

RECEPTION PLANNING FOR WEDNESDAY 25TH MARCH 2020

Morning everyone,

Well done to those of you who have completed the work and sent it to me **and** played the games and read the ebooks on Active Learn. You are working so hard!! Remember to click the little bug icon at the end of the books - that way I know you have read it!



Today we will be continuing with our story 'The Little Red Hen'. and writing even more 'take away' number sentences.

Below is a reminder of what to do each day:

- The resources that you need each day can be found using the link to **OneDrive** - <https://1drv.ms/u/s!AscxVKY2trk-goolTxs2S-rGg67U9A?e=FDKaPC>
Look in the folder for that day - e.g. **Wednesday 25th March**.
- You can send photos of the work that they complete to info@calpeschool.com.
If you write 'Reception' in the subject it will be forwarded to me and I will write back.
- In addition you can find allocated games, activities and reading books on the **Active Learn Website** - www.activelearnprimary.co.uk. I can see who has logged on and completed the games and read the ebooks.

Activities to complete today:

Literacy

- Read 'The Little Red Hen story power point' again. (found in the OneDrive folder from the link above, under Wednesday 25th March).
- *How did the hen feel at the end? Do you think she should have shared the bread? Were the other animals were being a good friend to the Little Red Hen? - Why not?*
- Talk to your child about why it is important to be a good friend.
- Make a poster showing how we could be a good friend - use the 'How to be a good friend cards' (found in Wednesday's folder) to help.
- Draw and label pictures showing how to be kind to your friends – either use the 'How to be a good friend recording sheet' (found in Wednesday's folder) or a piece of paper.

Maths

- Work through the 'Numicon subtraction power point' (found in Wednesday's folder)
- Say the numicon shape number at the **beginning**
- Click the right arrow key to **take away** a number. (It will cover the first numicon piece)
- Say which numicon piece number is **left**
- Click again to reveal the number sentence.
- Write the number sentences on the 'Numicon subtraction recording sheet'. (found in Wednesday's folder) – or write them on a piece of paper.

Extra:

Complete the 'subtraction-within-10-number-shapes-challenge-cards' (found in Wednesday's folder)

Phonics

- Play the **Letter planet** game using the link below
- Find the **sh, th** and **ch** words to fill up the tank of the space ship.
<https://education.abc.net.au/res/i/L7855/index.html>

Extra:

- Play a tricky word game (see the list of games on the next page)

Continued on the next page.....

Fine Motor Development (Busy Fingers)

- Complete pages 3, 4 and 5 of the 'Pencil Control sheets' (found in Wednesday's folder)
- Trace over the dotted lines slowly and carefully.

Extra:

- Practice writing your name.
- Remember the first letter is a capital letter and the rest are small letters.
- Draw a straight line to sit your letters on neatly.

Reading books ***NEW!***

- Log onto www.activelearnprimary.co.uk
- Find your allocated reading book and read it to an adult or older sibling.
- Remember to click on the little bug icon on the last page of the story to answer a question from the story.

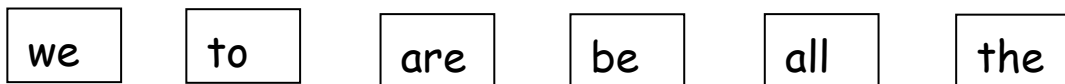
I can see that you have completed the book when you have answered the question at the end.



- Then complete the suggested activity on the last page of the book.
- Parents – use the 'Floppy phonics sounds, key pictures and actions guide' found in the OneDrive folder to help with saying the sounds correctly.

Tricky word games

- Tricky words are words that the children need to learn to recognise from memory.
- There is complete list of the tricky words that the children need to learn in the 'Home learning' OneDrive folder (using the link at the top of the page)
- Write 6 or 8 of these words on small square pieces of paper or card to make flash cards.



- Use them to play games
 - Splat** – say a word, the child splats the matching word card with their hand or a fly swatter
 - Snap** – make two sets of the word cards, lay them face down. The child picks two word cards if they match they can keep them.
 - Word hunt** – hide the word cards around the house/room for them to find. When they find one they must read it, if they can read it they can keep it.
 - Quick read** – hold one word card up at a time for your child to read. Time them and see if they can beat their time and read them quicker next time.
 - Target** – lay the word cards out on the carpet. Say a word, the child has to throw a toy to land on the correct word card.
 - Word walk** – place the word cards around the house along a 'path'. The child walks along the path and writes down the words they see on a piece of paper
 - BINGO** – make a BINGO board. The adult says a word, if the child has it on their board they can colour it in.
- When they have learnt the first set of words, make some more word cards with the next 6 or 8 words.