Year 1 Home Learning: Summer 1 – Week 3 'Working together to achieve success'



Hello Y1. We have created a timetable to support learning at home which combines online learning platforms with paper based activities you can view on screen and complete in your exercise book from school. **We do not expect** families to print resources off! We also want to know what you have been busy doing, so please email us at <u>year-1@mossgate.lancs.sch.uk</u> and we will share these on our school's FaceBook page. Please use the email address if you have any questions about the learning as well. Take care and keep safe. Mrs Robinson and Mrs Lyon

Daily PE

Start the day with 20-30 minutes of physical activity. Suggestions include: Joe Wicks Daily PE lesson Natasha Butler Daily Workout / Just Dance videos in YouTube. Additional physical activity ideas will be uploaded to our website www.mossgate.lancs.sch.uk Home Learning

Daily Newsround

Watch the 5 minute news summary daily at 12:15pm by going to <u>https://www.bbc.co.uk/newsround</u> and click 'Watch Newsround' in the top right hand corner. Discuss topical items in the news and research any aspects which interest – this could be a topic, country or person. Newsround updated daily.

Daily Reading

Read from the phonics PowerPoint books each day. There are three for this week: Pirate (Songbirds)* Butterfly Pie** and Pirates (non-fiction) *** these books practise lots of different sounds but the main focus this week is the alternative 'igh' (**i_e ie y i**)

Reading Book PowerPoints

You will find three PowerPoint files that contain the pages from reading scheme books. The first few slides recap phonics sounds and show words with these sounds in that appear in the book itself. It is important for your child to read these words using their phonics skills as it will help them to gain greater fluency when reading the sentences. Some of the sentences are easier than others. If your child struggles at first, model reading it to them or help them to read the more difficult parts.

Key points to remember:

- Say the sounds and read the words before attempting the sentences.
- Always get them to re-read the whole sentence again at least once to build reading fluency.
- Ask them simple questions after reading 2 or 3 pages using what, who, when, where.
- Check they understand the meaning of new words.
- Return to the words in the first few slides and try speed reading them.
- Use the same words to practise spelling.
- Once your child can read the text fluently, there are some questions on the final slides that can be answered using the text. The children are familiar with the reading characters; Rocket Retriever and Crimson Clue Hunter. Rocket Retriever retrieves her answer from the text. Crimson Clue Hunter has to find clues within the text to answer the question. Encourage your child to use these skills to help them answer the questions.

Re-read the books as many times as you like. The children read our guided reading text every day for a week before answering questions about the text. The more they read, the more fluent they get!

Maths

This week we are learning about making and adding equal groups and making arrays. Go to

<u>https://whiterosemaths.com/homelearning/</u> to access the resources. Use the video to help explain the concept and then complete the activity (in your exercise book) which you can view on screen by clicking 'Get the Activity'.

	Monday	Tuesday	Wednesday	Thursday		
Mental	To know the number bonds up to 10 off by heart.					
Maths	Listen to the Jack Hartman number pairs songs					
	https://youtu.be/JtsVRgXt8CM (this one is number pairs to 8 but there is a song for each number!)					
	Play fastest fingers –					
	1. Decide on the number e.g. 8					
	2. Show your child some fingers e.g. 5					
	3. They show you the amount to make it equal 8. They should show you three fingers.					
	Record the number pairs to each number.					
	Make the number pairs to each number using anything you can find e.g. if you're making number pairs to 10 you could use 5 stones and 5 leaves or 4stones and 6 leaves.					
	Using a set of playing cards					
	1. Decide on the number e.g. 6. Get out the number cards 1-6					
	2. Place the number cards in a pile facing down.					
	3. Turn over the top card and players need to shout out the other amount to make it up to the					
	total e.g. if a 2 was turned over, players shout 4 because $2 + 4 = 6$					
	ICT links					
	http://www.conkermaths.org/cmweb.nsf/products/numberbondpairs.html					
	https://www.topmarks.co.uk/maths-games/hit-the-button					
White	Lesson 1 – Making	Lesson 2 – Making	Lesson 3 – Making	Lesson 4 – Finding a		
Rose Maths	doubles	equal group (grouping)	equal groups (sharing)	half		
	If you want a challenge try the Maths challenges (see maths resources below)					

Hit the button has a game to help children recall doubles. They love playing it in class!

https://www.topmarks.co.uk/maths-games/hit-the-button

Please also use the number resources in the original Home Learning Pack.

<u>English</u>

Focus text:

The Highway Rat by Julia Donaldson

Meet the greedy Highway Rat, but beware! He is determined to steal from anyone who dares to cross his path on the highway!

When following links online, parents should monitor that children are remaining on that page only and are keeping safe online.

Mon	Ask your child: what do you already know about rats? Have you ever seen a rat or read a story about one? Ask your child to write down questions about what they'd like to know about rats, e.g. What type of animal is a rat? Where do rats live? How dirty are rats? Watch Seven Fun Facts about Rats using the link below, from the start up to 4:01 mins <u>https://www.youtube.com/watch?v=Zkj62PhoFUs</u> This can be watched all in one go or can be paused to see what your child can tell you about what they have heard. Create a fact file about rats from your findings. This could include drawings and fact boxes. Check for capital letters, full stops and spellings.
Tues	Watch and enjoy The Highway Rat being read aloud: <u>https://www.youtube.com/watch?v=bkVoYeCLIXU</u> Re-watch the first page being read out loud. Talk about what the Highway Rat looks like and how he behaves towards others. Draw a picture of him and write a short character profile, e.g. He is a baddie and a beast. He wears a cape. He has a black hat and he carries a sharp silver sword. His manners are rough and rude. His teeth are sharp and yellow. Try to include capital letters, full stops, finger spaces and the word 'and'. Re-read and check the character profile together. Does it make sense?
Wed	Watch The Highway Rat animation film: https://www.bbc.co.uk/iplayer/episode/b09kkt1k/the-highway-rat Stop and pause at each point where the Highway Rat takes food from other animals. Ask your child to write a list of the food the Highway Rat wants to take, e.g. cake chocolate eclairs puddings buns Encourage your child to use their phonics to help them spell and write the words independently. Note: There is no expectation that your child should be able to spell all of these words correctly at this age. They should however, be encouraged to think about the sounds in the words and ways of spelling each of the sounds. Extension task – create a list of the things you would like to eat, also focusing on the spelling of the words phonetically, e.g. pizza crisps pasta marshmallows.
Thurs	Marshmallows.Watch again, if required, The Highway Rat animation film: https://www.bbc.co.uk/iplayer/episode/b09kkt1k/the-highway-rat Talk about why the Highway Rat is a baddie and a beast.Create a 'WANTED' poster to help catch the Highway Rat. Encourage use of the words from the text, such as:baddie, beast.Challenge your child to include the word 'and' in their writing.Check for capital letters, full stops and the use of 'and.'

Phonics This week we are practising the 'igh' family (i_e ie y i)

Monday		Tuesday	Wednesday	Thursday	
1. F	luency grid an	d the phonics Power	Point each day.		
2. R	ead the real a	nd nonsense words v	vith 'igh' family grap	hemes (see English reso	ources)
Spellings					
3. n 4. ri 5. w 6. cı 7. tr	ve me ight ght rite ried nd		gs for 'igh' (see Engli	ck strategy like you do c sh resources below). Re	on your spelling bee. ecord the spelling for each

Торіс

	Online safety – Staying SMART online
Mon	Go to the school website > Home Learning > Summer 1 Home Learning > Week 3 > Year 1 > Staying SMART online ppt
	Read through the PowerPoint to find out what each letter in 'SMART' is for. Discuss the questions that the slides ask. Now use the 'keep Kia Safe activity sheet' at the bottom of this document to answer the questions.
	Science – Seasons and day and night
Tues	Click on the link below to watch a video about seasons on the BBC Bitesize website <u>https://www.bbc.co.uk/bitesize/articles/zvfbgwx</u>
Wed	Now read the information about the seasons below the video, sort the seasons into the correct order and complete the seasons quiz.
	To finish, complete the sheet that asks you to draw the weather. You can use the link on the website or scroll down for the activity at the bottom of this document.
Thurs	Complete an activity from the 'Topic Tasks' grid. Go to the school website > Summer 1 Home Learning > Week 3 > Year 1 > Topic Tasks

English resources

Phonics

Put the sound buttons on and read the real and nonsense words.

Read these words every day.

bline		light
kigh		pie
quigh		cried
glies		strike
chife		limes
sclipe		sunshine
gry	Ì	midnight
twime		fighters

Alternative Spellings for igh

igh	ie	i-e	у
C	(18)		2. Hy and 2
		0.0	1 Ales
		- trag	
		- the	
		- Alle	
¥			

twinkl

visit twinkLoom

Topic Resources

Year 1 Topic Tasks



We look forward to seeing your work...

Keep Kia Safe

Kia Kangaroo has received this message.

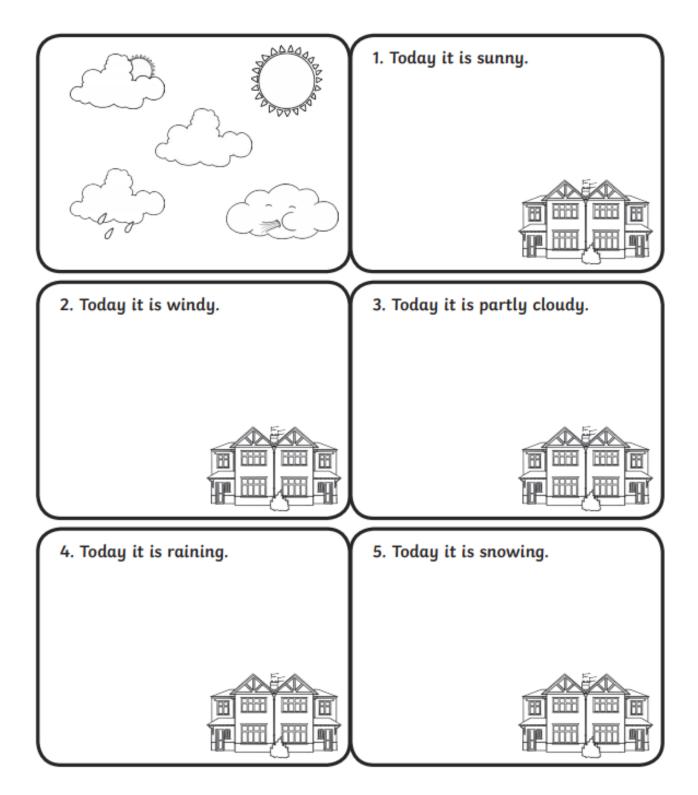




SMART rules!

- A is for Accept
- R is for Reliable
- T is for Tell

Draw the Weather



Double or Halve?

Age 5 to 7 ★

This is a game for two players.

You will need a dice or you could use our interactive dice.

How to play:

- Decide on a target number. This is the total that both players are trying to make.
- Player 1 throws the dice. S/he can choose whether to double the number shown or halve the number shown.
- Player 2 throws the dice. In the same way, s/he can choose whether to double the number shown or halve the number shown. Player 2 adds his/her number onto Player 1's number to make a running total.
- Play continues like this with each player rolling the dice, halving or doubling the number and adding the result onto the running total.
- The winner is the player who reaches the agreed target exactly.

Here are some questions to think about:

Must each player always take a turn? Does it matter if you go first or second? Are there any particularly good numbers to choose as your target?

Grouping Goodies

Age 5 to 7 ***

Pat has no more than 20 sweets in a bag.



She counts her sweets in groups of two. She has one left over.

Then she counts her sweets in groups of five. She has 2 left over.

How many sweets could Pat have? Is there another answer?

These questions might help you to get started:

How could you group twenty sweets into fives? How many sweets would you have had altogether if there were two left over after each of these groupings?