Learning Project WEEK 2 - Area you live in
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Age Range: KS1

Maths Tasks Reading Tasks Play on The Mental Maths Train Game -Reading a variety of books at home. practise adding and subtracting. Your child could share a book everyday. This can be reading a book aloud everyday or sharing a book with Recognise the place value for numbers up to 99 in this place value basketball game. an adult. Create a card game that is based around Listen to a story read: making number pairs to twenty that can https://www.storylineonline.net/ then be played as a family. Watch Newsround and find out what is Identify shapes and finish the patterns in happening in the world. What did you this online game. Can any of these shapes find out? Is there anything you need be found around the house? How many of help understanding? each shape can be found? Read the book 'Voices in the Park' Write the numbers 20 - 50 in words and https://www.youtube.com/watch?v=ohs -7ue wdM Discuss the illustrations and diaits why the book has been set out the way it has. Create a mask of one of the characters from 'Voices in the Park'. Can your child hot seat the character? **Phonics/Spellings Tasks Writing Tasks** Daily phonics - Ask your child to practice Ask your child to Imagine that they live their sounds and blend words. Interactive in the opposite house. What would games found on link below. they see? Write sentences using a variety of suffixes - ing and adjectives. Phonics play Write your address: Discuss with your child. Do they know who delivers the **Top Marks** post? Share a letter with them and explore the envelope from the front Spelling and back. Can they see any numbers on the front or back of the envelope? Spell the days of the week What do they mean? Who is the letter Spell common exception words addressed to? Ask your child to write their address on the envelope. Discuss **Spelling City** the postcode and any capital letters? Well known addresses: Discuss with your child any well-known addresses of book characters/famous people/ historical figures they may know? e.g. 10 Downing Street, The Post Office, Isle of Struay Katie Morag. This Powerpoint may help. Write a letter to the Queen and post it.

Learning Project: Where do you live?

The project this week aims to provide opportunities for your child to learn more about the area in which they live. Learning may focus on your local area, famous people, key landmarks and links to your town.

To develop knowledge of the location of significant places:

Ask your child to look at where they live. What can they see outside the window in the front of their house? At the back of their house? What could they find near them? Find a map and see if they can find Warrington. Do they know the name of their street? Can they create a street sign with their street name?

<u>My address:</u> Support your child to find out your address. Can they find the number on your door? Can they write the number in digits and words? Ask them to try writing the number using crayons and paint.

Can they write a postcard or letter to a teacher at school? They could tell their teacher about where they live and things about their local area.

<u>My house:</u> Discuss with your child what their house looks like inside and outside? How many bedrooms does it have? Who has the biggest bedroom? Who has the smallest? Ask them to look outside their window and see if they can spot a house different to their own.

Can they draw their house? How many windows at the front? How many windows at the back? Do you have one door or two? In a special bag - could you (with adult support) place things that make it your home? Why would you pick those items?

<u>Draw a picture of your street</u>. Support your child to take a look at the street and buildings around where they live. Encourage them to think about the shape of the buildings.

Shape hunt: Take your child on a shape hunt around their house and garden. Look at the different shapes of the windows, doors, and houses. Can they name them? Are they 2D or 3D shapes? Ask them to create a picture of their house or street.

<u>Name the shape:</u> Place some 2D or 3D shapes into a bag and play the game 'Can you name the shape?' You will need a partner to play this game. One partner has a **shape** from the shape bag and they stand back to back. The partner with the **shape** describes it to their partner who has to try and draw it. How many do you know?



Compass: Make a compass. Do you know what the different compass points mean? Can you label the points?

<u>Create a passport:</u> create an individual passport to show your own information about where you live. Discuss the use of a Passport. What is a passport? What information does it contain? What does a passport allow you to do? Can you find a real life passport? Do you have one?

<u>Design a cottage -</u> Compare how a cottage is different to your house. Can you make a model of your house and a cottage?

<u>Create a song about 'Where you live' -</u> Can you add your address in your song? <u>Can you find the UK on the map?</u> Can you name the countries? Why do you think the Countries begin with a capital letter? This <u>song</u> may help.