

Monday 13th July

P.E - Animal Walk. Move around like different animals.

Phonics: Sing the alphabet.

Visit phonicsplay.co.uk Username: march20 Password: home

Read sentences with adjacent consonants. [Sentence Reading](#)

English - What are nouns?

[Nouns](#)

Use this animation to find out about nouns and how we use them in our writing.

Click the above link to then read some sentences and highlight the nouns in the sentences.

Maths – Direction and turns: Click the link to find out more.

[Direction and Turns](#)

Directions and **turns** can be used to explain a **journey**.

Directions are instructions like 'three steps forward' or 'one step backwards'. These tell you how far to go.

Turns can be clockwise (the same way the hands on a clock move) or anti-clockwise (the opposite way to a clock's hands).

You can turn a quarter, half or complete turn - this would take you back to where you started.

Get a family member to shout out some turns: Whole Turn, Half turn, Quarter turn. Move accordingly.

Read a story outside in the garden. Afterwards you can act out the story with your family.

Yoga and Relaxation: Click the link: [Yoga Adventure](#)

Follow Coco the Butterfly on her cosmic adventure. Learn all about gratitude through Yoga and Relaxation.

Tuesday 14 th July
P.E: Mr Men: Call out the name of different Mr Men characters and move or make shapes with your body accordingly. For example; Mr Slow, Fast, Jelly, Strong, Bounce, Small etc.
Phonics: Review: Phonics Wheel. Activity: Practise your spellings.
English - What is a verb? Verbs Watch the above animation to find out about verbs. Can you identify the verbs by playing the game below the video? Use a bug club book to see if you can spot some verbs.
Maths- Direction and Turns: Click the link to find out more... Direction and Turns Directions and turns can be used to explain a journey . Directions are instructions like 'three steps forward' or 'one step backwards'. These tell you how far to go. Turns can be clockwise (the same way the hands on a clock move) or anti-clockwise (the opposite way to a clock's hands). You can turn a quarter, half or complete turn - this would take you back to where you started. Hide some treasure in a room. Direct a family member to this treasure by using direction instructions. For example, "Move two steps forward."
Art: Research the artist 'Georgia O'Keefe' FACTS Look at her work and talk about what you see. What does she like to paint? What colours does she like to use?



Have a go at drawing and painting like 'Georgia O'Keefe'. You can even choose a plant in your garden, pick one of her paintings to recreate or buy some flowers from a shop to paint. You can use colouring pencils, water colours, oil pastels or paint.



Wednesday 15th July

P.E - Puddle Jumping. (Weather permitting) Get your wellies on!

Phonics: Read the Tricky word Trucks: [Game](#)

English – What are adjectives?

[Adjectives](#)

Be an adjective detective and find all the adjectives in the text!

Can you complete the adjective quiz and win?

Maths- Review yesterday's activity.

[Direction and Turns](#)

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Play the game from the above link: Move the square by following the instructions.

Yoga and Relaxation: Follow some Yoga stories. [Yoga Stories](#)

Memory Games!

Draw some matching pictures. These could be animals, colour spots, food or sports pictures. Or use a pack of cards.

Put the cards face down and with a partner take turns to pick 2 cards. Try and find matching pairs. The player with the most matching pairs at the end wins!

Thursday 16th July

P.E: Play traffic lights game. Pretend to drive a car and when you shout red light, Freeze! Amber: Jog on the spot and shout 'Vroom Vroom!' Green: Run as fast as you can!

Phonics: Reading real and nonsense words: [Game](#)

English – How to write command sentences...

[Commands](#)

Command sentences are used when you are telling someone to do something.

Commands usually start with an **imperative verb**, also known as a 'bossy verb', because they tell someone to do something.

"Fetch me some biscuits."

In this example, 'fetch' is the imperative verb.

You should also use commands when you are writing instructions telling someone how to do something.

Write a set of commands for a family member. It might be how to brush your teeth, how to run a perfect bubble bath, how to make some toast.

Maths - Direction and Turns

[Direction and Turns](#)

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Download the Beebot application: It's free! Move the Beebot around the challenges by using your new knowledge of direction and turns!

Log onto Espresso: Enjoy the story Mr Underbed: [Story](#)

Username: student5260

Password: homework

Music- Musical Stories

Username: student5260

Password: homework

Click the link to explore some musical stories: [Anansi, Cat and Rat](#)

Investigate the video. Look at how the musician played the fiddle in two different ways. Can you describe how it was played? [Playing the fiddle](#) Learn some new musical words and decide what is a short sound or long sound.

Join in with the animal noises for each character: [Animal Noises](#)

Friday 17th July

P.E: Enjoy a walk, bike ride or a scooter ride around the local park.

Phonics: Play Cheeky Chimps. [Game](#)

Maths- Using coordinates.

[Coordinates](#)

Coordinates

A point on a grid has **two numbers** to identify its position. These numbers are known as coordinates.

Coordinates are always written as the number of steps across first, then the number of steps up or down.

Grids have **two axes**. The **horizontal axis is called the x-axis** and the **vertical axis is called the y-axis**. These axes can be used to find a point on a grid.

Make your own coordinate grid and put some objects inside. It could be your favourite animals or toys. Tell what coordinate you would need to use to find...

Log onto Espresso: Enjoy the story Halibut Jackson: [Story](#)

Username: student5260

Password: homework

Science: Habitats

Click this link to find out more.

[Habitats](#)

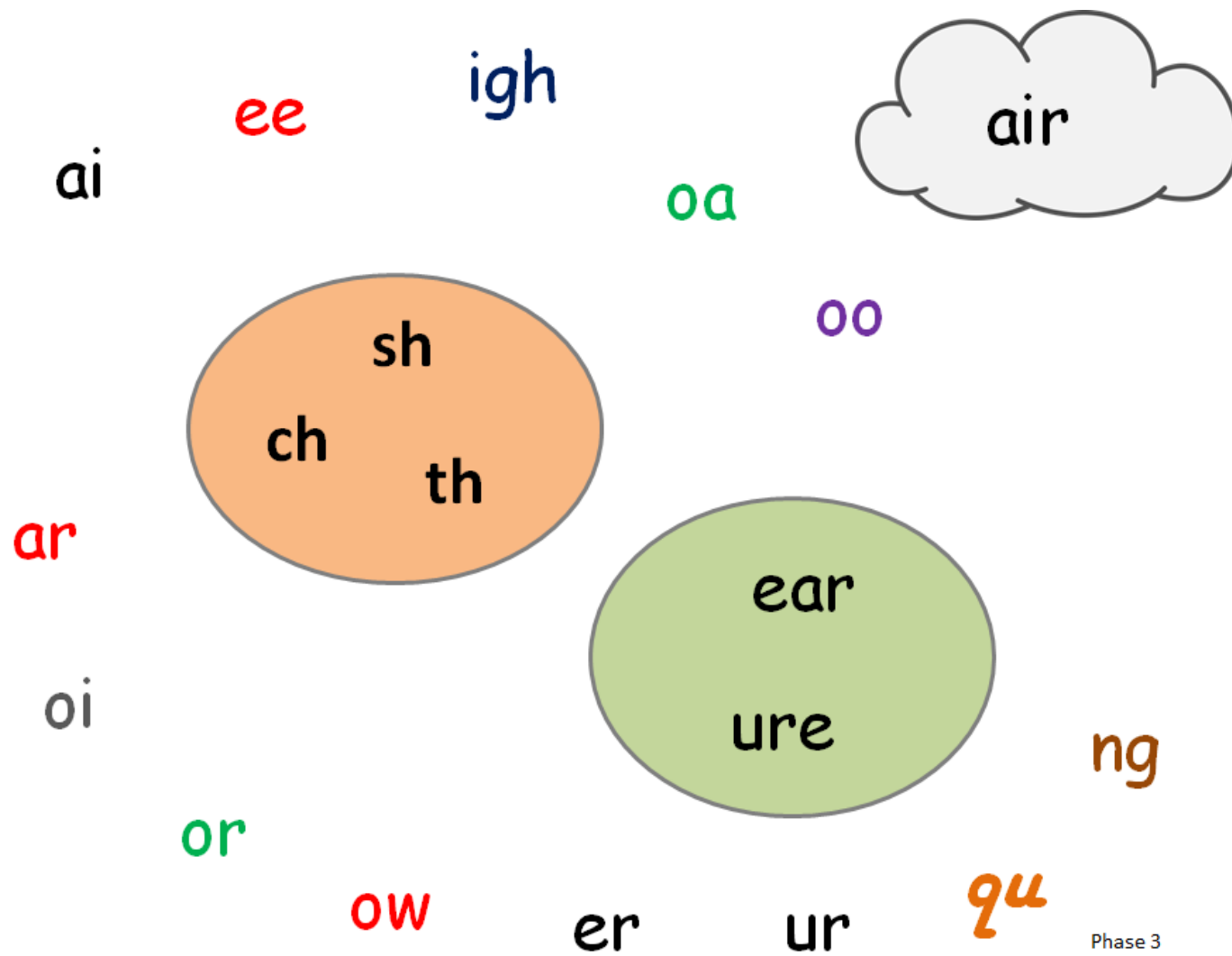
Username: student5260

Password: homework

Explore these habitats and find out what plants and animals live there.

There are four habitats to explore with videos and games.

Draw your favourite habitat and label what plants and animals live there. Can you describe their features and what makes these animals suitable to live in oceans, rainforests or deserts?



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ay	ea	ie	oe	ew
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a-e	e-e	i-e	o-e	u-e
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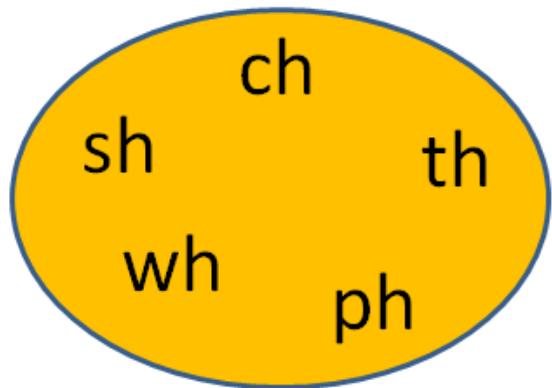
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100 High Frequency Words

a	on	can	put	help	Mr	come	now	came	asked
I	to	me	not	do	Mrs	some	oh	them	about
in	no	we	said	went	was	for	old	same	were
is	and	be	you	will	so	from	out	very	called
it	mum	he	his	one	saw	have	here	with	could
the	go	she	are	all	too	house	that	what	children
him	get	look	by	as	see	just	don't	when	looked
dad	at	my	off	if	day	like	then	they	people
an	big	had	her	I'm	back	made	this	there	little
up	but	got	of	into	down	make	time	their	it's

Miss O'Reilly's Phonics Group Spellings

your	with	full	for	one	would
you	ask	pull	his	because	could
there	have	all	love	friend	could
here	were	house	some	school	want
where	our	today	come	once	by
came	before	which	find	children	both
home	another	right	mind	wild	old
good	every	always	kind	climb	after
last	little	father	behind	most	sugar
this	any	beautiful	child	only	improve
clothes	busy	who	water	again	half
money	people	door	poor	floor	great

Miss O'Donoghue's Phonics Group Spellings

20 Certificate Words

a	and	the	I	to	do	said	is	of	look
me	he	we	she	be	was	they	my	says	are

For 50 Certificate

go	so	no	like	has
your	you	there	here	where
with	ask	have	were	our
full	pull	all	house	today
for	his	love	some	come
one	because	friend	school	once

Mrs Roberts' Phonics Group Spellings

a	and
the	I
to	me
my	is
he	we

