


Thursday 3rd June 2021

Get up, get dressed and have a good breakfast to get you going for the day 😊

8.50 - 9.15	SOFT START - THURSDAY MORNING CHALLENGE
9.15- 9.20	Summary of today for Literacy, Numeracy, HWB Talking point - Would you rather be in your pyjamas all day or a suit all day? 
9.20- 10.20	HWB - PE 1. Daily Mile 2. Athletic Challenges
10.20- 10.35	SNACK TIME Enjoy a healthy snack and some fresh air with your friends.
9.30- 11.03.5- 11.30	NUMERACY Starter - Be top in the Sum Dog DIAMONDS.CIRCLES OR SQUARES DIAMONDS / CIRCLES / SQUARES - Main Activity - Click here for teaching input <i>L.I. I can calculate using rules: areas of right angled triangles</i> H7 Textbook page 77 H7 Workbook page 26 H7 Reinforcement page 25
10.35- 11.30	LITERACY Spend 20 minutes on NESSY developing your reading and spelling skills just as you would at school, if you have a login. S SPELLING Take part in the Sum Dog prefix /suffix challenge - JUNE SPELLING BEE TIGERS / LIONS WRITING - LI - I can write a personal reflection on my achievements in Primary 7. Consider all you have done this session and what you feel you could focus on next session. Write your own comments to contribute to your final report. By considering the type of text I am creating, I can select ideas and relevant information, organise these in an appropriate way for my purpose and use suitable vocabulary for my audience. LIT 2-26a PLENARY - GROOVY GRAMMAR CHALLENGE
11.30- 11.55	LITERACY - Hot Money (1 between 2 books) <i>L.I. - I can select and use a range of strategies as I read to make the meaning of the text clear. LIT 2-13a</i>
11.55- 12.40	LUNCH TIME Time for a well-earned rest and play followed by some lunch in the classroom. Enjoy!
12.40- 1.00	LISTENING AND TALKING Continue to access the Newsround website in order to keep updated with all that is happening around the World. https://www.bbc.co.uk/newsround
1.00- 2.00	IDL / HWB The Unconscious Casualty (Recovery Position)/HeartStart (CPR) Transition work
2.45- 3.00	SOFT FINISH -