



Working at Home Reception (Week 10)

Week beginning 15.08.20

Hello again everyone, well done if you are using this grid to guide your activities at home. I am aiming for the children to do one “school” activity each day, either Literacy or Numeracy and a physical/ fine motor activity- cutting, planting, painting, colouring. This week...a trusted recipe for play dough!

English

Reading.

Read **The Three Billy Goats Gruff** – as many versions as you can find. Talk about the characters – who is the bravest? The meanest? The strongest? The smallest? Etc. Google “Oxbridge Baby Three Billy Goats Gruff” ...it will give you an animated version.

Phonics

Sound (phoneme) focus – “igh” and “ar”.

Please “Keep the kettle boiling” with “igh” – read and write “igh” words. Remember it is a greedy grapheme.

Introduce your little one to the sound “ar”

Say “Start the car... ar!” and show them the sound written down – draw a car together.

Make a rhyming string ...”ar”
Ask the children to think of as many “ar” at the end words as they can.
Write them in a list.
star, car, far etc.



Parents a phoneme is the sound you hear within a word.

A grapheme is the written letter on the page.

Remember “sounding out” with Fred Talk helps us to spell the word.

Writing

Use a comic strip to help you remember the story of **The Three Billy Goats Gruff**.

Draw a picture in each box about events in the story. What happens first? etc.

First... Next... After that...

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Use your comic strip to help you write your story. Try and use the words above each picture to help you write the story in the correct order. Parents remember to go with the flow- pictures one day and writing the next if that suits.

Maths

www.topmarks.co.uk
www.bbc.co.uk/teach/super movers

Continue with Take Away using the “counting back” method.

Generate some subtraction sums- use 13 as your start number. Ask children to put the biggest number in their head and count back the smallest number.



You can use a number line- draw one or use a simple ruler, to help the children visualize the sum. Circle the first number, and then bounce **back** along the line for the second number.

So, **13-7=**

Would be – which is the biggest number? Put that in your head and count back. “13.....12, 11, 10, 9,8,7,6... The answer is 6”. Putting up fingers as you count back ...”12, 11, 10, 9, 8, 7, 6.” may also help.

Have a try!

If we don't get this at first use objects to help get the answer.

Again parents – please talk about the numbers you use- e.g. “I see you've written 10- one more than 10 will be.... / one less than 10 will be... Or How many whole tens are in 10? / and how many little ones?

Keeping score.

Set up a target game (like last week's physical task)

Use two targets- buckets / hoops etc.

Give each target a value – throw your bean bag /small ball... how many points did you score altogether?

Can you write a sum? – remember to use the + and + signs.

Make it more difficult by using higher numbers in the targets.



	<p>(Again, parents we want to work within 20, and be really confident and fluent).</p>
<p><u>Physical Development</u></p>	<p>Practise cutting and colouring.</p> <p><u>Mrs Wilde's Best Play Dough Recipe.</u> (And she has tried a few!)</p> <p>2 cups of plain flour. 2 cups of salt, Little drop of oil, Tablespoon of Cream of Tartar, Hot Water – enough to make a dough. Mix all ingredients together then add the hot water. Once it is cool enough knead the dough to give it elasticity. You can add food colouring to make different coloured doughs. The dough should keep well for at least a week in an airtight container.</p> <p>Use your new dough to make models of the Three Billy Goats Gruff and the Wicked Ugly Troll! Maybe you could also make a rickety-rackety bridge.</p>
<p>Websites covering a range of topics</p>	<p>www.twinkl.co.uk www.topmarks.co.uk www.bbc.co.uk/bitesize www.kids.classroomsecrets.co.uk (Parent Access Account) www.phonicsplay.co.uk Login: march 20 Password: home</p>

