

Online Learning

Week Beginning 23rd May 2022

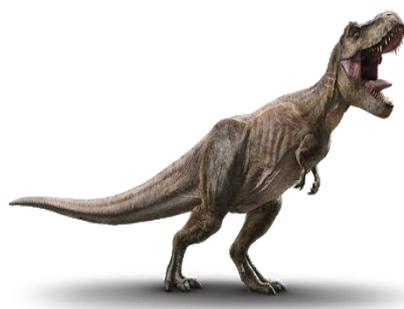
Dear Parents/Carers,

We would love to hear from you about your child's learning at home; to share this, please use the following email address: fshomelearning@exwickheights.devon.sch.uk. Thank you.

Communication & Language (C&L)

Key focus: Narrative – 'On the way home' by Jill Murphy

- **Watch and listen** to the story, *On the Way Home*, by following this link:
<https://video.link/w/D3dlc>



- **Questions:** Have you ever had an accident and hurt yourself? Where did it happen? How did it happen? How were you hurt? What did you do then?
- **Talk** about the following 4 components of narrative: Who? Where? When? What happens next?
 - **Who** is the main character in the story? **Who** are the other characters?
 - **Where** did Claire hurt her knee?
 - **When** did Claire get her plaster?
 - **What happened next?** After each meeting with a friend, stop the recording. Can you remember **what happened next?** What was Claire's next reason for falling over?
 - Focusing further on the '**what happens next**' component of narrative, talk about:
 - What do you think happened next after Claire received her plaster at home?

- What other things could have happened to Claire if, for example, she met a dinosaur, an astronaut or a teacher!



- Read your home reading book each night. Use the guide on the inside of the front book cover to give you ideas about how to support your reading at home. You can also access the reading book you read in class this week by logging into the Big Cat library resource.
- *Your child may come home with a book that they have previously read. This is to help support their fluency with reading and building their confidence.*
- *There is an attached PDF called 'Phonics practise'. This is an extra reading resource to help you practise become more fluent when reading words with digraphs and trigraphs in them.*
- There are some videos that have been uploaded to the school website that show all the sounds that we have learnt. Access the videos via the school website: <https://exwickheights.devon.sch.uk/>

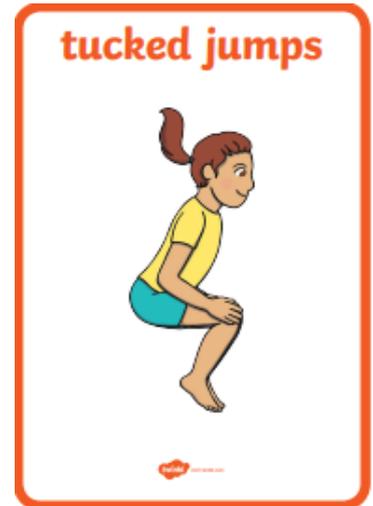
Physical Development (PD): gross motor movement

Key focus: Exercising to stay fit. Using our bodies in a range of ways

Activities:

- **Keep fit:** Use the attached **PDF 'Exercises'** to set up some stations of your choice. Have a go each day to create a circuit and time your child at each station. After the exercises, discuss what is happening to their bodies after exercise. *Why do they think this happens?* Perhaps you could research this on the internet and find out more.
- **Animal movements:** Think of an animal and see if you can move that way. For example, slither like a snake, jump like a kangaroo, crawl like a spider. *Are there any animals that are easier/harder to do?* Think about how you have to change your body shape and movements.

Challenge: Shout out different animals and see how quickly you can transition your body to become that animal.



Key focus: moves confidently in a range of ways, safely negotiating space.

- **Cosmic yoga – Wild Animals** <https://video.link/w/TEdlc>
- **Cosmic yoga – Crockles the Crocodile** <https://video.link/w/wGdlc>

Mathematics (M)

Please see below for some activity ideas:

Taking Away

Maths Area

Encourage the children to adapt and re-enact favourite rhymes such as 10 Green Bottles by making 1, 2, or 3 fall each time. Similarly, they could have 10 Currant Buns and choose to buy 1, 2, or 3 buns. Prompt the children to say how many are left after each verse.



Outdoors

A game for 2 children. Ask the children to line up 10 pebbles or shells. The children take turns to choose whether they take 1, 2 or 3 pebbles. The winner is the player who avoids taking the last pebble.



Enhancements to areas of learning

Pass It On

Each child starts with 6 cubes. They roll a 1-3 dice and pass the corresponding number of cubes to the person on their left. The winner is the first person to give away all of their cubes. Encourage the children to count how many they have left as they pass on their cubes.



Race To Zero

Each child collects 20 items which can be arranged to fill two 10 frames. They take turns to roll a dice and remove the corresponding number of items. They must reach exactly zero to win the game.

