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June 2020

Dear Parents / Carers,

As our school continues to be closed, we have provided a further pack of activities for your child to complete whilst they are at home. We suggest that children (with your support) work on these activities 'little and often', for periods of 20-30 minutes. Set out below is how we suggest you organise your days but this is by no means compulsory!

As always, we would like to stress that there is no obligation for your child to complete everything in it. We understand that life is very different at the moment and that, for some, getting on with school work is not easy whilst trying to juggle everything else. These activities are designed to support you if you would like to use them.

Maths

For the next two weeks we are going to revisit lots of key skills so that you can be really whizzy and ready for Year 2! So don't worry if some of these activities seem a bit familiar, just keep practising!

Seesaw

We have set some further activities for your child to access on Seesaw. Please check your emails for more information on how to log on. A new code will be sent out to you, please check that you are entering all of this (8 letter) code and not just the first part. Feel free to contact your class teacher via email if you are having problems accessing the activities on Seesaw.

National Schools Sports Week at home

Next week is National Schools Sports week. Look out for some great sporty ideas being posted on Seesaw for you to try out!

We have launched The Great Year One Bake Off as part of this home learning pack. Please find more information on Seesaw. We can't wait to see your tasty creations!

Many Thanks,
The Year 1 Team



Day	Suggested Activities
Ongoing	Daily phonics practise (we suggest a 10-15 minute burst using PhonicsPlay, or using resources from the pack we sent home previously), daily reading practise- this could be any book of your choice, or online resources; we just ask that your child has an opportunity to read daily, letter and number formation, daily counting or fact recall practise (see online links in the home learning section of the school website).
Day 1	<ol style="list-style-type: none"> 1. Maths - Number bonds to 10. Listen to the song https://www.youtube.com/watch?v=-74-3WSrD0 to remind you of your number bonds to 10. Have a go at the game: http://www.ictgames.com/saveTheWhale/ and the activity labelled 'Maths - Day 1. Number bonds to 10' in your home learning pack. 2. English - Watch and listen to the story No-bot, the Robot with No Bottom. https://www.youtube.com/watch?v=WEwhYANq7y8. Can you make a list of 5 things your ideal robot would do? Have a go at the no-bot colouring! Activities in the home learning pack labelled 'English - Day One'. 3. RE - The Church. Please find activity in your home learning pack.
Day 2	<ol style="list-style-type: none"> 1. Maths - Number bonds to 20. Listen to the song https://www.youtube.com/watch?v=h6udqW6VhWg and play the game https://www.topmarks.co.uk/maths-games/hit-the-button. Please select the option Number Bonds followed by Make 20. Have a go at the activity in your home learning pack labelled 'Maths - Day 2. Number bonds to 20.' 2. Grammar - Please log onto Active Learn to have a go at the 'Word Endings' activity. 3. Science - Pollination. Have a go at the following websites to learn more about what pollination is and why it is important. https://www.coolkidfacts.com/pollination-for-kids/ and https://www.edenproject.com/learn/for-everyone/what-is-pollination-a-diagram-for-kids. Go on a Pollinator hunt in your local park, a green space or garden. Record what you find on your Nature Detective Insect tick sheet.
Day 3	<ol style="list-style-type: none"> 1. Maths - Place value. Have a go at the place value game: https://www.topmarks.co.uk/learning-to-count/place-value-basketball. Start with numbers to 19 and see if you can challenge yourself by having a go at numbers to 99? Complete the activity in the home learning pack labelled 'Maths - Day 3. Place value'. 2. English - Reading comprehension. Have a go at the Marvellous Moon Tours activity. 3. Art - Use junk and craft materials to create a model of Bernard or your own robot. Please log onto Seesaw for more information. This is your robot!
Day 4	<ol style="list-style-type: none"> 1. Maths - Place value. Activity in your home learning pack labelled 'Maths - Day 4. Place value'. 2. English - Make a new page for the story in which Bernard's bottom is used by another animal. Activity in the home learning pack labelled 'English - Day 4'. 3. PSHE - How did No-bot feel? Activity in home learning pack.
Day 5	<ol style="list-style-type: none"> 1. Maths - 2D shapes. Watch the video https://www.bbc.co.uk/bitesize/clips/zhnvcdm and have a go at the 2D shape robots activity in your home learning pack. 2. ICT - Can you use the internet to find out how robots work? How are they made? What tasks do some of them carry out? Ask an adult to help you when using the internet and let us know what information you find! 3. PE - Re-watch No-bot the Robot. Plan and perform a celebration dance for the characters at the end of the story. Send us a video on Seesaw!



Day	Suggested Activities
Ongoing	Daily phonics practise (we suggest a 10-15 minute burst using PhonicsPlay, or using resources from the pack we sent home previously), daily reading practise- this could be any book of your choice, or online resources; we just ask that your child has an opportunity to read daily, letter and number formation, daily counting or fact recall practise (see online links in the home learning section of the school website)
Day 6	<ol style="list-style-type: none"> 1. Maths - Addition. Warm up by practicing your counting in 2, 5s and 10s. Have a go at the adding activity in your home learning pack labelled 'Maths - day 6'. 2. English - Complete the robot passport with information about your robot. Activity in your home learning pack labelled 'English - Day 6'. 3. Science - Log onto Seesaw to have a go at the 'Science - the weather' lesson. Keep a weather diary and make your own weather vane! Have fun!
Day 7	<ol style="list-style-type: none"> 1. Maths - subtraction. complete the subtraction colouring. You might want to use the number line to 20 to help you! Resources labelled 'Maths - day 7' in home learning pack. 2. Grammar - Please log onto Active Learn to have a go at the 'Difficult Words' activity. 3. Year One Bake Off! - Log onto Seesaw for more information.
Day 8	<ol style="list-style-type: none"> 1. Maths - 1 more, 1 less. Play the game https://www.topmarks.co.uk/learning-to-count/chopper-squad select the option 'One more or less' and challenge yourself to see if you can try the higher numbers. Have a go at the activity in the home learning pack labelled 'Maths - Day 8'. You might want to use the 100 square to help. https://www.primarygames.co.uk/pg2/splat/splatsq100.html 2. English - Reading comprehension. Have a go at the Troll's Troubles activity. 3. Art - Sketch and label a diagram of Bernard. What do all of the buttons and dials on his chest do?
Day 9	<ol style="list-style-type: none"> 1. Maths - 10 more, 10 less. Play the game https://www.topmarks.co.uk/learning-to-count/chopper-squad select the option 'Ten more or less' and challenge yourself to see if you can try the higher numbers. Have a go at the activity in the home learning pack labelled 'Maths - Day 9'. You might want to use the 100 square to help. https://www.primarygames.co.uk/pg2/splat/splatsq100.html 2. English - Can you write a short story about what Bernard or the robot you made would do if he came to school for the day? What problems might be encountered? What might go well about having a robot in school? 3. PSHE - Complete the Inside Out - Your emotions activity on Seesaw.
Day 10	<ol style="list-style-type: none"> 1. Maths - Numbers to 100. Have a go at the caterpillar ordering game https://www.topmarks.co.uk/ordering-and-sequencing/caterpillar-ordering followed by the activity and challenge in your home learning pack labelled 'Maths - Day 10'. 2. Music - Compose a rhythm that Bear might have played when he used Bernard's bottom as a drum! You could video yourself and send it to us on Seesaw. 3. Take a trip to the beach and make a sandcastle like the one at the end of the story! Don't forget to send us a picture!



Number bonds to 10



Can you find the two numbers which total 10? Circle them.

7	1	4
9		

5	7	8
5		

10	0	5
8		

5	6	3
7		

2	8	6
6		

9	5	10
1		

4	2	6
3		

3	8	4
7		

0	6	10
2		

0	8	4
2		

1	9	4
0		

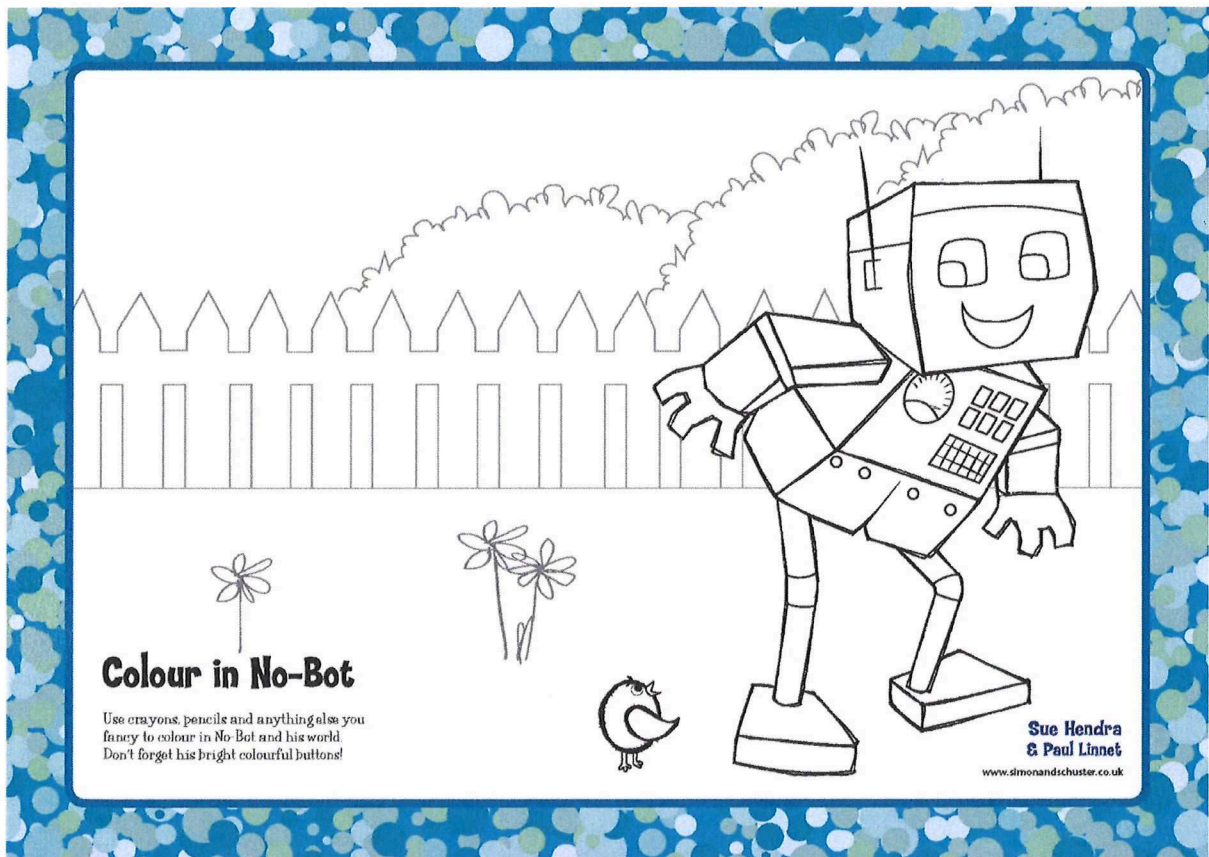
10	4	2
0		

English — Day 1

Now you have listened to the story of No-bot the Robot, can you think about what you would like your ideal robot to be able to do? Maybe it would make your bed in the morning, do your homework or be able to play football with you!

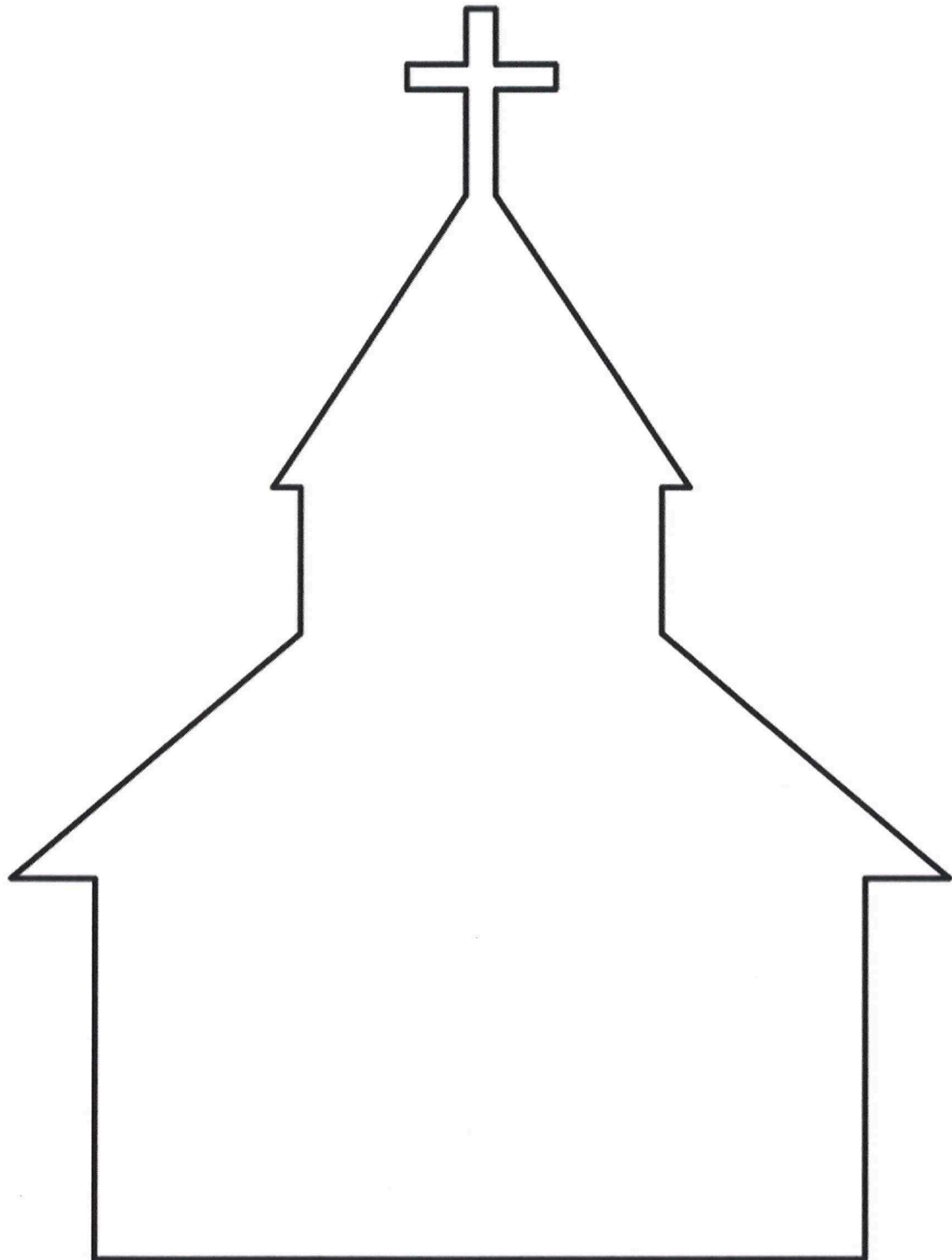
Five things I would want my robot to do...

1. _____
2. _____
3. _____
4. _____
5. _____



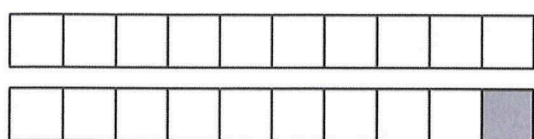
Re – Day 1 The Church

Can you find out what people do when they go to Church? Think about what we do when we visit with school. Have you been to a Church to celebrate a special occasion? Draw or write your ideas inside the Church!

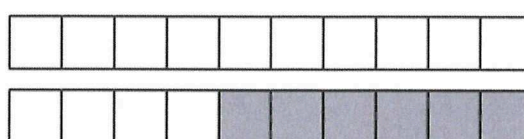


Can you complete these number sentences using number bonds to 20?

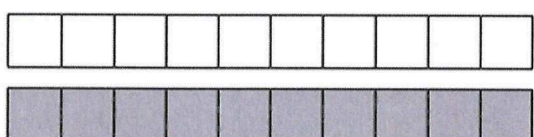
The first one has been done for you.



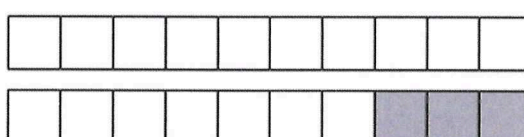
$$\boxed{19} + \boxed{1} = 20$$



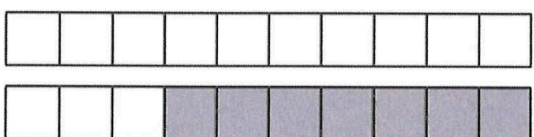
$$\boxed{} + \boxed{} = 20$$



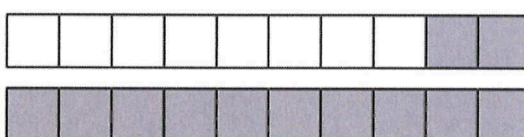
$$\boxed{} + \boxed{} = 20$$



$$\boxed{} + \boxed{} = 20$$

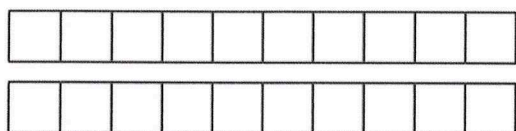


$$\boxed{} + \boxed{} = 20$$

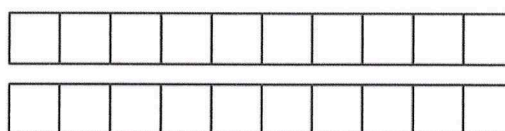


$$\boxed{} + \boxed{} = 20$$

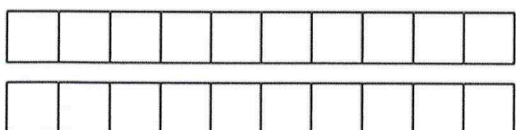
Can you use two colours to make your own sticks with number bonds of 20? Write the matching number sentence below each picture.



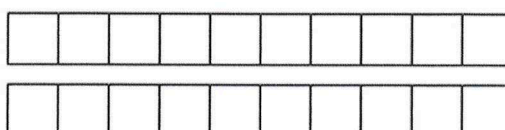
$$\boxed{} + \boxed{} = 20$$



$$\boxed{} + \boxed{} = 20$$



$$\boxed{} + \boxed{} = 20$$



$$\boxed{} + \boxed{} = 20$$

Insects



Ant



Caterpillar



Butterfly



Bumblebee



Ladybird



Woodlouse



Lacewing



Cockchafer



Earwig



Crane fly



Spider



Earthworm



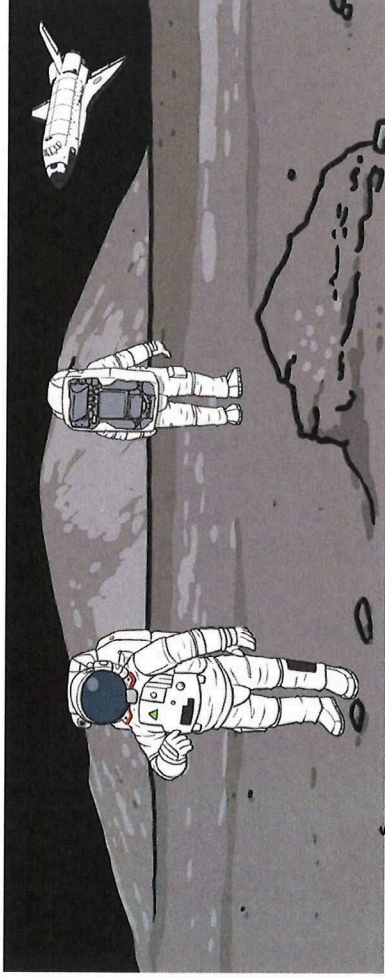
Blast Off to 50!

Challenge

You will need: game dice; 30 counters (e.g. 15 blue, 15 red)

Roll both dice and work out the number shown by the dots. Place a counter on the matching numeral. Keep taking turns until all the numbers are covered or until one player has covered ten numbers. The player with the most counters wins.





Marvellous Moon Tours

9 Have you ever dreamt about riding in a rocket
14 and flying to the Moon?

22 Well, Marvellous Moon Tours could now make your
31 dreams come true! For the tiny price of thirteen
40 thousand pounds, you can book your place on a
46 shuttle and become a real-life astronaut!

56 Before your space trip, you will need to take part
64 in an exciting week of astronaut training. Then,
75 it is time to fasten your seatbelts for your once in
81 a lifetime journey into outer space!

90 Look at our website and book your space holiday
91 today!

Quick Questions



1. Why do you think that the advert starts with a question?



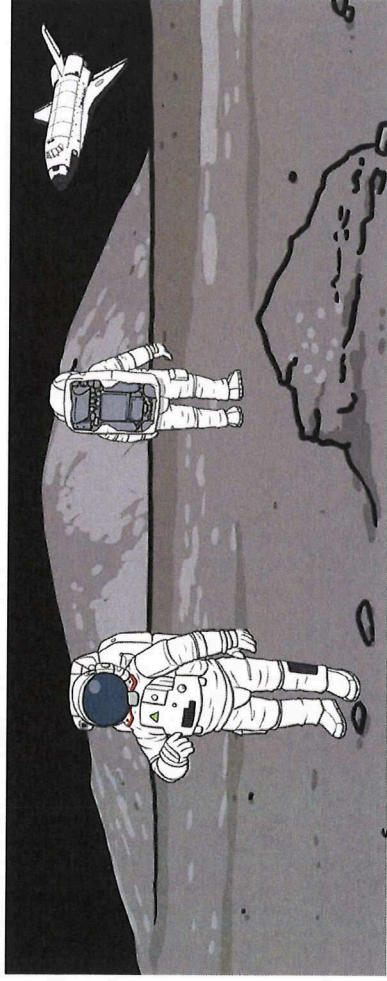
2. How much does a Moon tour cost?



3. Why do people who book a Moon tour have to do a week of training?



4. Would you like to book a Moon tour?



Marvellous Moon Tours

9 Have you ever dreamt about riding in a rocket
14 and flying to the Moon?

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64 in an exciting week of astronaut training. Then,
75 it is time to fasten your seatbelts for your once in
81 a lifetime journey into outer space!

90 Look at our website and book your space holiday
91 today!

Answers

1. Why do you think that the advert starts with a question?



To try and get people interested in flying to the Moon.



2. How much does a Moon tour cost?

Thirteen thousand pounds.



3. Why do people who book a Moon tour have to do a week of training?

People have to do training to become an astronaut so that they know what to do when they go into space.

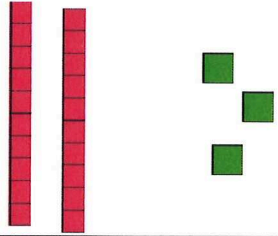
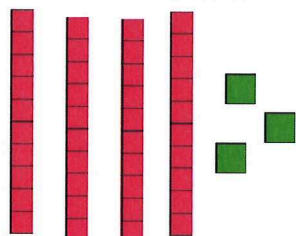
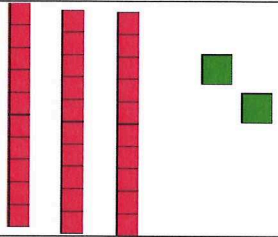
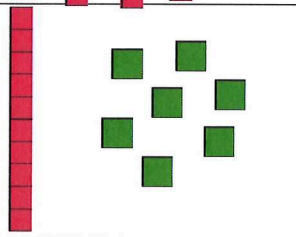
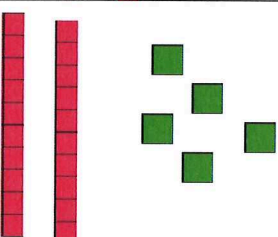
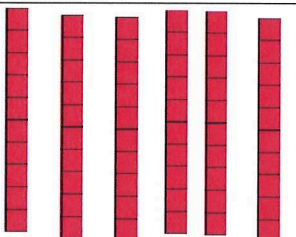
4. Would you like to book a Moon tour?



Accept any sensible answer with reasoning from the text, e.g. Yes, because I'd be a real-life astronaut or No, because it is too expensive.

Place Value

Counting in 10's and 1's, write down the value of each box.

Draw the amount of 10's and 1's you need for each number.

	25		50
	42		15
	37		8

English — Day 4.

What might another animal do if they found No-bot's lost bottom? Can you create another page for the story?



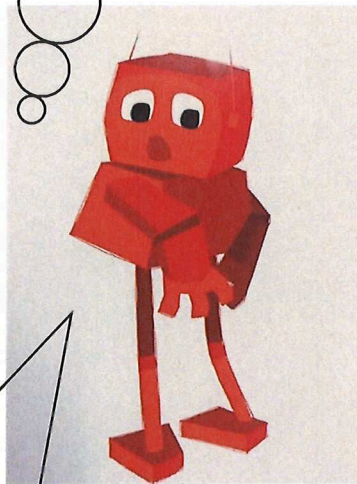
Draw a picture of the animal and what it might use No-bot's bottom as!

What might the page in the story say?

Day 4 – PSHE

Imagine what it is like to be Bernard when he loses his bottom.

What would Bernard think?

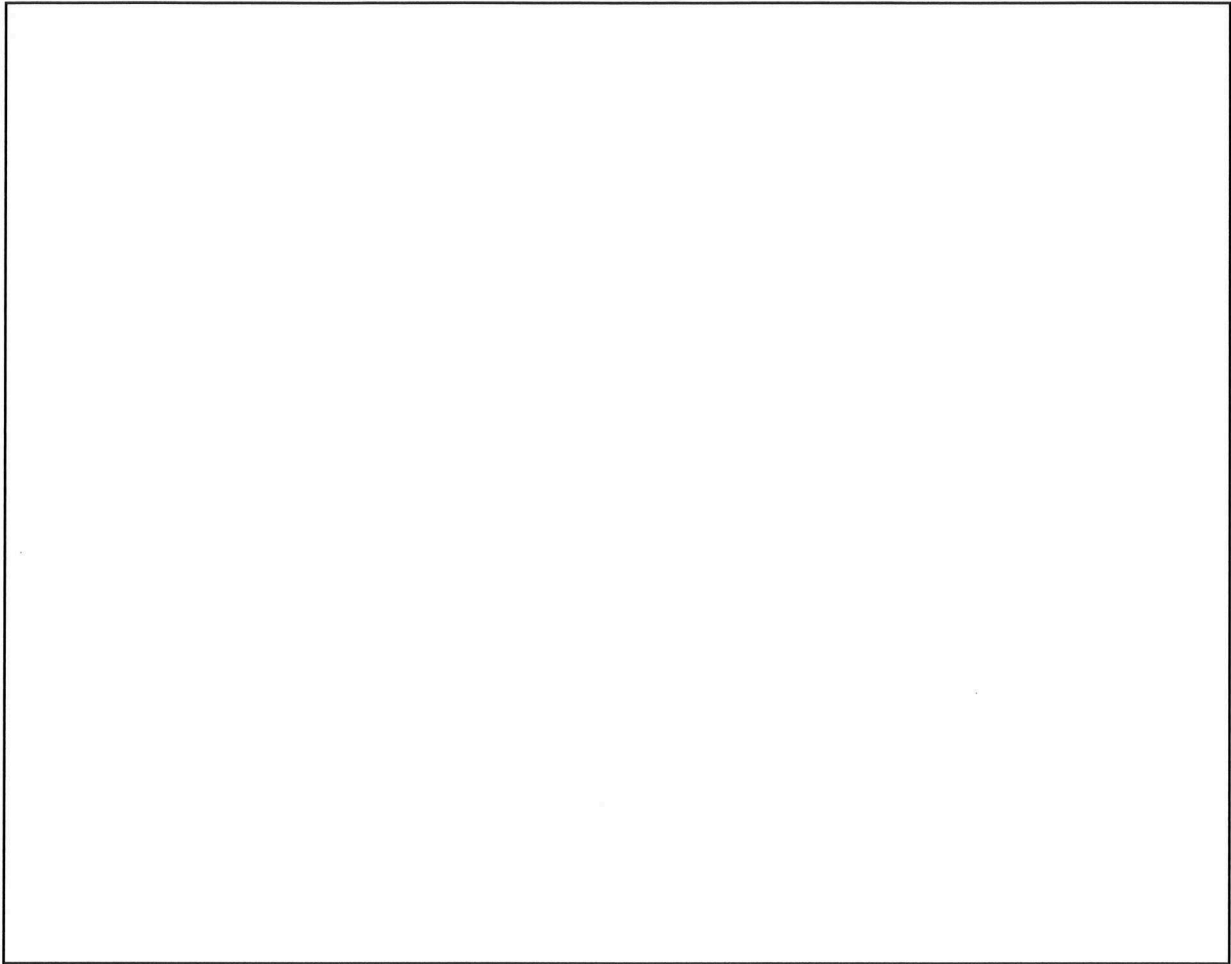


What would Bernard say?

How might
Bernard feel?

Maths – Day 5. 2D robots.

Follow the instructions to draw your own robot. Good luck!



How to make your robot:

1. Make his head from a shape with 5 sides and 5 corners.
2. Make 2 eyes from a shape which has no corners and 1 curved side.
3. Make his nose from a shape which has 3 sides and 3 corners.
4. Make his mouth from any shape which has 1 straight side and 1 curved side.
5. Make his arms and legs from a shape which has 2 long sides and 2 short sides, with 4 corners.
6. Make his body from a shape which has 6 sides and 6 corners.
7. Make his hands and feet from a shape which has 4 sides and 4 corners. All the sides are the same length.

Challenge! Can you cut out some 2D shapes and see how many different robots you can make?



Maths – Day 6. Addition

Look at the tens and units and identify the numbers being added together.

Draw the tens and units from both numbers altogether in the answer box and then write down the number it equals in total.

$$\begin{array}{|c|} \hline \text{4 tens, 1 unit} \\ \hline \end{array} + \begin{array}{|c|} \hline \text{2 tens, 4 units} \\ \hline \end{array} = \begin{array}{|c|} \hline \\ \hline \end{array}$$

$$\begin{array}{|c|} \hline \text{3 tens, 4 units} \\ \hline \end{array} + \begin{array}{|c|} \hline \text{1 ten, 4 units} \\ \hline \end{array} = \begin{array}{|c|} \hline \\ \hline \end{array}$$

$$\begin{array}{|c|} \hline \text{4 tens, 6 units} \\ \hline \end{array} + \begin{array}{|c|} \hline \text{2 tens, 2 units} \\ \hline \end{array} = \begin{array}{|c|} \hline \\ \hline \end{array}$$

$$\begin{array}{|c|} \hline \text{3 tens, 8 units} \\ \hline \end{array} + \begin{array}{|c|} \hline \text{2 tens, 1 unit} \\ \hline \end{array} = \begin{array}{|c|} \hline \\ \hline \end{array}$$

$$\begin{array}{|c|} \hline \text{3 tens, 6 units} \\ \hline \end{array} + \begin{array}{|c|} \hline \text{5 tens, 2 units} \\ \hline \end{array} = \begin{array}{|c|} \hline \\ \hline \end{array}$$

English – Day 6

Your robot passport!

Name: _____

Address:

Date of birth: _____

Main features:

Hobbies:

How to look after me:

What to do in case of an emergency malfunction:

Match the colours to the numbers.

1-3 = red

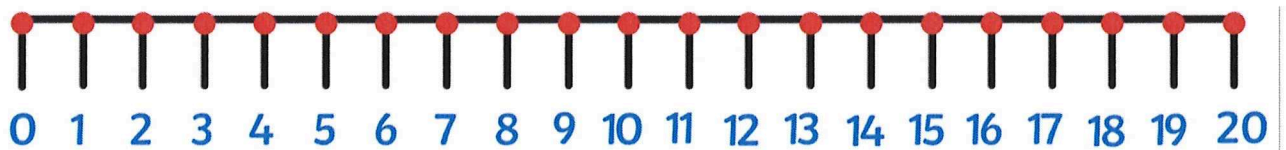
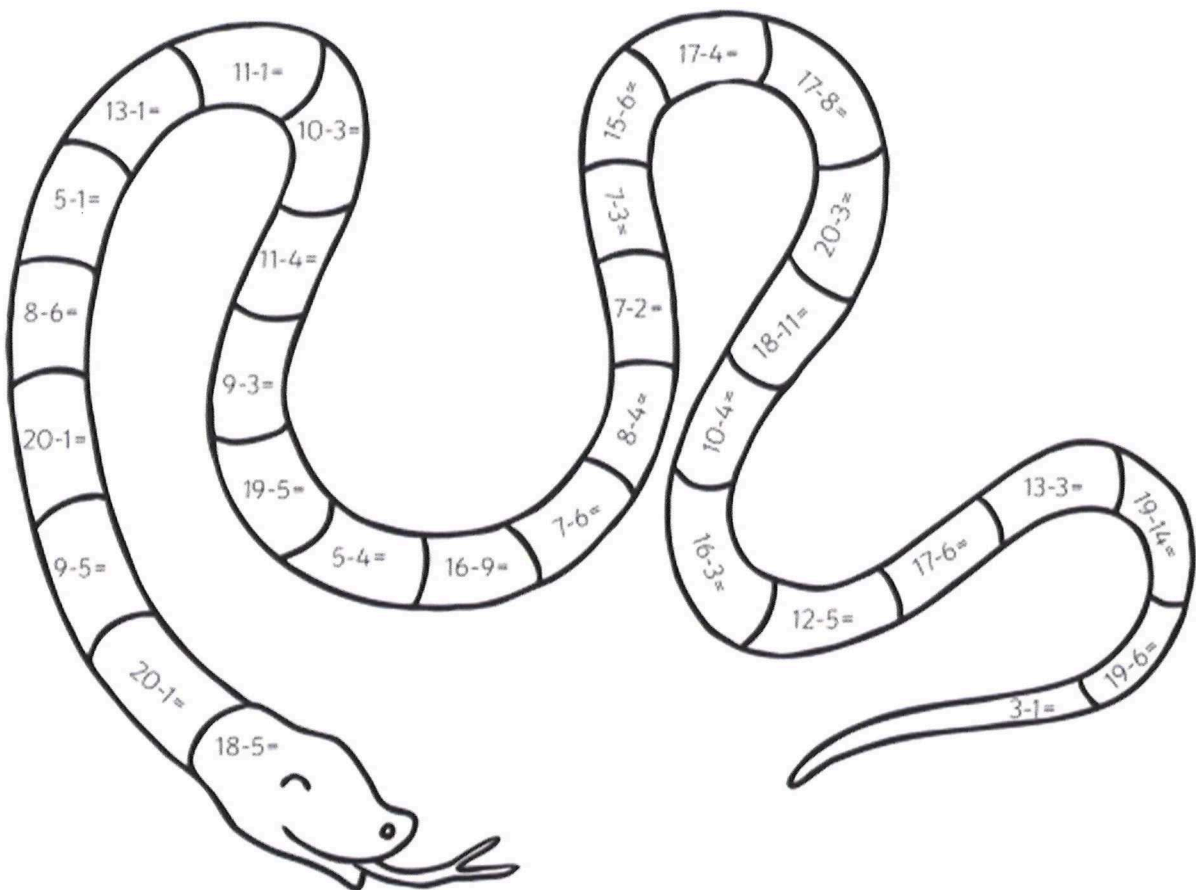
10-12 = blue

4-6 = orange

13-15 = green

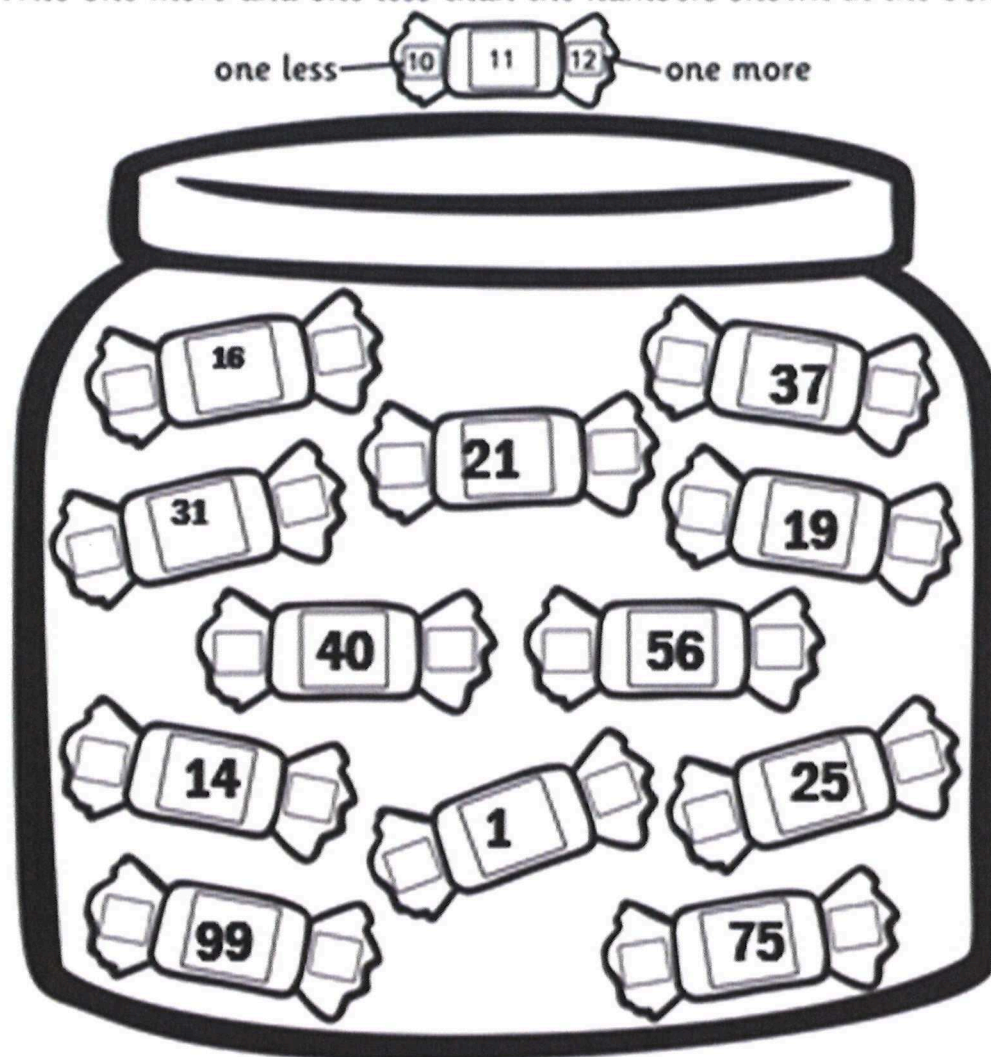
7-9 = yellow

16-20 = purple

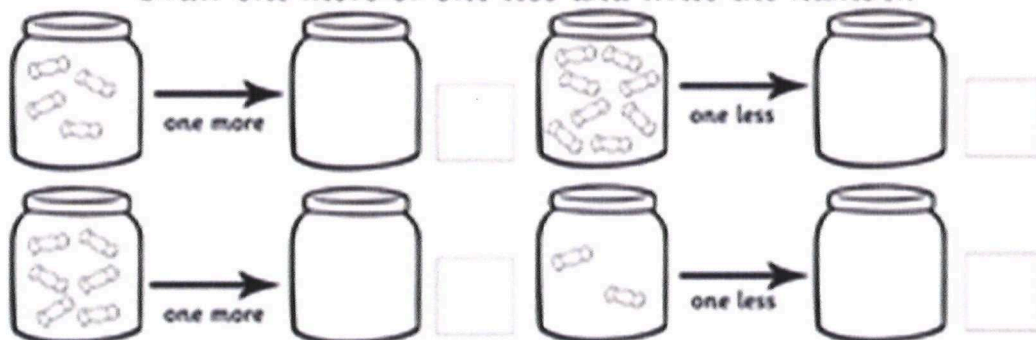


One more or one less?

Write one more and one less than the numbers shown in the boxes.



Draw one more or one less and write the number.



Troll's Troubles

2 Dear diary,
11 I love my little house underneath the bridge in
21 the valley but I get very grumpy when I hear
30 grubby, little goats trotting over the top of it
39 when I am trying to sleep. One morning, three
48 goat brothers made a plan to cross my bridge;
58 they knew it would make me cross. One at a
66 time, they bashed their hooves across the bridge.
77 When I went outside to tell them to be quiet, the
87 biggest goat pushed me with his horns and I fell
98 off the bridge into the river. I was furious! I think
103 I'm going to move house.

106 Dave the Troll



Quick Questions

1. Why does the troll get grumpy when people cross the bridge?



2. Number these events from 1 to 3 to show the order they happened in.



_____ The troll decided to move house.

_____ The three goats made a plan.

_____ The biggest goat pushed the troll.

3. Where does the troll live?



4. Find and copy two adjectives in the text which mean the same as 'angry'.



Troll's Troubles

2 Dear diary,
11 I love my little house underneath the bridge in
21 the valley but I get very grumpy when I hear
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77 When I went outside to tell them to be quiet, the
87 biggest goat pushed me with his horns and I fell
98 off the bridge into the river. I was furious! I think
103 I'm going to move house.

106 Dave the Troll



Answers

1. Why does the troll get grumpy when people cross the bridge?



Accept any sensible inference linked to the text, e.g. The troll gets grumpy because he is trying to sleep and the banging of their hooves wakes him up.

2. Number these events from 1 to 3 to show the order they happened in.



- 3 The troll decided to move house.
1 The three goats made a plan.
2 The biggest goat pushed the troll.



3. Where does the troll live?

underneath the bridge in the valley

4. Find and copy two adjectives in the text which mean the same as 'angry'.

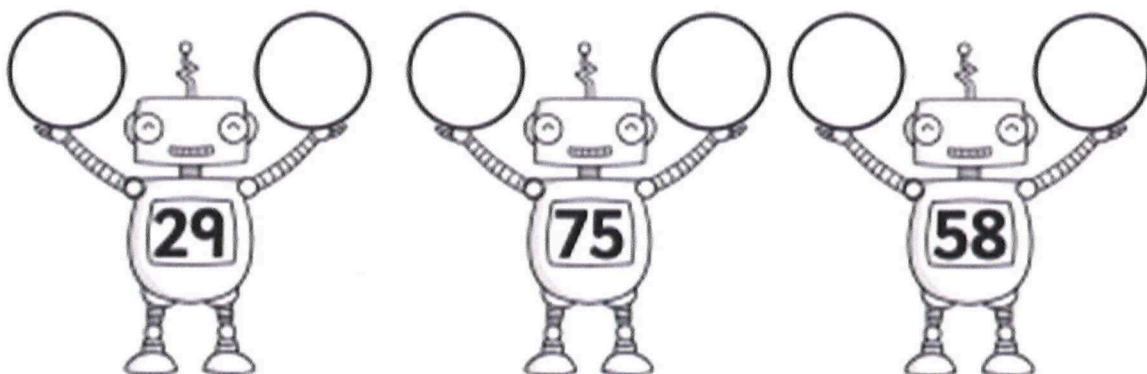
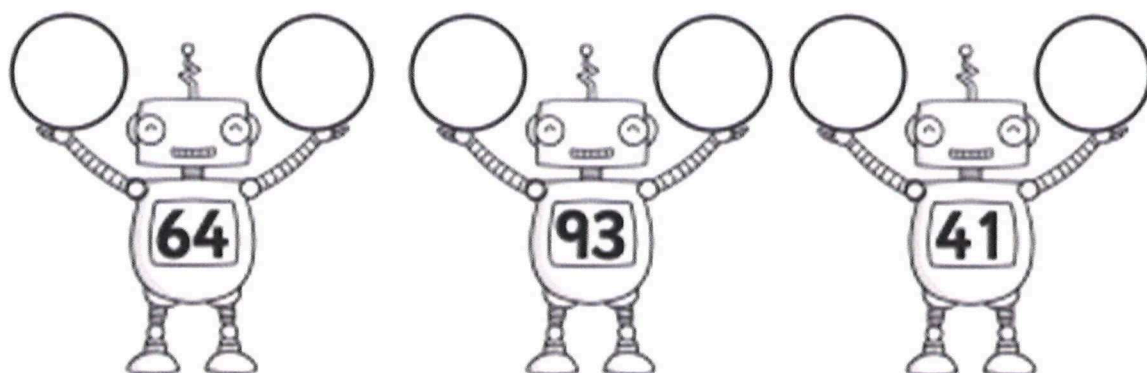
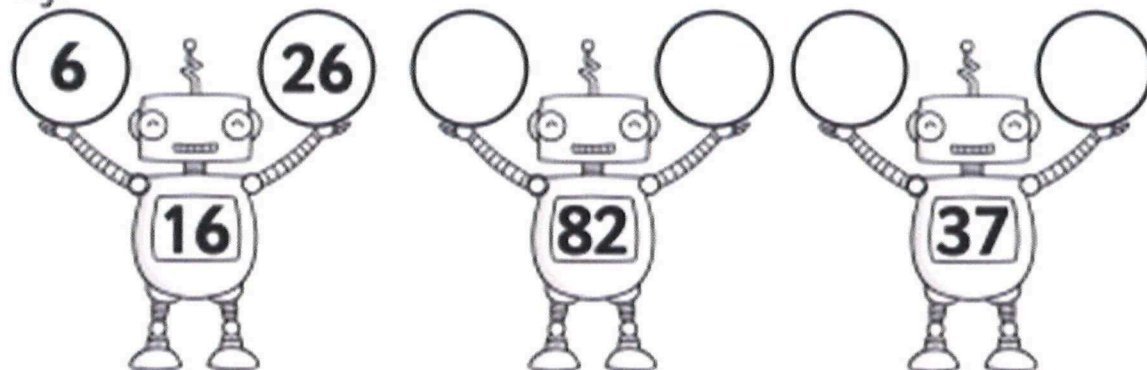


cross and furious

10 More 10 Less

Can you find 10 more than and 10 less than the number in the robot's tummy?

E.g.



English – Day 9

Can you write a short story about what Bernard or the robot you made would do if he came to school for the day? What problems might be encountered? What might be good about having a robot in school?
























Write in the missing numbers up to 100.

1	2	3		5	6	7	8	9	10
11	12		14		16	17		19	20
	22		24	25			28		30
31	32			35	36	37		39	40
41	42							49	50
51	52		54	55		57	58	59	60
61	62			65	66			69	
	72		74		76	77	78	79	80
	82		84	85	86			89	90
	92	93	94	95	96		98		100



Challenge... Use your 100 square to play 'I'm thinking of a number' with someone in your family. You need to think of a number and get someone to ask you questions about that number. You can only answer yes or no! For example, 'Is your number an odd number?' 'Does your number have 3 tens?' They need to keep asking questions until they can correctly guess the number you are thinking of. Good luck!

