

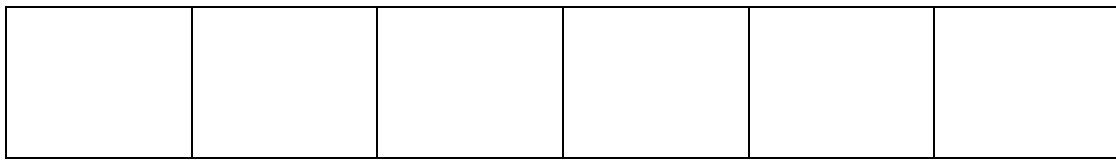
Friday

Maths

Today we are looking at writing numbers to 20 in words. Use 'Writing numbers to 20 in words' pdf to go through the learning. Complete both sheets and email them once complete. Encourage your child to spell as many words as they can from memory and then provide them with the number mat for the ones they find tricky.

Letters and Sounds - no photo/image required to send back

Letters and Sounds are now live lessons every morning on Teams for everyone. Please ensure your child attends this session as it is very important for them to continue to learn how to read and write. Your child will need phoneme frames drawn on paper or in a book. It looks like this. They will need at least 6 of these drawn separately.



Your child will need to verbally read words, sounds and answer questions. They will need paper and a pencil.

English

Today we will be looking at adjectives. Your child will be spotting them in sentences and then writing their own sentences using adjectives. Use 'Adjectives' pdf to go through the learning. Complete the relevant sheet and email it.

ICT

Today we are going to move onto simple coding which your child is going to love! Login to PurpleMash, make sure you are on the home button, select Tools, scroll down until you find 2Go and open it up.

A screen should pop up from which you need to select Challenges in the bottom left corner. Select Challenge 1 and tell your child they need to guide the fish to the treasure chest.

Explain they have direction keys and discuss which direction they can move the fish. Explain each time they press an arrow, that's how many squares the fish will move. Encourage your child to count the squares and then press that many of the arrow key. Let your child complete the challenge.

Once completed, a screen will pop up and please select Try another. Challenge 2 should come up and this time your child needs to drive the car to the bank first and then the hospital. There are 2 circle markers on the screen to show this.

Explain the arrow keys have a keypad underneath. This is so they can press the number of squares the car has to move. To make the car drive, they always have to choose an arrow key first and then a number. Encourage your child to choose an arrow key, count the number of squares needed and then press the matching number. Let your child complete the challenge.

Once completed press OK on the screen, click the purple button with 3 white lines in the top left corner and choose New. Allow your child to choose a background by pressing the big white arrows on either side and then let your child practise navigating objects on the screen using the arrows and keypad.

We will practise this again once all children have returned to school, so you do not need to save anything.