

Year 1 Home Learning Activities - Week commencing 22nd June 2020

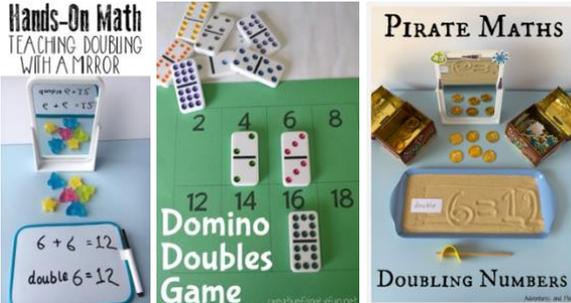
Dear Parents and carers,

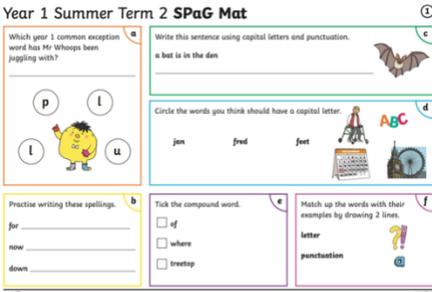
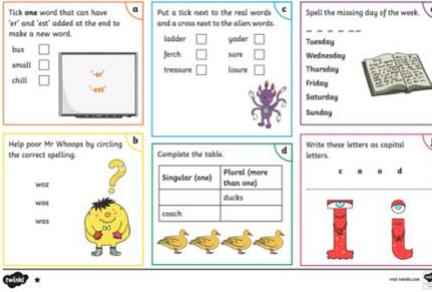
We hope you enjoy this week's home learning. This week we will continue looking at stories with a space setting and write our own version using everything we have learned over the past few weeks. We will also continue to look at multiplication and division.

Please keep in touch via 'year1enquiries@theacademy.me' and sending us your updates about how you are all getting on. If you haven't been in touch yet please drop us a line we would love to hear from you.

With our very best wishes, stay safe & keep well

Mrs Haydon, Miss Pickett and the Year 1 team x

	English	Maths	Other Subjects
	<p>Over the past 3 weeks we have been exploring the story setting of space. These are all the ideas we have gathered.</p> <ul style="list-style-type: none"> We read Q Pootle 5 and planned a picnic in space. We read about the planet Zog, and designed our own planet. We read about a space adventure and wrote a postcard back to earth to describe what we saw. Finally, we have read about Hal's space adventure and learned about day and night. <p>This week we are going to write our own space adventure story! On Friday last week you thought about what happens at the beginning, middle and end of your story. You might have used the planning document to help you... Story Mountain.pdf.</p>	<p>This week we will be looking at multiplication and division further.</p>	<p>Staying active: Remember to stay active every day. Are you still joining in the exercises with Joe Wicks at 9am every weekday? You can find his lessons at... https://www.thebodycoach.com/blog/pe-with-joe-1254.html</p> <p>Topic - Design Technology This week our topic activity is linked to our maths. Can you make a doubling game to help you practise your maths skills? You can use anything you can find around your home (remember to ask for permission first!) Here are some examples but we're sure you can think of even better ones...</p>
Monday	<p>Today you need to write the 'Opening' or beginning of your story. You need to introduce the reader to your main character and where the adventure story is set. These questions will help you...</p> <p><i>Who is your main character?</i> <i>How do we meet your character for the first time?</i> <i>Where is the story set?</i> <i>Is your character going somewhere or have they just arrived?</i></p> <p>Remember to use sentences with capital letters, finger spaces and a full stop. Can you include words to describe your character and the story setting?</p>	<p>Today we are going to be looking at doubling. Remember that when we double, it is having two groups of the same amount.</p> <p>Practice with groups of objects up to 20. Once your child becomes confident practise saying them verbally:</p> <p><i>What is double 5? What is double 3? What is double 7?</i></p> <p>This can be practised verbally throughout the week.</p>	 <p>Spelling: This week we are going to practise our Spelling Punctuation and Grammar...</p>

<p>Tuesday</p>	<p>Today you need to write the 'Build up' of your story. This is the beginning of the adventure your story is about. These questions will help you...</p> <p><i>How does the adventure begin?</i> <i>Why does the adventure begin?</i> <i>What happens at the start of the adventure?</i> <i>Do things go well at the start of the adventure?</i> <i>What does your character do?</i> <i>What does your character say?</i></p> <p>Remember to use sentences with capital letters, finger spaces and a full stop. Think about including words to make your story interesting.</p>	<p>Today I have a table below. Can you fill it out up to double 20?</p> <table border="1" data-bbox="920 217 1482 501"> <thead> <tr> <th>Make</th> <th>Represent</th> <th>Add</th> <th>Double</th> </tr> </thead> <tbody> <tr> <td>• •</td> <td></td> <td>1+1=2</td> <td>Double 1 is 2</td> </tr> <tr> <td>• • • •</td> <td></td> <td>2+2=4</td> <td>Double 2 is 4</td> </tr> </tbody> </table>	Make	Represent	Add	Double	• •		1+1=2	Double 1 is 2	• • • •		2+2=4	Double 2 is 4	<p>Please complete the activities on the attached sheets. Remember you do not need to print the sheets you can complete the activities in your book.</p> <p>Mat 1.pdf</p> <p>Year 1 Summer Term 2 SPaG Mat</p>  <p>Mat 2.pdf</p> <p>Year 1 Summer Term 2 SPaG Mat</p>  <p>Phonics:</p> <p>This week please practise your phonics skills by playing a game from...</p> <p>https://www.topmarks.co.uk/english-games/5-7-years/letters-and-sounds</p>
Make	Represent	Add	Double												
• •		1+1=2	Double 1 is 2												
• • • •		2+2=4	Double 2 is 4												
<p>Wednesday</p>	<p>Today you need to write the 'Dilemma' of your story. The dilemma in a story is another way of saying the 'Problem' that happens. These questions will help you...</p> <p><i>What dilemma/problem does your character face?</i> <i>What is the problem?</i> <i>What happens?</i> <i>Does your character meet someone or does something terrible happen?</i></p> <p>Remember to use sentences with capital letters, finger spaces and a full stop. Think about including words to make your story interesting.</p>	<p>Can you make these amounts into two EQUAL groups?</p> <p>12, 16, 18, 6, 4, 2, 20, 14, 8</p> <p>Using arrays or objects get your child to share the objects into two groups one at a time. Ensure you highlight the importance of both groups being equal, which we need to check (through counting both groups). Explain this is what we call halving.</p> <p>Once your child has a strong understanding of this concept with objects or pictures you can practice verbally throughout the week.</p>	<p>Phonics:</p> <p>This week please practise your phonics skills by playing a game from...</p> <p>https://www.topmarks.co.uk/english-games/5-7-years/letters-and-sounds</p>												
<p>Thursday</p>	<p>Today you need to write the 'Resolution' of your story. The resolution in a story is another way of saying how the problem you wrote about yesterday gets fixed. These questions will help you...</p> <p><i>How is the problem in your adventure fixed?</i> <i>What happens?</i> <i>Do things go well?</i> <i>What does your character do?</i> <i>What does your character say?</i></p> <p>Remember to use sentences with capital letters, finger spaces and a full stop. Think about including words to make your story interesting.</p>	<p>Today I would like you to keep practicing sharing objects between two groups. Remember the groups need to be equal! If you would like to challenge yourself, you could go above 20.</p>	<p>Phonics:</p> <p>This week please practise your phonics skills by playing a game from...</p> <p>https://www.topmarks.co.uk/english-games/5-7-years/letters-and-sounds</p>												

Friday

Finally, you need to write the end of your story.

These questions will help you...

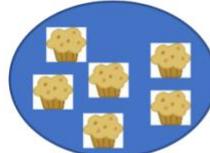
Now the problem is fixed how does your story end?

What happens to your character at the end of the adventure?

Is it a happy ending?

CONGRATULATIONS you are an author! Can you read your story to someone? You might want to make it into a book with pictures. Remember to share it with us if you can by emailing us at...year1enquiries@theacademy.me

Today I have a challenge for you. *How many muffins are on my plate? How many muffins are on Mrs Haydon's plate? Are they equal? How do you know? If I had 9 muffins and Mrs Haydon had 7 muffins, would this be equal? How could we make it equal?*



Miss Pickett



Mrs Haydon