Monday 6th July

PE with Joe - https://www.youtube.com/user/thebodycoach1

Speed sound session

The children are very familiar with the RWI routines. Play the videos for your set and you will see, they know what to do! We have now included a Fred Fingers and hold a sentence session in order to give the children a further writing opportunity.

Set 1 - https://www.youtube.com/channel/UCo7fbLgY2oA_cFCIg9GdxtQ

Set 2 - ee - https://youtu.be/-anCt1oZ_K0

https://youtu.be/QfeX0ivGrXc

Set 3 - are - https://youtu.be/Z2IVwoIeIp

https://youtu.be/Ye_3rQLZu9Y

Maths

Doubles - see below.

Reading

Read one of your favourite books to you parent/carer. If you have ran out of books, log on to your myon.co.uk and find a book from there!

English

To start the week off, you need to create your own character. Then see if you create a comic strip with that character in – see below.

Story time

https://youtu.be/gCPBy7a-U7I

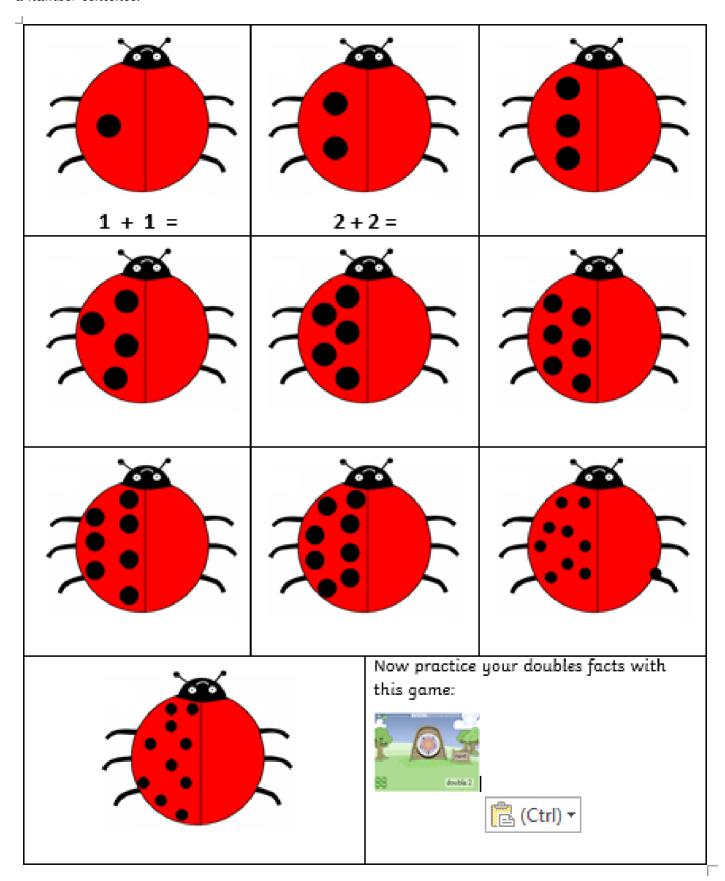


History

Create your own timeline using the picture of boats and ships through history. Use the information on the PowerPoint to help you – see below.

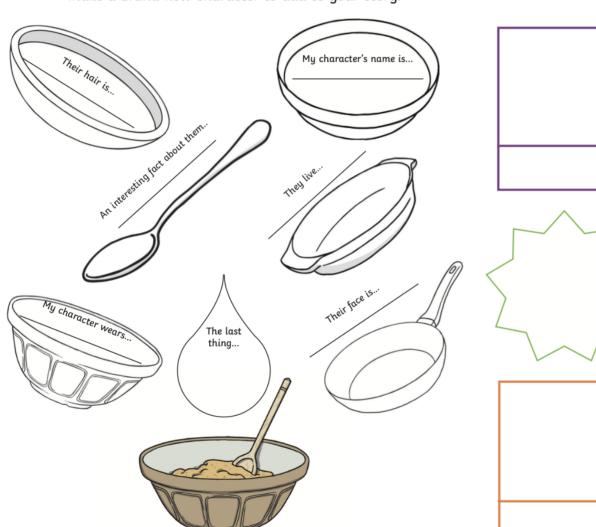
Monday 6th July – Maths Doubles

Draw dots on the right side of each ladybird to match the left side. Then add the dots together and write a number sentence.



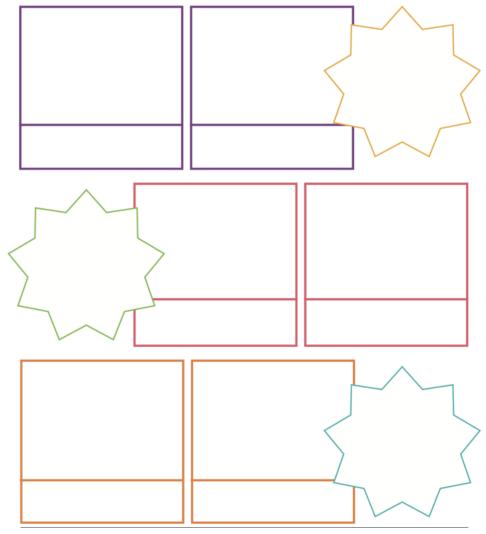
Cook up a Character

Welcome to the character kitchen, where all story book characters begin their lives. Can you add all of the ingredients to the bowl to make a brand new character to add to your story.



Create a Comic

Think of a story you have read or one that is from your own imagination. Create a comic strip all about it, with pictures and captions that will wow our readers?



Boats and ships

Take a look at the pictures of the different types of boats and ships through history. Cut them out and put them in order from the oldest to the newest. Use the information on the PowerPoint to help you.



Questions to discuss:

- How are they the same?
- How are they different?
- How are they powered?
- What has changed?

History Boats and Ships PowerPoint

