# **Nursery Home Learning**

Week beginning: 18/05/2020

Phonics: Recap S, a, t, i, p Learning objective:

Recognise the different letters and the say the sounds they make.

#### Steps to success:

- Listen to the Jolly Phonics songs: <u>https://www.youtube.com/watch?v=T4IfiKiQ-3I</u>
- Match each letter to its Jolly Phonics picture
- Play 'letter islands' by drawing out each letter and placing each one on a mat or cushion. Call out a letter and stand on the correct one. Have a go at travelling in different ways to get to each island (shuffle, hop, skip, jump etc.)
   Alternative: Use the Youtube clips of each song, play them in a random order and get to the letter island that matches each song.
   CHALLENGE: speed up this game by turning it into a version of hopscotch and say each sound as you hop to each one.

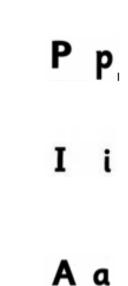
## Monday











#### Maths: Counting

Learning objective: Count by saying number names in the correct order Count accurately to find the total

#### Steps to success:

- Draw or print out a picture of Incey Wincey Spider.
- Decide who will be the sunshine and who will be the rain.
- Roll a dice
- Count the spots carefully the last number you say is how many spaces you move.
- If you are the sunshine, move the spider up the drainpipe. If you are the rain, move the spider down.
- First one to the top or bottom wins!

Draw your own drainpipe onto paper or outside with chalk.

Incey Wincey Spider Climbing up the spout; Down came the rain And washed the spider out. Out came the sunshine Dried up all the rain; Incey Wincey Spider Climbing up again. Rules of the game:

One of you is the sunshine and one of you is the rain. The spider goes in the middle. Throw a dice to see how far the spider goes. The sunshine makes the spider go up the drain pipe. The rain makes it go down. If the spider gets to the top, the sunshine wins. If the spider gets to the bottom, the rain wins. **Creative**: Cutting challenge

Learning objective: Use scissors effectively to snip and cut

Steps to success:

- Hold scissors in the correct grip (see below for tips)
- Open and close the scissors to snip the paper
- Move the paper around as you open and close the scissors to cut along the different patterns

#### Scissor tips:



Two fingers on the bottom and the thumb on top. Open the mouth and go chop, chop, chop.



You can also find resources for cutting practise here: <u>https://www.twinkl.co.uk/search?term=scissor+skills</u>

Phonics: All about the letter
Learning objective:
Recognise the letter n and say the sound it makes correctly.
Recognise and find things that begin with the sound n.

Tuesday



#### Steps to success:

- Listen to the Jolly Phonics song: <u>https://www.youtube.com/watch?v=NQJxLkawU4I</u>
- Draw the letter shape in the air with your finger
- Play n alliteration game (see poster) You can also find this resource by following the link: <u>https://www.twinkl.co.uk/resource/t-tp-5674-phonics-satpin-alliteration-can-you-find-poster-and-prompt-card-pack</u>
- Watch Alphablocks 'little red N' <u>https://www.youtube.com/watch?v=kJluwFwW144</u> Can you hear the different words that start with the 'nnn' sound?

#### **'n' Alliteration** 'Can You Find...?' Poster Instructions Can you find these things in the picture? nice necklace nurse's nose

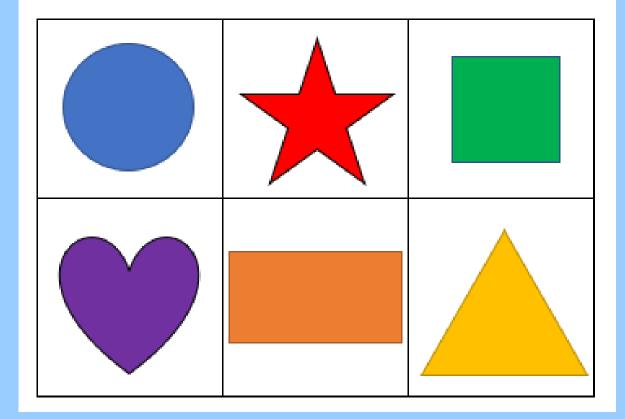
noisy nest net with nothing nine nuts new notebook naughty newt nice nun

Can you make the 'n' sound? Can you think of any other things that start with the 'n' sound? Can you count how many things there are in the poster that start with 'n'?

#### Maths: 2D shape Bingo

Learning objective: Name and describe common 2D shapes

- Look at each shape on the bingo card
- Talk about each shape by using its name and describing its properties (i.e. round, pointy etc.)
- Call out a shape one at a time, cross the correct one off on the bingo card
- CHALLENGE: instead of calling out the names of each shape, describe each one (2 short sides, 2 longs sides etc)



#### Creative: Make a texture monster

Learning objective: Explore and describe different textures

Steps to success:

- Find different materials around the house or outside to use (paper, foil, cotton wool, grass, bubble wrap, tissue paper etc.)
- Cut and stick different pieces onto paper into the shape of your monster
- Touch them and talk about what they feel like

CHALLENGE: Can you find something: soft, rough, crinkly, hard, fuzzy, bumpy, squishy?



Phonics: All about the letters C k
Learning objective:
Recognise the letters c and k and say the sound they make correctly.
Recognise and find things that begin with the sound c/k.

# Wednesday

- Listen to the Jolly Phonics song: <u>https://www.youtube.com/watch?v=BB1GHldatFc</u>
- Remember that even though the letters look different, c and k make the same sound
- Draw the letter shapes in the air with your finger
- Use your 'camera' to find things around the house that begin with c/k and take 'photos' (talk about whether the items you find start with a c or a k, write the words down together)
- Have a look in a book or in a magazine find a word starting with: **C**, **K** and a word with **ck** together in the middle or at the end of a word.



#### Maths: Number recognition

Learning objective: Show an interest in numbers Identify missing numbers in a number line

Steps to success:

- Look carefully at the numbers on a number line
- Can you spot any missing numbers?
- Look at what becomes before/after the missing number to work out what is missing OR count across the number line to find what comes next.

You could also make your own number line using number cards/numbers written on paper. Hide a couple of the numbers and spot what is missing. Talk about what the numbers missing look like and find them.



**Creative**: The Three Little Pigs and the Big Bad Challenge!

Learning objective: Use construction materials to build and think of your own ideas to make it strong.

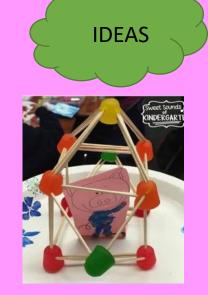
Steps to success:

- Choose materials to build with (think about what would be strong enough to not get blown down)
- Test some different materials and make choices
- Build vertically and horizontally to create a space and enclosure.
- Use a hairdryer to try and blow the house down (If your house does get blown down – what can you do to make it stronger?)



### Build a new house for all of the three little pigs to live in.









Make your own Big Bad Wolf with a wolf mask and a hairdryer!

#### Print off your own wolf mask: https://www.twinkl.co.uk/res <u>ource/t-t-514-the-three-</u> little-pigs-role-play-masks

Phonics: All about the letter **e** Learning objective: Recognise the letter **e** and say the sound it makes correctly. Recognise and find things that begin with the sound **e**.

#### Steps to success:

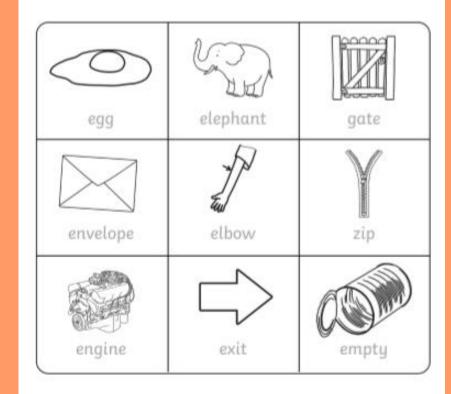
- Listen to the Jolly Phonics song:
- Draw the letter shape in the air with your finger
- Play letter basketball: Using pieces of scrap paper or newspaper write a letter on each piece (make sure there are plenty of pieces with **e** on) Arrange the pieces randomly and get a basket or a bowl (place it away from you) Move around to find the pieces of paper with **e** on – each time you find one, say the sound, screw it up into a ball and try to throw it into the basket/bowl.
- Find the pictures that begin with *e* on the activity sheet.
   This resource can be printed if you wish

https://www.twinkl.co.uk/resource/roi-l-78-e-phonics-activity-sheet

### THURSDAY

#### **E** Phonics Activity Sheet

Find the things that start with the e sound and draw a circle around them. Trace the letter **e** where you see it. Colour the pictures.



#### Maths: Counting and sharing

Learning objective: Solve a practical number problem by sharing a quantity equally

Steps to success:

- Find items for your picnic (food, cutlery, plates, cups etc)
- Choose some teddies to come to your picnic (limit this to 2 or extend to 4 or 6)
- Share each item out talk about fairness (is it fair if one teddy has all of the cups? etc)
- Check to make sure items have been shared out equally count to see how many of each item the teddies have.

### Have your own teddy bears picnic!

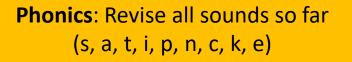


#### **Creative**: Fine motor challenge

Learning objective: Develop fine motor skills by threading accurately

- Prepare some dry spaghetti, piece of playdough or blutac and something to thread.
- Use your finger and thumb in a pincer grip to pick up cheerios/beads/other threading material.
- Place each item onto the strand of spaghetti
- Challenge yourself against a timer how many can you thread in a minute? Can you thread all of the items before the timer runs out?





Learning objective: Recognise the different letters and the say the sounds they make.

#### Steps to success:

- Listen to the Jolly Phonics songs: https://www.youtube.com/watch?v=T4IfiKiQ-3I, https://www.youtube.com/watch?v=alAJllJF1zk
- Draw each of the letter shapes in the air (as you listen to the songs)
- Play 'Feed the wolf!' (You can also print this resource if you wish: ۲ https://www.twinkl.co.uk/resource/t-tp-333-feed-the-wolf-phase-2phonics-game

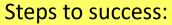
Say a sound, find the matching letter and feed the wolf! S

FRIDAY



#### Maths: Skittles

Learning objective: Record how many skittles are knocked down by representing ideas of number



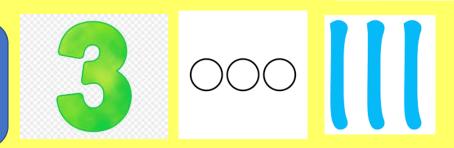
- Find items to be your skittles and something to knock them down with (this could be plastic bottles and scrunched up tin foil or paper)
- Have a go at knocking the skittles down
- Count how many you knock down
- Record how many have been knocked over







You can have a go at writing the number of how many you knock down, keep a tally or use your own marks (e.g. circles to represent each skittle)



#### Creative: Make your own family tree

Learning objective: To talk about members of your own family

- Name the different people in your family.
- Draw pictures of each person or find photographs of them
- Make a tree shape (you may want to cut a shape out of paper, draw, paint it or use twigs and leaves from outside!)
- Stick the pictures of each person in your family onto your family tree!
- Talk about the people in your own family and those who are younger or older than you.





