

<p>Week 2 8th June</p>	
Literacy	<p>Look at a variety of Sea Creature facts from books and online:</p> <ul style="list-style-type: none"> Initially start by asking: What sea creature they would like to find out more about? Then ask: How could we find out more about that sea creature? Where could we find information? Explore the internet or any books you may have at home. Explain that we can get a lot of information from photos as well as from text so spend some time with your child looking at photos and discussing what they can see and what they know from that photo. Simple questions you could find answers to: What do they eat? Where do they live? What are they good at? Are they scared of anything? Introduce the terminology predator and prey...they may be able to use this knowledge when playing the 'odd one out' game (see below). Deep sea explore: An activity that I have setup at school before is putting photos up around the classroom for the children to find. I arm them with a clipboard and a couple of questions and then set them off as deep sea divers...they have to 'swim' around the room to find out the answers to my questions. This again encourages the children to look more closely at the photos and talk about what they can see...it also gives them purpose for their writing. Odd One Out: Display three sea creatures, which one is the odd one out? Compare the sea creatures and explore their similarities and differences (this might be linked to what they can see or what they know about the sea creature). This is a great speech and language game, it gives them the opportunity to use any new vocabulary linked to our topic and it encourages the children to look closely at their features. There's also always more than one answer so don't just stop once you have one answer...I find the answers get better and more interesting the longer you play. Once you have done lots of research, exploring, talking and playing (see activity ideas below) then complete the following writing task: <p>Writing task: create a sea creature information book or fact file.</p> <p>Expectations for the different groups:</p> <p>Red Group: Children draw pictures with the right colours, write their name and add labels/short captions. The adult might scribe longer sentence for the child if they have lots to say but find writing too difficult. Encourage your child to robot talk words, use a letter mat to find the right letter shapes, hold their pencil properly and form letters correctly by copying your demonstration or by tracing over your yellow writing.</p> <p>Orange Group: Children draw pictures with the right colours and with more detail. They write 1-3 sentences, adding titles where appropriate. Encourage children to say their sentences out loud and practice putting capital letters, finger spaces and full stops in the right places. Children use a letter mat and finger space remind where appropriate, spell phase 2 tricky words correctly (I, the, to, no, go, into), use their phase 3 sounds to spell words phonetically and read their work back to themselves.</p> <p>Green Group: Children draw pictures with the right colours and with more detail. They write at least 3 sentences, adding titles and other writing features (story language) where appropriate. Encourage children to say their sentences out loud and practice putting capital letters, finger spaces and full stops/question marks/exclamation marks in the right places. Children use a letter mat and finger space remind where appropriate, spell phase 2 and 3 tricky words correctly (I, the, to, no, go, into, he, she, was...etc), use their phase 3 sounds to spell words phonetically and read their work back to themselves.</p>
Maths	<p>Halving and Sharing</p> <ul style="list-style-type: none"> Develop their understanding of halving. Initially find out what they already know: What is halving? What do we do when we halve something? Clarify that halving means splitting/sharing something into equal groups. This is a book I have used in school that you might like to use as a starting point: https://www.youtube.com/watch?v=RYMD8SFreyI Use objects or Numicon to halve/share numbers. The easiest way to model this is by doing: 'one for me, one for you, one for me, one for you...' and then checking the answer at the end. How do you know if you have got it right? Have you been fair? Explore halving shapes, length and capacity. Reinforcing the 'part, part, whole' method (used previously with addition and subtraction) and link it to halving and sharing into equal groups. You might like to make a target game outside that involves halving numbers, create a pairs matching game or set up a teddy bears picnic to halve or share plastic/real food. <p>Expectations for the different groups:</p> <p>Circle Group: Children use objects to halve numbers up to 10 – reinforcing that halving needs to be fair and it involves splitting an amount/shape into two parts.</p> <p>Square Group: Children use objects to halve numbers up to 20 – reinforcing that halving needs to be fair and it involves splitting an amount/shape into two parts. Children begin to know halves to 10 off by heart. Children share objects into different groups and know to make it fair. Children use their knowledge of halving and sharing to solve practical problems.</p> <p>Triangle Group: Children understand the concept of halving and know the halves to 20 off by heart. Children begin to use their knowledge of 2's 5's and 10's to share objects into equal groups to solve practical problems.</p>
Creative	<p>Choose from:</p> <ul style="list-style-type: none"> Line drawings with fine felt tips – children draw sea creatures looking closely at the shapes and the patterns. Shoe box diorama featuring underwater creatures e.g. Rainbow Fish/ Commotion in Ocean Father's Day card – 21st June Weaving/Collage – make a rainbow fish using different effects Make a pet creature using art materials, junk modelling, clay/playdough, or even sew one, use anything you can think of and be creative!

Welly Walks/ Outdoor Learning	<p>Choose from:</p> <ul style="list-style-type: none"> • Create a small water world for deep sea stories – make a map of your water world. • Create your own mini seaside outside in a sandpit – what might you see/do on the beach? Design and make flags for sandcastles. • Design a workout with creature themed exercises – include 5 different ones • Create a dance using music from The Jungle Book “I’m the King of the Swingers” or The Little Mermaid “Under the Sea.” • Explore/experiment with floating and sinking – do all light things float? Do all heavy things sink? What do you notice about the things that float? • Make junk model boats – explore different materials. What will happen to a paper boat? • Water problem solving: gutters/water wheels – create a water path using old guttering/explore different ways of transporting water from one place to another using a limited amount of resources. • Water play – link to capacity. • Target games - involving number/linked to maths focus. • Welly Walk – look for animals out and about. You might see sheep, cows, horses...etc when walking around Southam. Draw a map of your journey, where you went and what you saw.
<p>Role play area <i>If you want to & have space – it’s a great way to develop language skills and imagination!</i></p>	<p>Seaside/Underwater world: sand tray, rock pool, sea creatures, shells, seaweed, rocks, mermaid cave, ship wreck...investigative area</p> <p>Boat: fishing rods/nets, diving/snorkels, map, flag, binoculars, pirate paraphernalia</p>