

WB 5 <sup>th</sup> October 2020	Monday	Tuesday	Wednesday	Thursday	Friday
<b>English</b> Our class text is 'The Big Book of the Blue' At home you can use any non-fiction text	<b>WALT: use conjunctions in simple sentences</b> <i>(so, but, and, because)</i> Share a non-fiction book. Can you write some of your own sentences and join them with conjunctions?	<b>WALT: write a simple fact file</b> 1. Write a fact file about a chosen sea creature. 2. Draw and label a picture of your chosen creature. <i>(try to write 3-5 interesting facts)</i>	<b>WALT: write simple fact file</b> Continue/finish your fact file from yesterday and/or create another fact file about a new sea creature. <i>(Check your work for capital letters, full stops and finger spaces.)</i>	<b>WALT: read simple sentences without overt sounding</b> Display your fact file/information book in an attractive way. Invite your friend/family member to read it with you.	<b>WALT: write a book review</b> Chose a friend's fact file that you read yesterday or a non-fiction book and write a review about it. What did you enjoy? How many stars out of 5 would you give it?
<b>Maths</b>	<i>In school the Class Teacher will use a presentation, demonstrate and model methods when teaching. The children are then given a range of practical and recording tasks to explore and consolidate their learning. At home you will be provided with alternative lessons for maths which are linked to the same learning objectives being carried out in school over the course of the week (see below)</i>				
	<b>Maths Weekly WALTs:</b> Represent and use number bonds and related subtraction facts within 20. Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. Add and subtract one-digit and two-digit numbers to 20, including zero. Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems				
	Starter <a href="#">Twinkl TV – Writing numbers in words</a>	Starter <a href="#">Paint the squares</a>	Starter <a href="#">Chopper squad</a>	Starter <a href="#">One more one less</a>	Starter
	Main activity <a href="#">To add by counting on using a numberline</a>	Main Activity <a href="#">To subtract by counting back using a numberline</a>	Main Activity <a href="#">To add a one digit number to a teens number using a known fact</a>	Main Activity <a href="#">To subtract a one digit number to a teens number using a known fact</a>	Main Activity <a href="#">To use the 'Make ten' strategy to add two 1-digit numbers (Part 1)</a>
<b>Phonics</b>	This week revise phase 5a sounds by reading the comics found at <a href="#">Phonics Play Comics</a>				
	<a href="#">The holiday</a> (ay ou ie ea)	<a href="#">Eggs, eggs, eggs</a> (oy, ir, ue, aw)	<a href="#">Which new pet</a> (wh, ph, ew, oe, au, ey)	<a href="#">Dragon Bake off</a> (Split diagrams)	Share some of the comics you have read this week or explore some others from Phase 4

Foundation Subjects	<p><b>Science</b></p> <p><b>WALT: be able to perform simple tests</b></p> <p><b>How flexible is plastic?</b></p> <p>Carry out an experiment. Have a selection of plastic bottles. Test them by placing water inside each of them, taking them outside, and then seeing how far they squirt water.</p> <p>Measure the distance using a tape measure or number in of footsteps. Can you describe how difficult it was to squirt the water?</p> <p>Record your findings.</p>	<p><b>P.E</b></p> <p><b>WALT: develop tactics for attacking and defending</b></p> <p><a href="#">Avoid the Defenders</a></p>	<p><b>Design Technology</b></p> <p><b>WALT: embellish my teddy bear's waistcoat</b></p> <p>Add some decorations to your teddy bear's waistcoat. You can use buttons, sequins, felt. You may like to use fabric or PVA glue to join them to your waistcoat.</p>	<p><b>Geography</b></p> <p><b>WALT: name and locate the 7 continents and 5 ocean</b></p> <p><a href="#">Go Jettlers!</a></p> <p>Find out some interesting facts about the 7 continents of the world with the Go Jettlers!</p>	<p><b>Computing</b></p> <p><b>WALT:</b></p> <p><a href="#">Watch What is a computer and how can a computer help you learn?</a></p>
	<p><b>PSHE</b></p> <p><b>WALT: talk about our worries and how to deal with them</b></p> <p><a href="#">Don't worry about a thing</a> (Oaks Academy)</p>	<p><b>Art and Design</b></p> <p><b>WALT: draw a picture inspired by Hokusai's 'The Big Wave'</b></p>  <p>Use ink or felt tip pens to draw your own wave picture. You might be inspired by the waves at St Margaret's Bay.</p>	<p><b>Music</b></p> <p><b>WALT: listen and respond to a piece of music or song</b></p> <p>Choose a piece of your favourite music or song. Whilst you are listening to it, draw how it makes you feel or what it makes you think of.</p>	<p><b>R.E</b></p> <p><b>WALT: retell a story about Allah and Prophet Muhammad</b></p> <p><a href="#">The Islamic Story of the Prophet and the ants and the Crying Camel</a></p> <p>Choose one of the stories and draw a story picture (including characters and main events). Use your picture to retell the story to a friend or family member.</p>	<p><b>Golden Time</b></p>