

Summer Term 2 Learning Curriculum

Year Group: EYFS Week 6

<u>Current topic: Nursery – farms and mini beasts</u> <u>Current topic in Reception – animals and habitats</u> Aim to talk to children, find and read stories or texts relating to these topics (see overviews on website for more suggestions and detailed information relating to knowledge required on current topics).

Religious Education

Say daily prayers. Read stories from the bible about Jesus.

Begin to use our own words for prayers to thank God for his gifts and pray for others

Write a prayer together to give God thanks. Hear and learn a story about some of the saints.

Begin to recite the words of the Our Father and the Hail Mary.

Know that the Our Father is a special prayer that all Christians pray.

<u>Maths</u>

<u>White Rose Maths (school scheme we use with our pupils) have prepared and released free daily maths lessons</u> for each year group. You will find activities on their website: whiterosemaths.com/homelearning

Use counters, cubes or everyday objects to make groups of 5/ 10/ 20. Practise doubling numbers to 10 and halving numbers using practical objects.

Watch a Number blocks episode each day on BBC iPlayer or CBeebies. Practise counting up to 20. This can be done through playing hide and seek, singing number songs, chanting, board games etc. Practise recognising amounts up to five or up to ten by playing these games. This can also be done by reading a dice when playing board games, playing with cards, identifying how many food items on the plate etc. Sing Number songs to practice counting, reciting numbers in order, one more, and one less using number songs: Five Little Ducks, Five Little Men, Ten Green Bottles. Practise writing numbers to 10 and try and form numbers correctly. Encourage children to use language relating to weight – heavy, light, heaviest, lightest, lighter, heavier

Encourage children to talk about whether they think objects around them are heavier/ lighter .

Encourage children to create patterns using shapes or objects.

Use shapes to create your own animal.

Reading / Writing

Find a read as many stories relating to animals, mini beasts and habitats. In story books look for common works such as - *a*, *I*, *the*, *to* and said.

Practise 5 different tricky words to read and recognise. Can you find them in any storybooks?

Read Reception age children: Children to read to parents daily. Visit Oxford Owl free eBooks that link to your child's book band. You can create a free account. Complete the linked Play activities for each book. Play some phonics games on phonics play website. Buried treasure where children have to recognise the real and the fake words. Practise reading tricky words on the tricky word trucks.

Draw a picture of your favourite animal and label the features of the animal you have chosen. Write sentences about your favourite animals.

Phonics

Nursery / Reception Practise all Phase 1-3 tricky words and sounds (see resources on home learning pack). Visit letters and sounds website to support phonics with games and resources. Practise phase 2 and 3 jolly phonics song on YouTube.

Sing Nursery Rhymes and songs together.

Practise writing sounds from phase 2 and 3 and ensure the letters are formed correctly. Practise writing CVC words such as – *dog, mat, tree, chop, fish*

Practise writing short sentences using tricky words and CVC words such as – the big green tree, I went to the shop.

Writing

Draw pictures of favourite animals that live on the farm. Write simple sentences about the animals the children have read about. For example – *the sheep live on the farm*

Practise writing and recognising own name and that of other members of the family.

Reception age children: write first and second name.

Practise writing short sentences using phase 2 and 3 phonics and encourage them to write tricky words.

Encourage children to write the initial sound for the animal that they have chosen to draw.

Write sentences about your favourite animals and explain why they are your favourite.

Additional Theme: Sport

- <u>**Ball Games</u>** Play a game of catch with a ball when you drop the ball, you lose a point. You could record points using a tally chart and count up who has the most points at the end. See if you can catch the ball standing further apart, catch with one hand or use a smaller ball.</u>
- <u>Play Skittles</u> If you have a set of skittles, you're ready to go, if not you can make your own skittles using plastic bottles. Take a plastic bottle and partly fill with soil/ stones or sand to weigh it down. I if you don't have plastic bottles available you could use tin cans for an alternative version. Ask your child to count how many skittles there are to begin with. Roll the ball at the skittles and ask your child to count how many they have knocked over. Can they work out how many are left? You could write this out as a subtraction number sentence e.g. if you start with 5 skittles and knock over 2 your child would write 5 2. Ask them to count how many are left to find the answer 5 2 = 3
- <u>Competition Time</u> Have a time challenge. Give your child an action to do e.g. hop, skip, jump, clap or star jump. How many can they do in one minute? Keep a record of the scores. Ask everyone in the house to have a go! Share a photograph of your time challenge on our school Twitter feed to motivate everyone to get moving.
- <u>Parts of the Human Body</u> Ask your child which parts of their body they use to run? To do a handstand? Draw the parts of the body and for a challenge ask them to label them using their phonics knowledge.
- <u>Create your own Junk Modelled Football Pitch</u> Using a lid of a shoe box or similar container, help your child to cut out two holes on each end as the goals. If you have green card or paper, stick this in the base, if not you can colour in plain paper using a crayon. Draw out the marking on the pitch using crayons or felt tips. When finished, stand your football pitch on a box on the table. Using something ball-like (e.g. a sweet), take turns aiming at your partner's goal whilst the other tries to save the goal. If you score you get to eat the sweet!

CHALLENGE: Write instructions to play your game e.g. 1. Put the ball in. 2. Flick at the goal. 3. Eat the sweet!