Monday 4 th May	Tuesday 5 th May	Wednesday 6 th May	Thursday 7 th May	Friday 8 th May
P.E:	P.E:	P.E:	P.E:	P.E:
Jo Wicks at 9am OR	Jo Wicks	Jo Wicks	Jo Wicks	Jo Wicks
	OR	OR	OR	OR
Just Dance	Put on your favourite songs and dance!	 Play a game in your garden Tag Stuck in the mud Duck, duck goose 	<u>Go Noodle</u>	Put on your favourite songs and dance!
Break	Break	Break	Break	Break
Phonics Use the phonics wheel to play a game of quick write digraphs. How many digraphs can you write in 2 minutes? Check which ones you missed and try again.	Phonics Write the Year 1 tricky words on strips of paper. Hide them around the house or garden. Go on a <i>Tricky Word</i> hunt. If you are unsure: phase 3 Tricky Words phase 4 Tricky Words phase 5 Tricky Words	Phonics Begin by practising the phonics wheel and singing the alphabet. Choose a digraph to focus on and search for objects around the house with that digraph. Write the words down as you go along. Example: oa Soap coat	Phonics Begin by practising the phonics wheel. Go onto phonics play and play some games. Phonics play	Phonics Cover up some digraphs on the phonics wheel. Can you guess which ones are missing? 1. Make a cube out of paper or card (you can get a template on google). 2. Write a digraph on each side. 3. Roll the dice and write 3 words with that digraph.

English	Planning				
Mon	Research amphibians. Use BBC Bitesize to gather information: Research FACTS				
	Write a list of attributes amphibians have.				
	1. Appearance. 2. Habitat 3. Diet.				
Tues	Choose your favourite amphibian. Next you must investigate and plan a non-fiction report.				
	1. Appearance				
	2. Habitat				
	3. Diet				
	Tip: National Geographic is great for investigating.				
Wed Begin to write your non-fiction report about your amphibian. Just focus on writing about the appearance. Underneath your writing, draw the amphibian and label it Success Criteria: 1. Capital letters and full stops. 2. Conjunctions (and, because) 3. Adjectives to describe the superior of the s					
	1. Title. 2. Subheadings 3. Factual writing. 4. Diagram				
Thurs	Complete your non-fiction report. Write about their habitat and diet.				
	Always refer to your plan to help you remember the facts.				
	Success Criteria:				
	1. Capital letters and full stops. 2. Conjunctions (and, because). 3. Adjectives to describe.				
Friday	Create a poster about amphibians.				
	Your poster could be based on:				
	1. Characteristics of amphibians 2. Different species of amphibians. 3. Focus on a new amphibian of your				
	choice.				

Maths Planni	ng				
Monday	Start off with cover some numbers on a 100 square. Which numbers are missing? 100 Square				
	Activity: Begin by choosing a number from the 100 square.				
	Split that number into 10's and 1's using a part, part whole model.				
	Example: 35 has three tens and five ones.				
	Complete a couple of numbers together and then try to do this independently.				
Tuesday	 Count to 100 forwards and backwards. Next count in 10's to 100. 				
	Activity: Make numbers to 100 use 10p's and 1p's.				
	Example: 56p =. five 10p's and six 1p's				
	This activity can be just practical. If you would like to record, draw around the coins and write the value in the				
	middle.				
Wednesday	Practise counting to 100 with <u>Jack Hartman</u>				
	Write numbers 1 – 50 or 1-100 on pieces of paper/card.				
	Cut them up and have a go at ordering.				
	 You could put the numbers on the floor and make a large number square. 				
	Order them on the washing line.				
	Choose 5 numbers and put them in size order (smallest to the largest).				
Thursday	Review counting in in steps of 1 and 10 to 100.				
	Make your own snakes and ladders and have fun playing!				
	Challenge: Your game could go in steps of 2, 5 or 10!				
Friday	Practise counting in steps of 1,2,5 and 10 to 100.				
	Activity: Writing number words to 20. 1: one. 2: two. 3: three.				
	Challenge: Writing number words to 100. 56: fifty – six 34: thirty – four 21: twenty – one				
	Play: <u>number words memory game</u> You could make your own number words memory game!				

Weekly Pla	nning					
Monday	Science: Lifecycle of a frog. 1. First research a frogs' lifecycle. 2. Then make the lifecycle out of art supplies and recycled materials. Ideas:					
Tuesday Letter-join						
	Then log on to letter join and practise your handwriting. <u>Letter Join</u> Username: vt2910. Password: home					
Weds	 Art: Be an artist by sketching what it is front of you. Activity ideas: Sketch flowers, trees and other plants in your garden. Sketch something in your home. This might be a bowl of fruit, your favourite toy or maybe even someone in your family. Make your sketch even better by adding some colour! 					
Thursday	Geography: Explore the countries that make up the United Kingdom. Come up with a rhyme to help you remember them. Activity ideas: 1. Name the 4 countries of the UK on a map. 2. Find out the capital cities of each country. 3. Have a go at drawing the four countries flags.					
Friday	Music: Fill glass bottles with water and blow into them to create sounds. Activity ideas: 1. Try and play 'Twinkle, Twinkle Little Star'. 2. Make your own song using the bottles. What other sounds can you make using the bottles?					