

Jackfield Infant School

LOVE TO LEARN Spring 2022

	Spring 2022									
	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5					
9- 9.30 9.30-	Exercise Dough Disco Use dough, a sponge or just your fingers Shonette Bason video <u>Click here</u> Maths	Exercise Dough Disco Use dough, a sponge or just your fingers Shonette Bason video <u>Click here</u> Maths	Exercise Dough Disco Use dough, a sponge or just your fingers Shonette Bason video <u>Click here</u> Maths	Exercise Dough Disco Use dough, a sponge or just your fingers Shonette Bason video <u>Click here</u> Maths	Exercise Dough Disco Use dough, a sponge or just your fingers Shonette Bason video <u>Click here</u> Maths					
10.30	Numberblocks - How to count <u>Click here</u> Numberblocks One to Four gather for a woodland picnic. Four has brought them a flapjack each. But they are too hot to eat when Three touches them. She counts them incorrectly and claims there are only 3 and the mysterious Flapjack Snaffler (who has 3 eyes, 3 mouths and 3 blocks) has stolen one. Four counts them and everyone is reassured there are 4. Three checks and again counts 3. Then they hear someone coming and all run for cover. It turns out to be Five who arrives and teaches Three the rules of counting. Three finally understands and they decide to celebrate with flapjacks, only to discover that they are all missing. In another clearing, a Flapjack Snaffler munches happily.	 Quickly rote count to ten using a loud voice then a quiet voice, etc. Practise 1:1 counting to 5 (or beyond). Remember the strategies of: Saying one number name for each object Saying the number names in the correct order Moving objects as you count them 	Play a repeating pattern game using objects - this could be toys or household items e.g. cups and saucers. Put down e.g. a cup, a saucer, a cup. What comes next? (a saucer). You could use different types of objects, different sizes (two or three) or different colours (two or three).	Play a prepositional language game focusing on 'under, on (top of), behind, in front of'. Ask your child to put an object in a certain place e.g. put teddy behind the chair. To encourage your child to use the language involved, adult to put the object in a certain place and ask your child to tell you where it is e.g. they say 'the teddy is under the rug'.	Play a matching spots game to develop 1:1 counting Draw spots on pieces of card or paper - one spot on two pieces, two spots on another two pieces, etc. (focus on 1-3 and then 1-5 as appropriate). Put the cards face-down so that the spots cannot be seen. Ask your child to turn over two cards and tell you how many spots are on each. If they match, they can keep the cards. If they do not match, turn the cards back over. Continue playing until your child has completed the game.					
10.30 -	BREAK	BREAK	BREAK	BREAK	BREAK					
10.45 10.45 - 11.30	Phonics Voice Sounds Have fun making lots of sounds and words that encourage your child to move their mouth and tongue. For example: • Make your voice go down a slide - wheee! • Make your voice bounce like a ball - boing, boing • Sound really disappointed - oh • Hiss like a snake - ssssss • Keep everyone quiet - shshshh • Gently moo like a cow - mmmoooo • Look astonished - oooooo! • Be a steam train -	Phonics Rhymes and Songs Sing your child's favourite songs and use actions or instruments to make the activity as much fun as possible. Nursery rhymes are a great way to encourage your child to join in, as they will hopefully hear them often. Try missing a word and see if your child can fill in it in e.g. Humpty Dumpty sat on a	Phonics Odd One Out Put out three items that your child recognises, two with names that rhyme and one with a name that does not. Ask your child to point to the 'odd one out': the name that does not rhyme. For example, cat, hat, umbrella. Cat and hat sound similar and rhyme so your child would need to point to the umbrella.	Phonics Silly Soup You will need a bowl, spoon and a selection of items that rhyme and some that do not rhyme (see yesterday's activity). Place one of the rhyming items e.g. hat into the bowl and ask the children to 'stir it'. 'T'm going to make some silly soup, T'm going to make soup that's silly. T'm going to put it in the fridge and make it nice and chilly.'	Phonics Story-time Read your child's favourite story with them, encouraging them to join in with any repeated refrains/use different voices for the characters, etc.					

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	chchchchch • Buzz like a bumble bee – zzzzzzz • Be a clock – tick tock.			Adult asks child: put in something that rhymes with e.g. hat. Repeat by the child stirring the object in the bowl, singing the song and then saying e.g. hat, cat.	
12.30 - 1.30	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
1.30- 3.00	Listen to the story 'We're going on a bear hunt' https://www.youtube.com/watch?v=Og yI6ykDwds Tell your grown-up what happened. Answer questions e.g. who were the characters? Where did they go? How do you think the bear felt at the end of the story?	Place down a selection of items with some similarities of colour, shape, purpose, etc. e.g. a black sock, a black shoe, a red car, a black car, a doll, an action figure'. Tell your child they have got to decide which item you are talking about. For example, if you decide you are going to describe the sock you could say: 'it is black'. (Child could say it was one of the following: it is the sock, it is the shoe or it is the car). Next clue: 'you wear it on your foot'. (Child should say 'it is the sock' or 'it is the shoe'). Next clue: 'it has laces'. (Child should say 'it is the shoe').	Join in with a music session - Happy https://www.bbc.co.uk/teach/bring- the-noise/happy-song/zm4rrj6	Make your own Lava Lamp <u>Click here</u>	Brown bear, brown bear, what do you see? <u>https://www.youtube.com/watch?v=uG</u> <u>fUjJtg2XE</u> Listen to the story and join in with the repeated refrains. Describe the animals in the story.