Framework for teaching online – Stage 1 week 10

You will need access to a digital device, a scrap book and help from a parent/carer to complete the following activities.

	Monday	Tuesday	Wednesday	Thursday	Friday
Task	Tidy up your bedroom, don't forget under your bed!	Can you help make lunch or breakfast?	Have you cleaned your teeth in the morning and night?	Could you vacuum the carpet or sweep the floor?	Could you wipe down the bathroom sink or the bath?
Morning	English	English	English	English	English
	Play the spelling teach me game	Practise your spelling words on touch typing.	Play the spelling teach me game	Play transition bug story writing game.	Create your own talking dinosaur.
	Type your spelling words into Microsoft Word. Can you change the font and size? Writing – type what did you do on the weekend? Try and include who, when, where, why, what.	Complete a book activity on bug club. Read a fictional book aloud with a friend/family member. Writing – What can you see out your window or door? Try using adjectives (describing words) when you write what you can see.	Choose a writing stimulus from Pobble365 and complete the story starter activity. Read a non-fiction book aloud with a friend/family member.	Play identify the text features. Writing - Write a letter to a friend in your class.	Read a non-fictional book aloud with a family member. Write in your scrap book: What was this book about? What did you learn about it? Writing - Write a list of food you would like for dinner. Think of a main dish and dessert.
Break	Break	Break	Break	Break	Break



	Monday	Tuesday	Wednesday	Thursday	Friday
Middle	Mathematics Play Prodigy — remember your teacher sets you tasks on this.	Mathematics Go on a shape hunt around your house! Can you find three of each shape in a different location? You need to find 3 quadrilaterals, 3 triangles, 3 circles, 3 hexagons and 3 octagons. You can make shapes using toothpicks, paddle pop sticks or sticks. Draw or take photos of the different shapes you found and made. Play shape sorter Make a paper airplane. Measure how many steps the plane flies. Try a new design to see if you can beat that distance.	Mathematics Volumes and surface areas Ask your family if you can use five containers, bottles, cups and bowls for an investigation. Estimate which container will hold the most rice (or pasta, dried beans, or water)? Order your containers the most to the least. Draw the cups in order in your maths book. Test your idea. Pour things from one container to another one, or use a measuring cup, to check your estimate. Order the containers from the one that holds the most to the one that holds the least. Draw your observations in your scrap book. Was your estimate correct? Play design a park	Pattern hunt: What patterns can you find in and around your house? Record the patterns you found in your notebook by drawing them. Ask someone to help you describe your favourite pattern. Play Oh no! missing monsters. Use a pencil, pen, a block or paddle pop sticks to measure five of your favourite toys. Measure how tall your toys are. Order them from shortest to tallest. Draw your toys in order in your scrap book.	PDHPE Describe 5 ways that you can keep yourself healthy, and active. Choose one of your ideas and create a poster to explain it to a family member or friend Create a game that has rules and one piece of equipment. Play the game with a family member or friend.

	Monday	Tuesday	Wednesday	Thursday	Friday
Break	Break	Break	Break	Break	Break
Afternoon	Make a puppet using recycled materials or paper. Watch making a newspaper puppet to assist. You may choose to use a variety of techniques or materials such as socks, wooden spoons. Think of a character for your puppet. If you have time, create more than one puppet.	Write a few sentences about the characteristics of your puppet/s. Are they happy, grumpy or sleepy and so on? What do they like to do? Finish your puppet or make another one. Take a photo or draw your puppet in your scrap book.	Puppets can do things that are impossible for humans. Experiment with the fun things the puppet might do. For example, the puppet might jump off a wall and fly. Choose some music. Play the music and practise making your puppet move in interesting and fun ways. Ask someone in your home to be a leader and have your puppet follow them around. Think about where their eyes would look and how they move.	Create a scene for your puppet to interact with yourself or another puppet you have made. For example, they might visit the pool, the bank, the bus stop, the restaurant, or a fun fair. Make up a simple scene involving the puppets in that place. The scene should involve a complication or problem to create dramatic tension. For example, two puppets are at the pool. One puppet is scared to jump in the pool. The other puppet reassures the scared puppet that they can swim and will be fine. They agree to hold hands and jump in together.	Film your scene or work from yesterday with a helper to create an iMovie or video of your scene.