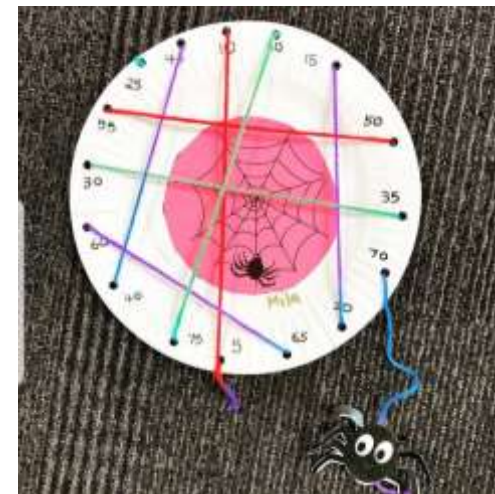
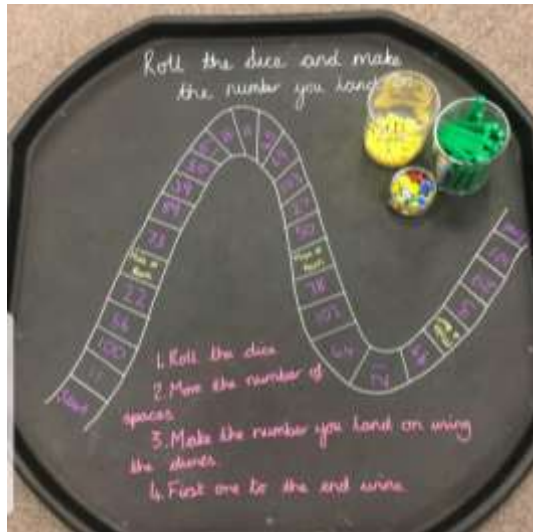


Please email your child's work or any queries to the office at secretary@st-margarets-dover.kent.sch.uk

WB 4 th May	Monday Bank holiday	Tuesday	Wednesday	Thursday	Friday Number Day!
Spellings		WALT: use a working wall We will revise using a working wall to find alphabetically ordered common exception words. An alphabetical CEW mat can be found on our class page for you to practise at home.	WALT: use an alphabetically ordered word bank We will share how a dictionary works. Find different letters and the word at the top of the page to navigate. Display a commonly misspelt word. Children to use a dictionary to find the correct spelling.	WALT: use an alphabetically ordered word bank In school the children will spot errors in their own work or a piece displayed on the board. Use the strategies learned this week to correct.	Number Day Why not try out some of the activities we will be carrying out in school. (see below)
English		WALT: find answers to questions in non-fiction In school we will read and find out about how to build a Minibeast Hotel. At home you may like to research the activity here at Woodland Trust	WALT: decide how useful a non-fiction text is for the purpose Today in school we will collect manmade and natural materials to build a minibeast hotel. We will use our findings from yesterday to help us. Were they useful? Did it help?	WALT: write for a purpose (a recount) Talk and write about your experiences of collecting and using natural and man-made resources to build a minibeast hotel. Remember to use time connectives and to write in the past tense.	WALT: check my writing makes sense and make improvements. Read through and edit any error in your work. Remember to: Use the word wall/your common exceptions word mat Check punctuation Check your work is in the past tense *to use your best handwriting!*

Maths		<p>Starter: play hit the button-choose bonds to 10</p> <p>WALT: recall and use addition and subtraction facts to 20 fluently Use their knowledge of number bonds to 10, to find number bonds up to 20 using ten frames, recognising that their bonds to 10 can help. E.g $7 + 3 = 10$ and $17 + 3 = 20$</p>	<p>Starter: play place value basketball</p> <p>WALT: derive and use related facts up to 100. Practical – Bonds to 100 Children will select a problem card. They will use their knowledge of bonds to calculate how many more needs to be added to make 100. Represent answers in numerals and using the partitioned form of tens and ones.</p>	<p>Starter: play hit the button-choose bonds to 10 and/or 20</p> <p>WALT: I can add 3 1 digit numbers using concrete objects, pictorial representations and mentally Adding 3 1 digit numbers. Some children may find bonds to 10 to help them adding numbers. Children will initially use pictorial representation such as ten frames to help them.</p>	<p>Starter: play place value basketball</p> <p>WALT: I can add 3 1 digit numbers using concrete objects, pictorial representations and mentally Children should now be confident adding three 1-digit numbers. They will use these skills to represent calculations in various ways such as number sentences, ten frames, part-whole models.</p>
Home learning		<p>find and make number bonds</p> <p>Activity</p>	<p>Bonds to 100</p> <p>Activity</p>	<p>Add 3 1 digit numbers</p> <p>Activity</p>	<p>Play roll and add game (see below)</p>
Foundation Subjects		<p>Art and design WALT: create a monoprint</p> <p>This week we will create a <u>subtractive</u> monoprint. We will lay our paper onto our inked surface, before drawing our design directly onto the paper. The pressure will lift ink/paint from the surface to leave an image of what has been drawn on the paper.</p>	<p>Science WALT: identify what a microhabitat is. We will look for examples of microhabitats and then build our own microhabitat, a bug hotel! What is a microhabitat?</p> <p>R.E WALT: consider questions such as, what does this story teach about caring? Share the story of 'Jesus and the Sick man' (on Year 2 class page). The paralysed man desperately wants to walk, but Jesus first forgave him for his sins, the things other people can't see, like how we are doing on the inside. Think and write about: Is it possible to be kind to everyone all the time? How can I be kinder to people?</p>	<p>PE WALT: run, changing speed and direction being spatially aware</p> <p>Play Rock paper scissors</p> <p>This game</p> <p>When running</p> <ol style="list-style-type: none"> 1. keep on the balls of your feet 2. lean in the direction you wish to move, by pushing down with your feet in the opposite direction 3. drive the arms backwards 	<p>Computing WALT: To give a set of instructions to follow and predict what will happen.</p> <p>Using 2Diy3D on Purple Mash – can you edit the prizes in your game? Can you change the value of the prizes and calculate the maximum amount you could get? Can you predict how easy or hard it will be to collect the prizes and use the baddies to make it harder?</p> <p>Test your predictions and see if someone else can test your game?</p> <p>- Purple Mash</p>

Number Day Challenges.



Roll and add

Play with a partner to roll a die three times. Find the sum of the three numbers.
The winner of each round is the player with the highest total.

Player 1: _____				Player 2: _____				
Roll 1	Roll 2	Roll 3	Answer	Roll 1	Roll 2	Roll 3	Answer	Winner