

LEMURS BINGO CHALLENGE W/C 01/06/2020

MATHS	ENGLISH
<p>SUBITISING This is when you look at a small group of objects and know how many there are without counting. Watch https://www.youtube.com/watch?v=nsScVF6Jo6A</p> <p>Ask your family members to set out groups of objects. Can you subitise – that is recognise the number of objects without counting them?</p>	<p>SPEAKING AND LISTENING Play the ‘Describe an Animal’ Game You could use toy animals that you have at home, the farm animals attached or the pictures of animals from last week’s bingo. Spread out the animals. Choose one animal but don’t tell anyone. Now describe it (without saying the name) for your family members. Make sure your description is really clear so they can work it out. Choose another animal to describe or swap over.</p>
<p>PLACE VALUE</p> <p>Create bundles of 10’s using sticks/straws to be hay bales – practise counting in 10s. Now use single objects e.g. farm animals and add these on.</p> <p>Record what you have done.</p> <p>Now write the calculation e.g. $10 + 2 = 12$</p>	<p>PHONICS YR: This week we will be revising j v w x Copy the letters onto card/paper and spread them out on the floor. You could chalk the letters on your patio. Move around the letters – you could dance, jump, hop... Your grown up needs to say stop and shout out a letter sound for you to stand on. You could even play a game of musical letters. Spread the letters out and put some music on. When the music stops, stand on a letter. Say the letter sound you are standing on. Y1: Investigating alternative spellings for ai (rain) ay(play) a-e(cake) ee(bee) ey (donkey) e-e(eve) Use these links for phonics play. There is a phoneme spotter, best bet and word sort. https://new.phonicsplay.co.uk/resources/phase/5/alt-spellings-ai https://new.phonicsplay.co.uk/resources/phase/5/alt-spellings-ee</p>
<p>ADDITION AND SUBTRACTION Solve these addition and subtraction number problems. Show how you worked them out using strategies practised during previous weeks. The farmer collects 6 eggs and 6 apples. How many items did he collect altogether? There are 10 stables, 8 have a horse in them. How many are empty? Challenge: Make up your own number stories based on the farm. Show how you solved it.</p>	<p>HANDWRITING / SPELLING YR Practise forming j v w x correctly. Look back in previous bingos for correct formation. Try sitting each letter on the line – remember j has a tail that goes under the line. Y1 Practise writing ay forming each letter correctly and sitting on the line, remember y has a tail that goes under the line. Now practise writing ‘ay’ in words and sentences. For example: the days of the week; ‘May I play today?’</p>
<p>PATTERN What is a repeating pattern? Can you follow these patterns? Knee, clap, knee, clap ... Hands up, hands down, hands up, hands down... Clap, stamp, stamp, clap, stamp, stamp ... Hop, jump, jump, hop, jump, jump... Now make up your own pattern</p> <p>Challenge: Make a repeating pattern using more than two different actions.</p>	<p>PATTERENED LANGUAGE We’re Going on a Bear Hunt (you can find it on YouTube read by the author Michael Rosen). Find the repeated patterns in this story eg stumble trip, stumble trip. Make up your own story based on your farm. Use your farm map to help you. Which farm animal will you be looking for? What obstacles will be in your way? A duck pond, a haystack, a muddy field? What will do you when you come across them? Try to use a repeated pattern to describe. For example, Oh No! A duck pond. A cold wet duck pond. Splish Splash Splish Splash Oh No! A haystack. A big prickly haystack. Tickle Scratch, Tickle Scratch. Challenge: Write your story using this pattern.</p>
<p>LET’S INVESTIGATE Dice Tally Which number do you think you will roll the most? Roll the two dice and add the two numbers together. Keep a tally of the total you roll each time.</p> <p style="text-align: center;">1 2 3 4 5 6 7 8 9 10 11 12 </p> <p>Challenge: Try this with three dice.</p>	<p>WHAT AM I? Fold a piece of paper in half. On the outside write a description of an animal but you can’t use the name. Think about how you described your chosen animal in the Speaking and Listening task. Finish your description with the question What Am I? Read your description out loud. Can your family member work out your animal? Practise drawing your chosen animal. You might like to find some instructions (like you did for last week’s bingo) When you are happy draw the animal inside so when you lift the flap the animal you have described is inside.</p>

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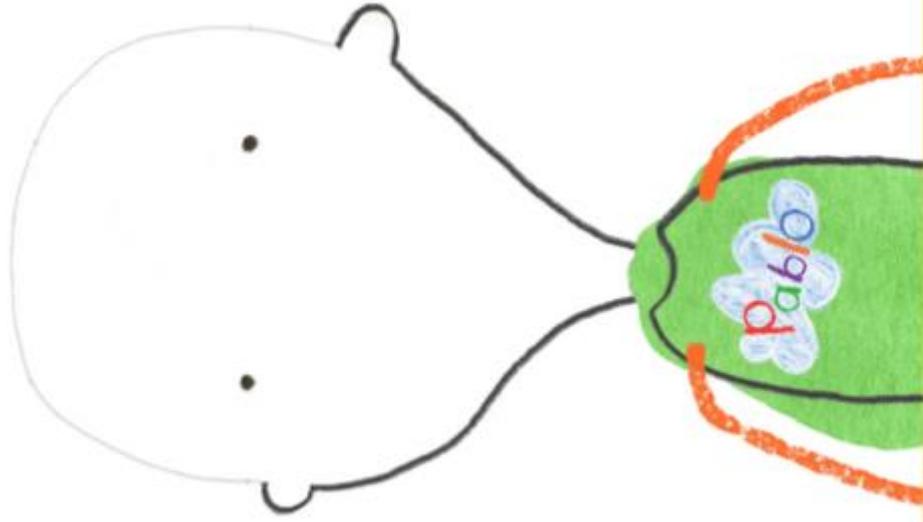
FOUNDATION

<p>SCIENCE HELP! The animals have escaped. How can the farmer sort them out? Use the pictures below or your own toy animals if you have some. Consider how the animals are similar / different.</p> <p>Challenge: Identify which animals are mammals and which are birds. Use the attached checklist. Pick an animal – what features does it have? Identify which group it belongs to. Different animal groups: https://www.bbc.co.uk/bitesize/articles/zfgc92p</p>	<p>BE ACTIVE</p> <p>Try out some farm themed yoga: https://www.youtube.com/watch?v=YKmRB2Z3g2s</p> <p>Remember to also keep up with the Daily Mile!</p>
<p>PSHE The Colour Monster by Anna Llenas. You can find a copy of this online on YouTube. Talk about the different colours and feelings. How are you feeling today? When have you felt the same as the colour monster? Happiness Sad Anger Fear Calm</p> <p>Challenge: Make a feelings page or jar. Use one colour. Write a sentence about the feeling.</p>	<p>MUSIC Continue the music bingo from last week, this time make a different noise for each farm animal. Describe the sound you are making. For example, sheep bleating, ducks quacking ... Sing Old MacDonald with your family using your animal noises.</p> <p>Challenge: Draw a picture symbol for each animal sound. Point to a picture symbol and make that sound. Make a repeated pattern using your picture symbols.</p>
<p>GEOGRAPHY</p> <p>What would you see on a farm? Make a map of your own farm. You might include a duck pond, fields, stables, farm house, haystack, orchard, animals.</p> <p>Challenge: Label the animals and the features</p>	<p>ART</p> <p>Watch this art lesson and join in: https://www.bbc.co.uk/bitesize/articles/zfrm6v4</p> <p>You will need paper and crayons/colour pencils. How will you show a happy and sad face? Follow Bob's instructions to help you.</p>
<p>WHAT DO ANIMALS GIVE US?</p> <p>Carry out some research to find out what different animals give us. Can you find out where we get milk, wool and eggs from?</p>	<p>PATTERN MAKING</p> <p>Collect some natural resources such as flowers, leaves, twigs ... Arrange them in a repeating pattern.</p> 
<p>RE</p> <p>WEDDINGS Watch this short clip on weddings. With your family members discuss what you know about weddings. Have you ever been to a wedding? https://www.bbc.co.uk/cbeebies/watch/my-first-wedding</p>	<p>COMPUTING</p> <p>Use a miniature model farm and direct your family member from point A to point B using directional language. Use the instructions that we use in school to control the Beebots.</p> <p>Challenge: Record your instructions using the picture symbols.</p> 

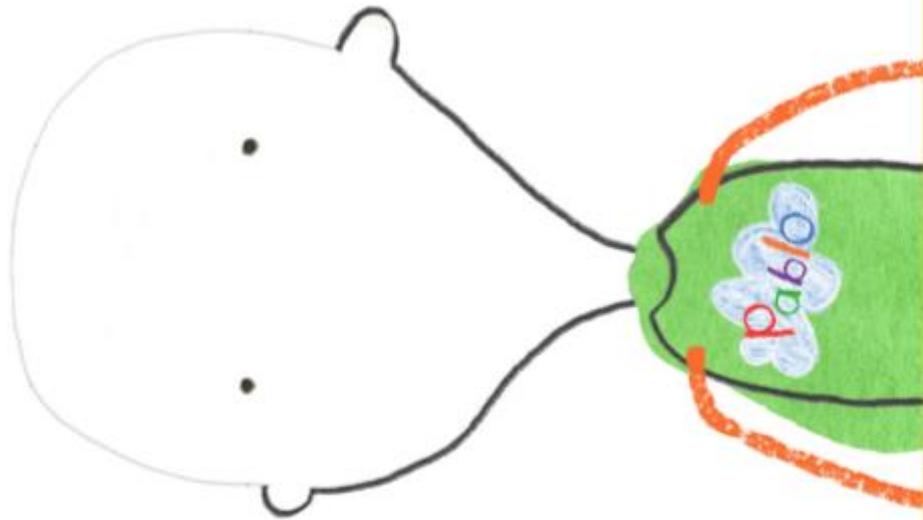
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Activity 1b. Draw a sad expression.



Activity 1a. Draw a happy expression.



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Press  to make the Bee-Bot **MOVE FORWARD**.

Press  to make the Bee-Bot **MOVE BACKWARDS**.

Press  to make the Bee-Bot **TURN A QUARTER CLOCKWISE**.

Press  to make the Bee-Bot **TURN A QUARTER ANTI-CLOCKWISE**.

Press  to make the Bee-Bot **MOVE** to the instruction given before.

Press  to make the Bee-Bot **ERASE ALL** memory given instructions so as to start a new one.

Press  to make the Bee-Bot **PAUSE** for **1 SECOND** between instructions.

Birds

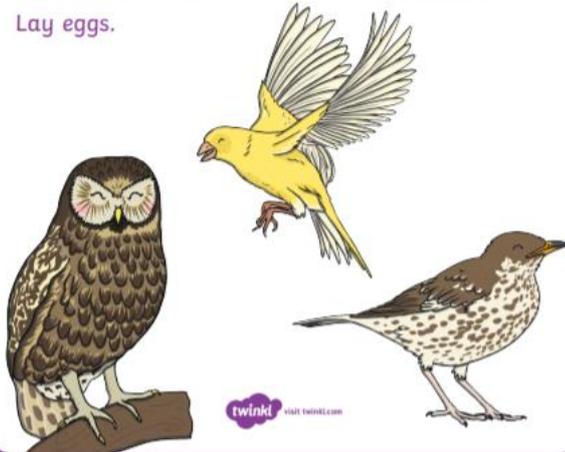
Are **warm**-blooded.

Live on land and water.

Have feathers (unique to birds), wings and a beak.

Have skeletons on the inside of their bodies.

Lay eggs.



Mammals

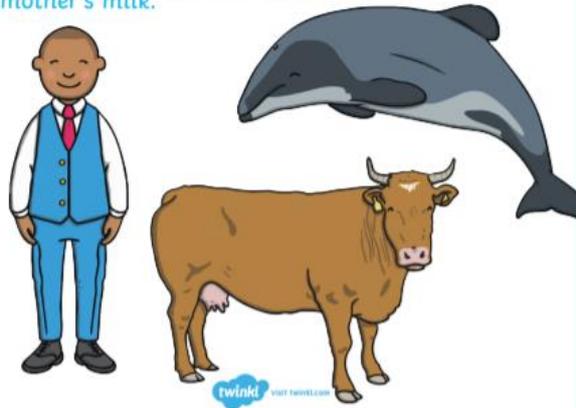
Are **warm**-blooded.

Live on land and in water.

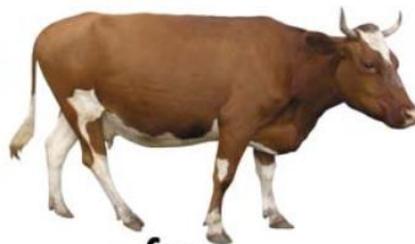
Have hair or fur.

Have skeletons on the inside of their bodies.

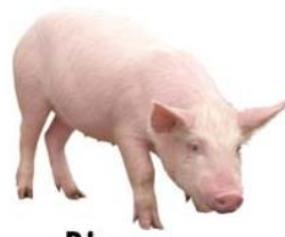
Give birth to live babies which drink their mother's milk.



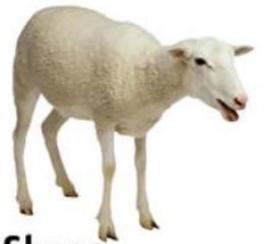
Ox



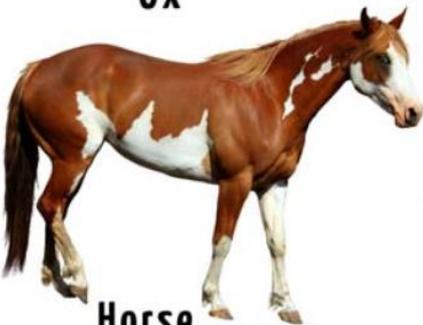
Cow



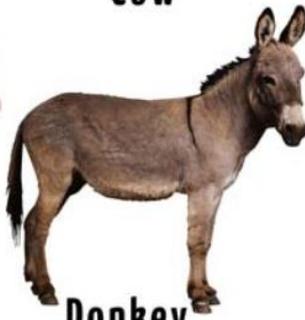
Pig



Sheep



Horse



Donkey



Goat



Llama



Turkey



Duck



Goose



Chicken