



Year 1 - Home Learning – Week beginning 15.6.20



Reading Challenge

Listen to and read the book 'Room on the Broom'. You can hear Miss Luke read it here: <https://www.youtube.com/watch?v=RgUVFZDuCc8>



Reading Vipers

- Vocabulary
- Infer
- Predict
- Explain
- Retrieve
- Sequence or Summarise



- V** - Can you explain the meaning of the words: wailed, thundering, wildly, bounded, eagerly, clambered.
- I** - The dragon drew back and started to shake, what does that tell us about how he was feeling?
- P** - 'And whoosh they were gone' is at the end of the story. Predict where you think they will go next?
- E** - Explain why the dragon doesn't eat the witch. Research real dragons e.g. bearded dragon, sea dragon, komodo dragon and explain what they eat.
- R** - The witch drops items to the ground by accident. Retrieve and list the items.
- S** - Draw a comic strip to show the main events in the correct sequence.

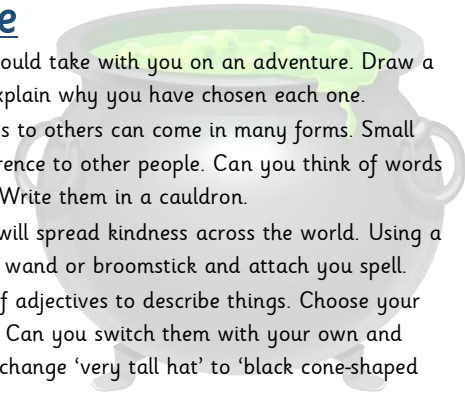
Be a wordwise wizard and follow the sounds schedule like they do in school. **Read it, say it, cover it, write it.** Keep it fun- use pens, chalk, salt/ sand in a try.

Day	Focus sounds
Monday	ng / ar
Tuesday	ow / oa
Wednesday	oo
Thursday	ure / ur
Friday	oi / air



Writing Challenge

- Think of five special people who you would take with you on an adventure. Draw a picture of each of them on a broom. Explain why you have chosen each one.
- Cauldron of kindness- Showing kindness to others can come in many forms. Small acts of kindness can make such a difference to other people. Can you think of words or actions that demonstrate kindness? Write them in a cauldron.
- Make up a spell using your ideas that will spread kindness across the world. Using a stick or wooden spoon make your own wand or broomstick and attach you spell.
- The author Julia Donaldson uses lots of adjectives to describe things. Choose your favourite page and spot the adjectives. Can you switch them with your own and write them down. For example I could change 'very tall hat' to 'black cone-shaped hat'.



R – Time

Think about the special people in your life. **Who would you make room for on your broom?**

Below are statements about what a good friend might be like. If you agree with the statement put your thumbs up but if you disagree put your thumbs down. 1. Makes me laugh. 2. Pushes me. 3. Ignores me. 4. Doesn't let me join in. 5. Listens to me. 6. Includes me. 7. Asks if I'm okay. 8. Makes me feel happy. 9. Accepts me for who I am. 10. Buys me things. *Why is it healthy to always leave a little room for new people and not just stick to one friend?*



Maths Challenge



- Look and learn about 'time' in the Power Maths summer home edition workbook on page 148- 163. (Please copy and paste this link). http://go.pardot.com/e/749453/PowerMathsYear1/51zwl/107009395?h=C_skoader-jTgJOaTsYBIZIAWPQmuuMkpGJv-18KjmM
- Using a timer, or a stop watch on a phone with your adults permission. In 30 seconds see how many times you can jump on the spot, touch your toes, clap your hands, say 'Room on the Broom'.
- Draw clocks to show what the witch's day might look like.
- Draw different length brooms and measure them with a ruler in cm. Cut them out and order them from shortest to longest.
- Write a list of ingredients you would put in your magic potion. Write the numbers as words. Such as ten conkers, three petals, thirteen pebbles, forty six feathers, one hundred leaves. Don't forget to say: 'Iggety, Ziggety, Zaggety, ZOOM!' and stir the ingredients clockwise.



7 o'clock
Breakfast:
spiders on toast.



Half past 1 Fly
to visit her
friend Winnie.

Challenge Time

- Design and make your own broom. Can you make it 3D by rolling paper or card to make the handle?
- Investigate the wind. Cut a long thin piece of paper, go outside and hold it up in the air. What happens? Is the wind blowing it? Repeat on a different day, does it do the same? What does it tell you about the wind?
- Can you draw the footprints of the characters in the story.



- The animals disguised themselves in sticky gloop. You can make gloop by slowly adding one cup of cold water to two cups of cornflour and mixing.
- Look on a world map and choose a country that the witch can fly to. Make a ticket with the country name, continent, how to say hello in their language, flag, what she should pack/ wear, any famous landmarks.

Real PE at home

Day 1	Day 2	Day 3	Day 4	Day 5
Go on an exciting Pirate Adventure	Can you find the Captain's Treasure?	Practice your Pirate Skills	Explore space and play the Crazy Craters Game	Sing along to I jump Aboard a Rocket Ship

- Visit <https://home.jasmineactive.com/login> and use your real PE at home school log in, which is:
- Parent e mail:** parent@cavendishc-1.com **Password:** cavendishc
- All the activities written in colour above can be found on **day 1-5** of the activity timetable, use the toggle to select EYFS (Reception)/KS1.
 - Get extra help and tips by watching the video for each day.
- Real PE develops all your learning skills, not just the physical ones. Develop your child's personal skills this week by:**
- Following the instructions and asking for help when you need it
- What did you do well?
- What would you like to improve next time?