresh line beneath the last.

Physical

Joe Wick's Work Out

9am The Body Coach on You Tube or use an uploaded video

Part of our EYFS Physical development goal is to ensure children have good fine motor as well as gross motor skills, take a look at the frog patterns below. If you have a printer then print the sheet and cut along each pattern slowly and carefully. If you do not have a printer then see if you or a grown up can copy the patterns onto a piece of paper and then cut them out.

THEMED LEARNING

Today we are going to have some messy fun! You will need some shaving foam, some paints and a thin stick or pencil. Today we are going to see if we can create a snake skin print type of pattern using these ingredients. First squirt some shaving foam onto some newspaper or a paper plate, make sure you have enough to create a picture with (just under A4 size) then I want you to use different shades of green, black, grey, yellow or whatever other snake colours you can find. Pop a few blobs of paint onto the shaving foam, you don't need a lot of paint. Then get your stick and swirl the paint around to create a pattern something like this:



When you have created a pattern, place an A4 piece of paper on top of the shaving foam/paint mixture and press gently. When you lift the paper the pattern should have printed onto it, leave it to dry and you should have a snake skin pattern.

INDEPENDENCE SKILL

For this week's independence skill I want you to learn the number you would have to ring if there was ever an emergency. It could be that someone has hurt themselves and you are the only one around, what number would you need to call? Do some research into the emergency number 999 and find out what services are available when you call that number. Remember, you must only call the number for real if there is an emergency, you should never call it unless you absolutely need to, why do you think this is so important?

Frog Cutting Practice

Carefully cut along the dotted lines.



