

Phase 2 HOME LEARNING wall

These activities will reinforce practical tasks being taught and covered in class. Choose an activity to do with your child and **colour and date the brick when covered**. You can use your jotter to write down any work or descriptions of what you've done. **Good Luck!**

<p>Count forwards within the range 1-30 stopping and starting at different numbers</p>	<p>Practise making groups of items e.g. Give 4 teddies 2 toys each.</p>	<p>Give the number after in the range 1-30 e.g. "What is the number after 17?"</p>	<p>Sort the dominoes Choose one domino. Sort the remaining dominoes into groups depending on whether they are less than, the same as or more than the first domino.</p>
	<p>Make your own number line. Write, draw or cut out numbers from magazines to create a number line.</p>	<p>Play a dice game e.g. Snakes and Ladders. Try and work out what square you will land on before you move.</p>	<p>Number hunt. Find examples of numbers in newspapers, magazines, junk mail etc. Cut them out and make a poster.</p>
<p>Practise sharing items e.g. share 15 pencils between 5 children.</p>	<p>Count backwards within the range 1-30 stopping and starting at different numbers.</p>	<p>'Collect the dominoes' Each player chooses a domino from the pile. Count the dots. Win 1 point for the domino with more dots (0 points for the same number of spots). The first person to 5 points is the winner.</p>	<p>Ask "what number is this?" in the range 1-20. Possible contexts – door numbers, pages in a book</p>
	<p>Create your own number book/ story</p>	<p style="text-align: center;">Do a dot-to-dot puzzle</p>	<p>Play 2 dice bingo Make a grid of all the possible combinations then take it in turns to roll and cover a number. The winner is the person who has covered the most numbers at the end of the game.</p>
<p>Give the number before in the range 1-30 e.g. "What is the number before 20?"</p>	<p>Play 'Go Fish Number Sequence' Try to create a four card sequence eg. 2,3,4,5. Start with 6 cards each + discard pile. Take it in turns to ask for cards to make a sequence. If players cannot provide a card, the player asking must 'go fish' from the pile.</p>	<p>Create your own dot-to-dot puzzle for someone else to complete</p>	<p>Roll 2 dice. Work out the total score (do this through a game e.g. snakes and ladders)</p>

Possible Games

Bus Stop (Orchard Toys)

Pirate Snakes and Ladders and Ludo (Orchard Toys)

Dominoes

Uno (Mattel) – Numeral recognition and identification

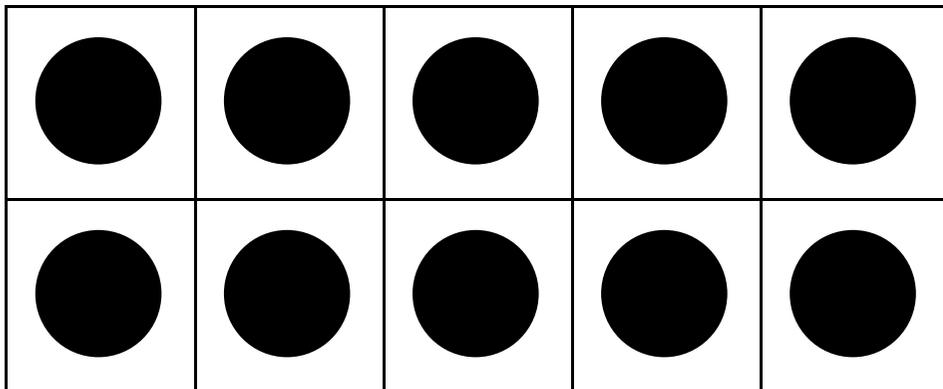
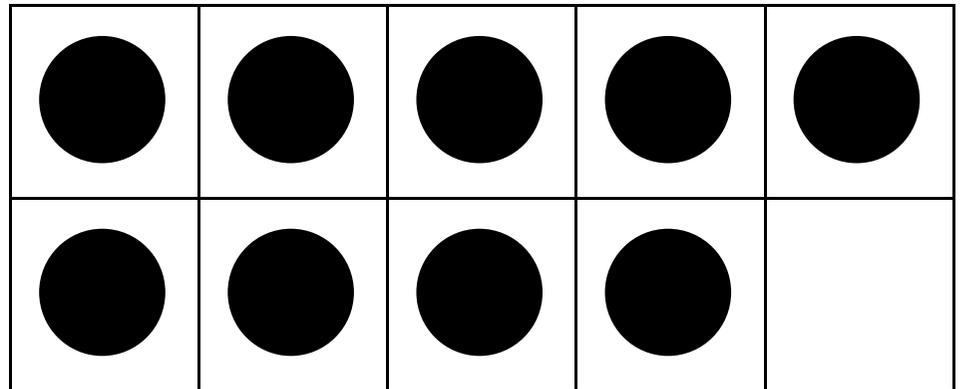
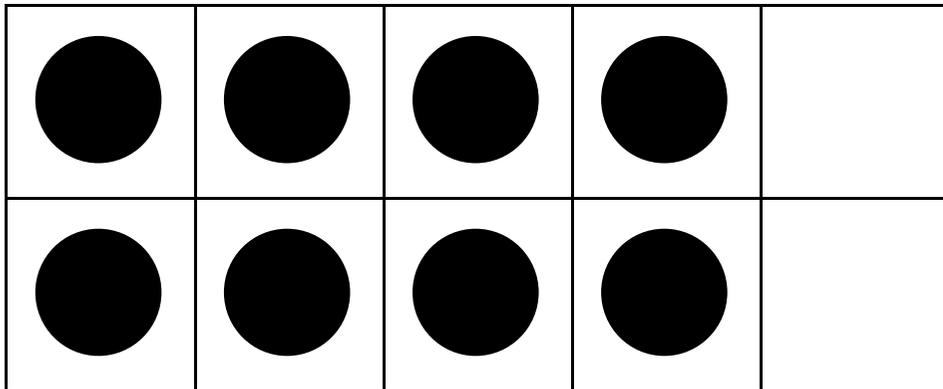
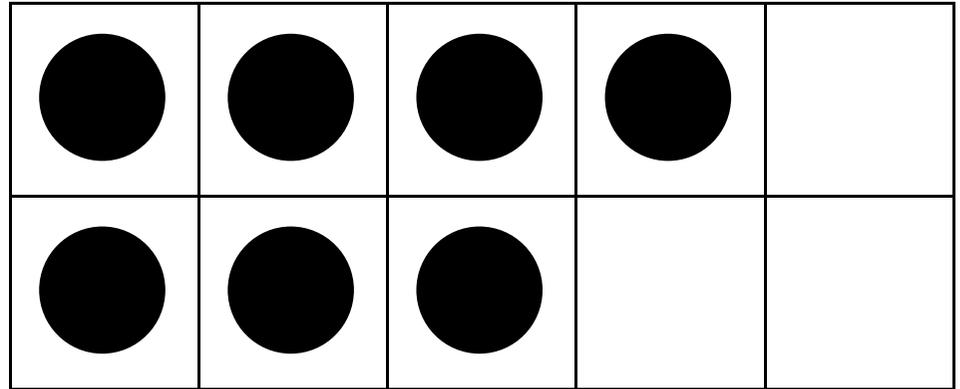
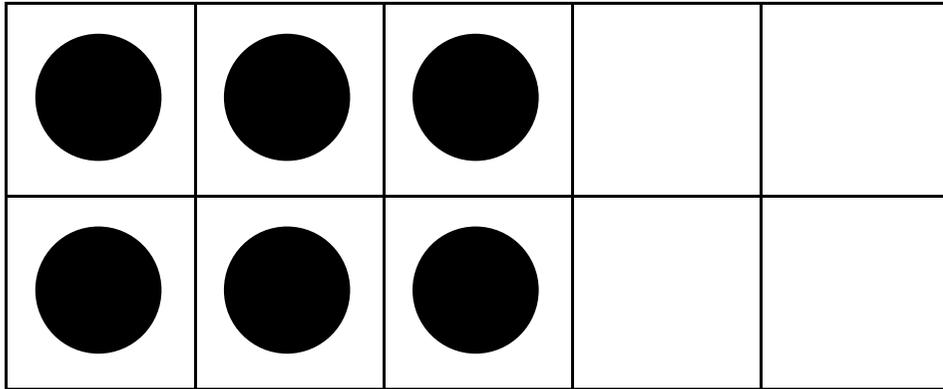
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Mini Ten Frames
Pairs-wise
11 cards