



# The theme for this week is: 'Animals' (lots of you suggested this one!)



## Topic Activities:

**Circle Time/ PSED** – Think about ways that we can be kind to animals. You could learn about endangered animals and what people are doing around the world to save them. Have a look at some animal charity websites. If you have a pet, you could think of all the things that makes your pet happy. What does your pet do that makes you happy too?

**P.E.** – Think of ways that different animals move. Can you stomp like an elephant, slither like a snake, jump like a kangaroo, and prowl like a lion? You could play animal musical statues.

Dance around the room like an animal and when the music stops – freeze! Play a game of Sleeping Lions to cool down. How still can you lie?

**Topic** – Use the picture cards on the Supporting Resources section of the website to match the animals to their babies. Can you name them all? Choose an animal and learn about its lifecycle. Here are some ideas: a frog, butterfly, chicken, turtle or a penguin. Twinkl has lots of cut and stick resources or here is an online game [http://www.sheppardsoftware.com/scienceforkids/life\\_cycle/bird\\_lifecycle.htm](http://www.sheppardsoftware.com/scienceforkids/life_cycle/bird_lifecycle.htm)

**Topic** – Have a go at sorting animals in different ways. It might be about how they look (feathers, scales, fur) or where they live (land, water, sky). You might want to sort animals according to what they eat (plants, animals or a bit of both!).

## Maths Activities:

1. Use this teaching clock to learn about minutes and hours. <https://www.topmarks.co.uk/time/teaching-clock> Talk about how long a second lasts, how 60 seconds make one minute and how 60 minutes make one hour. Discuss how the minute hand is longer and the second hand is shorter.
2. Learning about o'clock. When the long minute hand is pointing to the 12 on the clock, that means it's a new hour and we say "o'clock". Whatever number the short hour hand is pointing to is the new hour. So if the minute hand is pointing to 12 and the hour hand is pointing to 3, this means it is 3 o'clock. Use the clock that you made last week to practise. It can be pretty tricky so don't worry if it takes a while to get the hang of. There is a PDF on the Supporting Resources page that might be useful.
3. Use this 'Telling the Time' game to practise telling the time to the hour. If you are very confident, you can learn to tell the time to half past as well. [https://mathsframe.co.uk/en/resources/resource/116/telling\\_the\\_time#](https://mathsframe.co.uk/en/resources/resource/116/telling_the_time#) Here is another game (Learn to tell the time – ABCYA) [https://www.abcya.com/games/telling\\_time](https://www.abcya.com/games/telling_time)
4. Ask your grown up to draw some clock faces in your book. You have to draw the minute and hour hands in the right place. You could draw a clock to show what time you do things each day, e.g. wake up, when Joe Wicks does PE, when you eat lunch, when you have a bath, and when go to bed.

## Literacy Activities:

1. Animal alphabet. Can you think of an animal for every letter of the alphabet? Try and write as many animals names as you can on your own. Use your phonics to hear the sounds in the words and then write down what you hear. Parents, please resist the urge to tell them the correct spellings! Let them try on their own.
2. Write some instructions on how to take care of your pet. Remember to use some of those 'bossy verbs' like "brush", "give" or "wash". If you don't have a pet, you can create an imaginary one. Mrs Leonard thinks she might like a pet duck!  
If you don't want to write instructions, you could just write a fact sheet all about your pet. What do they like to eat? Do they have a favourite toy? Do they have any funny habits?
3. Some of the clues from the guessing game cards on the Supporting resources page. Can you read the clues by yourself? Think of your own animal idea and write some clues to describe them. Mrs Leonard will try her best to guess your animal!
4. Listen to the story 'Gorilla' by Anthony Browne. If you don't have the book, you can listen here on Youtube. <https://www.youtube.com/watch?v=JTCasDPT1xl>  
In the story, Hannah goes on a trip to the zoo with the gorilla. Which animal would you like to go on an adventure with? Write down what you and your animal friend would get up to.

### **Daily Phonics:**

**10 minutes:** Revisit previously learnt Tricky Words using the laminated cards. Introduce new Tricky Word for the week 'some'. Explain that the word is tricky because it sounds like there is an /u/ sound in the middle, like s-u-m but there isn't! Have a look at the 'Train your Brain' game to learn more about the tricky words. <https://www.phonicsplay.co.uk/member-only/TrainYourBrainPh4.html> . Play <https://www.phonicsplay.co.uk/member-only/TrickyWordTrucks.html> then practise spelling 4 or 5 of the words including 'some'.

**10 minutes:** Introduce new sound for the week /or/. Explain that the action for /or/ is the same as we learnt for /ee/ (The donkey ears. The song is the same too). Can they think of any words that might use the /or/ sound? Play <https://www.phonicsplay.co.uk/member-only/Flashcards.html> encouraging them to say the sounds and do the actions for each card that comes up. Alternatively, join in with the songs and actions on the Jolly Phonics video found in the Home Learning section of the school website.

Start the week by reading /or/ words using the following games:

<https://www.phonicsplay.co.uk/member-only/PicnicOnPluto.html>

<https://www.phonicsplay.co.uk/member-only/BuriedTreasure2.html>

As they becoming more confident with sounding out and blending /or/ words to read them, beginning asking them to spell words with /or/ such as: fork, short, torn, sort, thorn, torch. If they are confident with this, try giving them a sentence that includes an /or/ word and a few of the Tricky Words such as 'I can see in the dark with a torch.'. There are a few worksheets on the /or/ sound in the Supporting Resources section of the website. You can also look for Phase 3 phonics games and the /or/ sound online at

<https://www.phonicsbloom.com/uk/game/list/phonics-games-phase-3>

### **Enrichment Activities:**

- Spend some quality time with your pet. You could teach it a new trick, set up an obstacle course for it to complete, or just have a lovely cuddle with it!
- Play a game of 'guess the animal noise'! Ask your grown up to make some animal sounds – can you guess which animal they are pretending to be? A cat? Dog? Pig? Elephant?! You could make some different animal noises too. Look online to find out what noises some more unusual animals make. Mrs Leonard suggests searching for the sound of a rhino! It's very cute 😊
- Watch a film about animals. There are so many to choose from! Some of Mrs Leonard's favourites are: The Lion King, 101 Dalmations, Babe, The Jungle Book, Madagascar, and The Secret Life of Pets.
- Set up a vet role play and take care of your toy animals.
- Get arty! Use pencils, paint, crayons, felt tips or any other materials you have to make a picture of your favourite animal!