

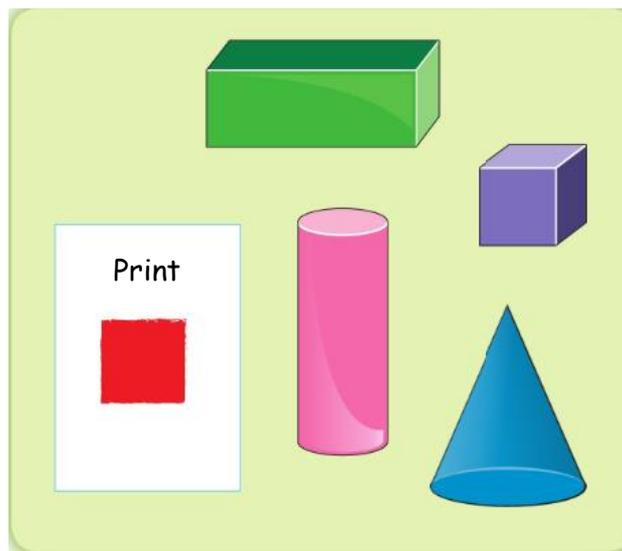
**Week 2, Day 4: Thursday 2<sup>nd</sup> April**

**Reading:** Ask your child to choose a story from their own library. Take some time to read the story to your child and ask them to join in with repeated refrains. Are there any words they can read/help you with?

**Maths:** Using the 2D shapes you have been learning about, draw a shape picture or make a picture with cut out shapes (see examples below). What shapes have you used?



**Challenge:** Can you tell your parent/carer which shape below made the red print? Is there more than one answer? Can you remember the names of the shapes?



**Phonics:** Parents/carers, please practise these sounds with your child:

'qu' 'th' 'sh' 'ch' 'ng'

Can you each think of a word which might include these sounds?

Examples: queen, quack, thin, think, shop, ship, chain, chop, king, ring, etc.

**Expressive Arts Design:** With the playdough you made yesterday (it should keep in a bag in the fridge for one week), complete the four fine motor activities below.

**Handwriting:** Complete pages 5 and 6 of your scissor skills booklet.

**Writing:** Can you add to the sentences you wrote yesterday that matched the pictures? What words could you use to extend your sentences? - 'and, because, then, but' are some words you could use.

**Physical Development:** See the PE activity cards below.

NOTE: Every weekday morning at 9am, The Body Coach will be doing a 30 minute PE lesson for children of all ages on his YouTube Channel - you just need to tune in.

**Understanding the World:** (Technology) Using a phone, computer or tablet, play this interactive game. Can you match the 2D shapes to the correct monster?

<https://www.topmarks.co.uk/early-years/shape-monsters>

**Please date and sign your child's daily work when it has been completed.**

## Playdough Fine Motor Skills

1

Squeeze the playdough in your hand.



2

Make a sausage shape by rolling the playdough.



3

Squash the playdough flat into a pancake shape.



4

Pinch all around the edges using your thumb and fingers.



## PE Activity Cards

Fitness Circuit Cards

### **Knee Highs**

Run around the circuit bringing your knees up high.



Fitness Circuit Cards

### **Crab Walk**

Crab walk around the circuit:

- Can you crab walk faster forwards or backwards?
- Have a race with your friends.
- Can you crab walk sideways?

Fitness Circuit Cards

### **Heel Walk**

Walk around the circuit on your heels:

- Can you walk fast?
- Can you side step on your heels?



Fitness Circuit Cards

### **Toe Touches**

Do 10 toe touches:

- Reach up high and then bend down and touch your toes. Your arms and legs should stay straight.
- Can you do sitting toe touches?

