

Class R Weekly Learning Plan
8th June 2020

This week we are going to continue our Minibeast topic. We will be using the story 'The Very Hungry Caterpillar' in both maths and literacy activities.

Below is a brief outline of the weekly activities. Full details of daily lesson and suggested activities will appear on Tapestry by 8am daily. I can be contacted via Tapestry and will respond to any questions and comments.

	Reading/ writing/ phonics	Maths	Topic
Monday	Recap all the tricky words and phase 3 trigraphs and digraphs, plus ie and split digraphs Reading captions Recap 'The Hungry Caterpillar' story with puppets	Addition and subtraction problems	Bug hotels
Tuesday	Reading Captions Tricky words Handwriting practise	Sorting and classifying bugs and insects	Minibeast arts and crafts
Wednesday	Split digraph ie Story sentences	Sorting and classifying bugs and insects	RE lesson
Thursday	Tricky words Reading captions	Counting and writing numbers in 2s and 10s	Minibeast topic work
Friday	Tricky words Handwriting Writing story captions	Addition and subtraction problems	Minibeast topic work

PE activity ideas

Games that do not require equipment (warm up games/non-competitive games) and can be played by one child with one adult calling out instructions, or as many people as available!

These games are probably best played outside in your garden or at a park or open space. They can be played indoors if you have enough space but be aware of trip hazards/breakable objects!!

The Bean Game- instruct your child to jog around the space and call out actions for them to follow then continue jogging.

- 'Jumping bean' (jump on the spot)

- 'Jelly bean' wobble their body like jelly,
- 'String bean' (make their body as tall as they can, arms in the air, tiptoes)
- 'Broad bean' (make a wide shape with their body)
- 'Baked bean' (lie down on the floor as if baking in the sun!)
- 'French bean' (hands on hips and say ooh lala!)

Traffic Lights- jogging around a space call out instructions to your child.

- 'Green' jog/run,
- 'Amber' walk
- 'Red' stop

Once your child can follow these simple instructions you can change them. 'Green' can become skip/hop/jump etc 'Amber' can become crawl/slide/backwards and 'Red' could be stop/balance/hide... allow your child to think of their own ideas for actions!

At the Zoo- ask your child to move around a space like a particular animal, getting them to think about size, levels, speed.

- Elephant- big, slow, stomping
- Giraffe- tall and slow
- Monkey- jumping, swinging
- Meerkat- fast, looking around
- Leopard- very fast
- Tortoise- very slow
- Snake/worm/caterpillar- low, sliding, slithering
- Butterfly/bird- flap arms, swoop
- Flamingo- balance on one leg
- Fish/dolphin- swimming

Pirate Ship- another game where your child follows you calling out instructions.

- 'Starboard/Port'- your child should run to the left/right of the space
- 'scrub the decks'- get on hands and knees and pretend to scrub floor
- 'climb the rigging'- jog on spot pretending to climb up a ladder with arms and legs
- 'Captain's coming'- stand up straight and salute shouting 'aye aye captain!'
- 'walk the plank'- pretend to dive over board