Reception Home Learning Summer Term Week 2

This week our learning is based around the story of The Gingerbread Man. If you do not have a copy there is an e-book on Twinkl which you can access via their website twinkl.co.uk





Phonics Play are currently offering free membership using the following details: https://new.phonicsplay.co.uk/ Username: march20 Password: home

Please see the grid for activities to complete at home.

<u>Home Learning Grid</u> <u>Reception</u> <u>Summer Term - Week 2</u>

	Maths Activities	English Activities	Creative Activities
Monday	Warm Up Activity: Recap names and properties of 2D shapes. Which shapes can you name and what can you tell me about that shape? Main Activity: Complete the Gingerbread Man Doubles Sheet – roll the dice and colour the number which is double the spots – if the dice rolls 5, colour the number 10. Use practical resources such as pasta shapes to support in doubling the number.	Phonics Activity: Play flashcards Speed Trial – Phase 3 on the Phonics Play website Main Activity: Read the story of the Gingerbread Man. Draw and label a picture of a Gingerbread Man.	Make a boat for the Gingerbread Man to cross the river. What material will you use? How will you make it? Is your boat waterproof?
Tuesday	Warm Up Activity: Play I'm thinking of a number – I'm thinking of a number that is bigger than 17 but smaller than 24 – What number could it be? Main Activity: Gingerbread Man Board Game – roll the dice and add 1 more – move that number of spaces. Ext. Make up your own rules and explain them to somebody else – enjoy playing over and over again.	 Phonics Activity: Play Picnic on Pluto – Phase 3 on the Phonics Play website – the children can choose a sound to revise Main Activity: Make your own puppets to retell the story of the Gingerbread Man 	Draw or make a model of the Gingerbread Man. Please upload this to the Class Dojo portfolio
Wednesday	 Warm Up Activity: Count from 1-30 with the children. Chose a number and ask the children to write it down – remembering number formation. Main Activity: The Gingerbread Man has a number problem – the answer is 12 – What could the questions be? Write down all the different outcomes e.g. 10+2, 7 +5 Complete activity with different numbers. 	 Phonics Activity: Play Tricky Keyword Trucks – phase 3 on the Phonics Play website Main Activity: Write the story of the Gingerbread Man remembering to include the beginning, middle and end. Please upload this to the Class Dojo portfolio 	Find out about one of the animals from the story. Record some of the information that you find out – you might want to draw and label some pictures or write down some of the facts you have learnt.
Thursday	Warm Up Activity: Sing the Days of the week song https://www.youtube.com/watch?v=mXMofxtDPUQ Main Activity: Choose two Gingerbread Man Number Cards from 1-20. Can you make an addition number sentence with them and find the total? 7 + 4 = 11 etc. How many can you do, challenge yourself? Please upload this to the Class Dojo portfolio	 Phonics Activity: Practice forming the letters e, f, g, h – try to sit your letters on the line and form them the correct way round – can you write the capital letter for each one? Main Activity: How would you get the Gingerbread Man across the river safely? Draw a picture and write about what you would do. 	Listen to some of the Gingerbread Man songs and rhymes. You might like to choose one of them to perform.
Friday	Warm Up Activity: Recap your number bonds to 10 – Which two numbers bond together to make 10? Main Activity: Choose 1 Gingerbread Man Number Card from 10 -20. Chose another from 1-9. Can you make a subtraction number sentence using the largest number first? 12 – 3 = 9 etc. How many can you do, over 10?	Phonics Activity: Can you write the words book, moon, harp, sort? Main Activity: Write a set of instructions to tell someone how to decorate a Gingerbread Man – remember to start each instruction on a new line.	Join in with 'Do the Dino' on https://www.bbc.co.uk/ programmes/p01z037h