All about me- week 2 w/b 27/04/20
Home Learning Activities

Writing	Reading	Oracy	Maths
What would be your perfect day? Write about your perfect day from morning until night. What would you eat? What would you do? Where would you go? Who would you be with? *Why have you made these choices?* Think of 3 adjectives that describe you best and explain your choices.	Try to read a story a day on Oxford Reading buddy. Retell one of the stories **in order** to another member of your house. Look through books, magazines or newspapers: Can you spot the following words and make a tally chart of how many times they appear: Me, you, people, children.	Choose one of your favourite things in your house. Do not tell anyone what it is but describe it to someone else and tell them about it WITHOUT using the word. Can they guess what it is? Try it again- how many can they guess?	Counting- subtraction *See following pages for guidance.* You can use the ideas from last weeks home learning tasks for activities and change them to subtract. ICT at the bottom of the page has some games to support this.
Construction	**Creative**	**Let's Investigate**	**Games**
Make a robot using 'junk' boxes from your house. What will you call your robot? What will your robot be able to do? How tall is it?	After completing 'let's investigate' choose your favourite animal and make/create a life cycle of them from birth until they are fully grown. You can make this however you wish. Label your life cycle with information you have found out and how they change through each stage. How is their life cycle different to ours?	Now you have looked at how you have changed from a baby- see if you can look at how animals change from birth to adult life. Choose 3 of your favourite animals and see if you can research how they change as they grow. What is similar/different about them? *Look on the link in the ICT section at the bottom (Crickweb KS1 Science) to find out more about how animals change like us when they grow.*	Write a set of instructions so that everyone in your family knows how to play your favourite game. This could be a board game, a computer game or a game you play in the playground. What do you need for this game? How many people are needed? Write clear steps that everyone can follow with numbers.
Welsh	**Cooking**	**Physical/ Movement**	**Knowledge and Understanding of the World**
Recap asking and telling the time in Welsh. Faint o'r gloch? *What is the time?* Un o'r gloch- *One o'clock* Google ' bbc bitesize welsh clocks singing about the time' Can you learn the song?	Can you make a sandwich and cut it in halves/quarters? How many pieces do you have when it is in halves? How many pieces do you have when it is in quarters?	BBC super movers KS1 Maths: number bonds with Martin Dougan. *This is a free website that allow children to move and learn at the same time.*	Look around the house and in the garden, how many things can you find that **grow**? Make a list.

ICT games:
Topmarks KS1- Mental maths train (subtraction) https://www.topmarks.co.uk/maths-games/mental-maths-train
Topmarks KS1- Helicopter game (count on & count back) https://www.topmarks.co.uk/learning-to-count/helicopter-rescue
Crickweb KS1 Science- Adult and baby animals http://www.crickweb.co.uk/ks1science.html
Crickweb- http://www.crickweb.co.uk/ks1science.html Select 'Plant labels'

Mathematics- subtraction

<u>Use numbers that are suitable for your child. Use last weeks task as a list of suggestions of questions and examples you can complete with your child- each page is of a different difficulty so find which is best suited for your child. These are JUST suggestions to give parents some ideas.</u>

Numbers up to 20 (two digit - one digit number e.g. 16 + 4 =)

- Use objects to support the counting where necessary.
- Method: Get children to put the larger number in their head and then count backwards on their fingers the other number. Make sure children do not count the number they are starting on when carrying on counting.

Numbers up to 50 (two digit - one digit e.g. 28 - 9 =)

- Method: Get children to put the larger number in their head and then count back on their fingers the other number. Make sure children do not count the number they are starting on when carrying on counting.

Numbers up to 50+ (two digit - one digit e.g. 76 - 8=)

- Method: Get children to put the larger number in their head and then count back on their fingers the other number. Make sure children do not count the number they are starting on when carrying on counting

Amina collects 23 conkers. She gives 6 of the conkers to her brother and 8 to her sister.

How many conkers does she have left?