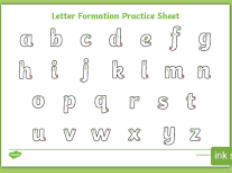




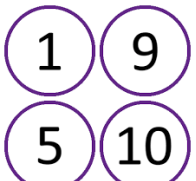








Walnut Class - Remote Learning

Please remember that times are a guide only.

<p>8.50 – 9.05</p> 	<p>Handwriting Practise - use the attached script to practise forming the letters of the alphabet. Make sure your letters are sitting on the line and not floating in the air.</p>
<p>9.05 – 9.30</p> 	<p>Phonics - phonics play, access to rhino readers at their level.</p>
<p>9.30 – 9.40</p> 	<p>Movement break - "Move Your Body!" (Exercise Dance Song) */// Danny Go! Brain Break & Movement Activity for Kids</p>
<p>9.40 – 10.15</p> 	<p>English - Karate Cats English - KS1 game - BBC Bitesize Karate Cats English - online, spelling, punctuation and grammar activities for KS1 children. Alternatively write some sentences to describe an object, setting, person or picture. Remember capital letters, finger spaces, full stops and use your phonics knowledge to sound out and spell the words.</p>
<p>10.15-10.30</p> 	<p>Take a break and snack time.</p>
<p>10.30-11.15</p> 	<p>Maths at Home NRICH Visit the NRICH website and select games and interactives for 5 7 year olds. Explore the games and interactives that are available in this section. These activities provide a range of mathematical concepts for</p>

	<p>your child to engage with and provided the opportunities to consolidate the learning previously undertaken and build upon this.</p>
<p>11.15 – 11.30</p> 	<p>Listen to your child read their school book and explore the following questions. Fiction: What was your favourite part of the story? Why? What interesting words did you find in your story? Can you find out/work out the meaning of these words? Non-Fiction: What have you learnt from this story? Can you find the page where it told us about...? What is the contents page used for? Can you use it to find the section about...?</p>
<p>11.30-11.45</p> 	<p>Movement break - "Bouncing Time!" Dance Song Brain Break Danny Go! Songs for Kids - YouTube</p>
<p>11.45 – 12.00</p> 	<p>Hit the Button - Quick fire maths practise for 6-11 year olds Practise number bonds within 10.</p>
<p>12.00 – 1.00</p> 	<p>Lunch break</p>
<p>1.00– 1.45</p> 	<p>PSHE & Citizenship: Choose from the lessons listed on the link: KS1 Citizenship - BBC Bitesize</p>
<p>1.45 – 2.00</p> 	<p>Take a short movement break - Magic Carpet Ride Brain Breaks for Kids Cosmic Kids - YouTube</p>

2.00 – 2.20



Take a break/Snack time

2.20 – 3.15



Computing - programme your own characters to complete moves at a dance party. Watch the short video that gives you all the instructions. You then need to close the instruction box and it will ask for your age. Once you have entered this you are free to start coding. ENJOY!

<https://studio.code.org/s/dance-2019/stage/1/puzzle/1>

You can then work through the other lessons as and when you have completed one.

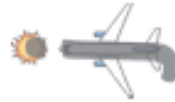
3:15



Home time



Around the apple, up the stalk and down the leaf.



Down the jet, around its trail and dot the sun.



Down the bat, up and around the ball.



Down Kit, up and around the kite and down its tail.



Curl around the caterpillar.



Down the lolly and lick!



Around the drum, up and down the stick.



Down the fork, over and over the meatballs.



Around the egg and under the cup.



Down the leaf, up and over the nut.



Over the fairy's head, down her dress and give her a wand.



Around the orange.



Around Gabi's head and wrap her scarf.



Down the puppy's neck and leg, up and around his head.



Down the chimney to the floor, up and over the new front door.



Around the queen's head, down and up her arm.



Down the insect's body and tail, dot the head.



Down the robot's body, up and over its arm.



Curl around and around the snake's body. teacup, then across the top.



Down one umbrella handle, up and down the other.



Down the neck, up the neck.



Down the wave, up the wave, down the wave, up the wave.



Criss, criss.



Swing the yo-yo up, drop it all the way down and underneath.



Zig, zag, path.

