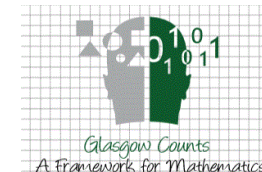




Glasgow Counts First Level



<p>100 dot count Place out 1 x 100 dot square. Count forward in 100s as you add 1 more 100 dot square to the pile. Take away one at a time to count backwards in 100s.</p>	<p>Hidden hundreds! Say, "I've got 8 hundred dot squares in this box (or covered up). How many dots are there?" Take 2 squares away. "How many dots are there now?" Try other examples and write the sums.</p>	<p>Dice gone dotty! Roll a dice and put out that many 100 dot squares. Roll again and put out that many 10 dot strips. What is your number? Roll and take away 10 times that number, e.g. if you roll a 3 take away 30 from your number. Write the sum. Do 10.</p>	<p>six times table chain game Draw a long rectangle with 10 boxes. <table border="1" style="width: 100%; height: 20px;"><tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr></table> Pick a number card (between 1-10), e.g. 3, and write the third multiple of 6 in the third box. Keep going until you have all the multiples of 6.</p>										
<p>Times Table chain game Do the same as 'Six Times Table Chain Game' for... • 9 times table</p>		<p>Empty Number Line Duel! (2 players) 1. Think of a number between 1-100. 2. Roll a dice and times that number by 10, e.g. if you roll a 5 then your number is 50. 3. Add your 2 numbers. Draw an empty number line to show how you worked it out. Both players show final number at the same time and highest wins the round. Play 5 rounds!</p>	<p>2 dice duel! Roll 2 dice to create a 2 digit number. Roll 2 dice again to create another. Add together using an ENL to record your thinking. Play against a friend or family member if you want to duel!</p>										
<p>Addend Friends! Roll 2 dice to create a 2 digit number. Roll 2 dice again to create another number. Create a Missing Addend sum using those numbers...Remember to put the highest number after the = sign. E.g. $34 + \underline{\quad} = 57$</p>	<p>BIG Subtracting! Roll 2 dice to create a 2 digit number. Roll 1 dice to create a 1 digit number. Take away the small number from the big number. How did you work it out? ...Use cotton buds or an ENL to help if you like.</p>	<p>BIG Adding! Roll 2 dice to create a 2 digit number. Roll again to create another 2 digit number. Add them together. How did you work it out? ...Use cotton buds or an ENL to help if you like.</p>	<p>Decade dazzler! Pick 2 (0-9) tens frames and add them together, e.g. $3+4 = 7$. Add a full 10 frame to the first number to create a new sum, e.g. $13+4 = 17$. Keep adding 10 to the first number until you have used 9 x full ten frames. What do you notice?</p>										
<p>Make a game! Make a game using an Empty Number Line, e.g. card game, pairs, track game...</p>		<p>Draw it! Draw how you would work out... $28 + 24 =$ $59 + 26 =$ Try your own examples...</p>	<p>Prove it!* Draw a picture or write a description to show that you understand non-canonical numbers!</p>										
<p>Decade dazzler 2! Roll 2 dice to make a take away sum, e.g. $8-4 = 4$. Add 10 to the first number to create a new sum, e.g. $18-4 = 14$. Keep adding 10 to the first number until you get to a 90 number. What do you notice?</p>	<p>Non-Canonical Brainteaser* Roll 2 dice to create a 2 digit number. Put out that many 10 strips. Roll 2 dice to create a 2 digit number. Add on that number to the number you have created with tens strips. Write it down. E.g. 16 tens + 24 ones is 184</p>	<p>Multiplication Sum stories! Work out the sum stories (word problems) on the cards (included in your pack) Try writing your own sum story for a multiplication sum....</p>	<p>Division Sum stories! Work out the sum stories (word problems) on the cards (included in your pack) Try writing your own sum story for a division sum....</p>										

*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. Remember to put the date and title at the top of the page. **Good Luck!***



Merrylee Primary School


P4 Numeracy Home Learning



We do between 5 and 6 hours of Maths and Numeracy a week but try and do what you can at home.

This term we have been concentrating on: _____ .

Enjoy some of these websites or apps at home!

<p>https://pages.sumdog.com/</p> <p>Username: Password: School Code: Merrylee</p> 	<p>Khan Academy https://www.khanacademy.org/</p> <p>This site is especially good for maths and computing for all ages. Accessible for children without an account.</p>	<p>www.bbc.co.uk/bitesize/subjects/zjxhfg8</p> <p>For all ages – can be used to help with homework, revision and learning. Videos, step by step guides, activities and quizzes all by stage level. KS1 – age 5-7.</p>
<p>www.mathplayground.com</p> <p>Free online maths games and more – problem solving, logic games and number puzzles that children love to play!</p>	<p>www.echalk.co.uk/Primary/numeracy.html</p> <p>Educational games, simulations, puzzles and activities created with a focus on learning through fun.</p>	<p>www.topmarks.co.uk/maths-games/</p> <p>A searchable site of thousand of quality teaching resources, interactive resources and games.</p>
<p>https://www.oxfordowl.co.uk/welcome-back-for-home/reading-owl/maths</p> <p>Educational resources and free eBooks to support children’s learning at primary school and home.</p>	<p>https://www.coolmath4kids.com/</p> <p>Math and Games for Kids, Teachers and Parents. Math lessons and fun games for kindergarten to sixth grade, plus quizzes, brain teasers and more.</p>	<p>https://www.doorwayonline.org.uk/</p> <p>Doorway Online is a collection of free and highly accessible educational games that learners will find easy to use independently. Each activity has a range of accessibility and difficulty options.</p>
<p>Prodigy maths https://www.prodigygame.com/ Essential maths skills for 1st to 8th grade – this website is in U.S. grades, but valuable for UK Primary age too.</p>	<p>https://mathsbot.com/</p> <p>Interactive tools and activities to aid the teaching of mathematics. Hundreds of randomly generated questions and answers.</p>	<p>Apps (free with no login required)</p> <ul style="list-style-type: none">• 10 Minutes a Day Times Tables• Maths Champions Lite for Kids• Times Tables Quiz• Maths Loops Lite: Times Tables• Monster Maths



Times Tables

Spend at least 15 minutes a day practising your times tables

<https://trockstars.com/>

<https://www.topmarks.co.uk/maths-games/hit-the-button>

<https://www.timestables.co.uk/>

Maths Games

Choose a maths game to play each day.

Have a go at inventing your own maths game.

<https://matr.org/blog/fun-maths-games-activities-for-kids/>

Link to maths games videos:

https://www.youtube.com/watch?v=foj6ujoT_HU&list=PLWIJ2KbiNEyoBDc5yLJ4PaiaY3o5E5xCB

Column Addition

Make your own hundreds, tens and ones counters by drawing on counters you have at home or make some out of paper/card.

Practice column addition with your hundreds, tens and ones, then have a go at drawing them out. Once you have done this, practise column addition using just the numbers.

Why don't you use a dice to generate your numbers and make some column addition questions of your own!

Link to video for column addition of 2 3-digit numbers:

<https://www.youtube.com/watch?v=PRAOFuuaVU&list=PLWIJ2KbiNEyq1iZ36fRe-xTJ4NNZsmYz9&index=9>

Column Subtraction

Make your own hundreds, tens and ones counters by drawing on counters you have at home or make some out of paper/card.

Practice column subtraction with your hundreds, tens and ones, then have a go at drawing them out and then practising with just the numbers.

Why don't you use a dice to generate your numbers and make some column subtraction questions of your own!

Link to video for column subtraction of 2 3-digit numbers:

<https://www.youtube.com/watch?v=sTILCPp6q2c&list=PLWIJ2KbiNEyq1iZ36fRe-xTJ4NNZsmYz9&index=10>

Grid method and column method multiplication

Multiply a 3-digit number by a 1-digit number by making your own place value counters to help you. You can either draw on counters or make your own out of card/paper.

Once you have done this with counters, have a go by drawing them out.

Link to video:

https://www.youtube.com/watch?v=QrKqvhV-j_Q&list=PLWIJ2KbiNEyq1iZ36fRe-xTJ4NNZsmYz9&index=13

Division (grouping and sharing and bus stop method)

Get some something you can use to share (counters/raisins/grapes etc...) Practise dividing by sharing and dividing by grouping.

Link to video:

<https://youtu.be/bdglIPNNhuI>

Divide a 3 digit number by a 1-digit number by making your own place value counters to help you. You can either draw on counters or make your own out of card/paper.

Once you have had a go with counters, try it by just drawing out the counters. Then have a go practising with just the numbers.

Link to video for dividing a 3-digit number by a 1-digit number:

<https://www.youtube.com/watch?v=D7PelKmv-jI&list=PLWIJ2KbiNEyq1iZ36fRe-xTJ4NNZsmYz9&index=14>


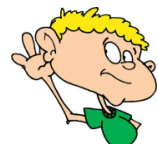


Merrylee Primary School

P4 Literacy Home Learning

We do between 5 and 6 hours of Reading, Writing, Listening and Talking a week but try and do what you can at home. Have fun on some of these websites or with the activity ideas at home!



<p>http://more.starfall.com/?t=289238018&nrb=1&y=1</p> <p>Starfall activities are research-based and align with Individual and US Standards in English language arts and mathematics. Still applicable in UK</p>	<p>https://www.seussville.com/</p> <p>Welcome to Seussville, the home of all things Dr. Seuss. I don't think you meant to go this way. Wouldn't it be better to stay and play?</p>	<p>https://www.oxfordowl.co.uk/welcome-back/for-home/reading-owl/english--1</p> <p>Educational resources and free eBooks to support children's learning at primary school and home.</p>
<p>https://www.abcya.com/</p> <p>ABCya.com is a website that provides educational games and activities for school-aged children. The games on the website are organized into grade levels from pre-kindergarten to Sixth grade, as well as into subject categories such as letters and numbers.</p>	<p>http://www.crickweb.co.uk/ks1literacy.html</p> <p>English educational kids games and activities. Teach your child, spelling, reading, alphabetical order and grammar with these English learning games.</p>	<ul style="list-style-type: none"> • Ask your child to pick a topic they'd like to learn about and spend 30 mins each day on that topic. Can they produce a poster, a leaflet or a booklet with their research and add some pictures to illustrate?
<ul style="list-style-type: none"> • Can you write a short story or your news and illustrate it? • Why don't you make your own book and learn how to do simple book binding. 	<ul style="list-style-type: none"> • Select a range of books that you have in the house – which one is your favourite and why? 	<ul style="list-style-type: none"> • Ask your child to write a letter and/or email to a different friend or family member each day. • What about creating and making notes or letters to send to a local nursing home?
<ul style="list-style-type: none"> • Make tents and reading caves with flashlights, tidy snacks, books, and pillows! 	<ul style="list-style-type: none"> • Write a story cooperatively. One person picks a character and the other picks a setting and then write your story together. 	<ul style="list-style-type: none"> • Listen to kid podcasts – some good examples are 'story pirates' and 'smash boom best.' 



Complete some of these Literature Circles Tasks with different Fiction books.



Literature Circles - Fiction

Passage Master



Learning Intention:

I can select and read paragraphs from a novel I enjoy and find interesting, and I can explain why I prefer certain texts and authors

Success Criteria:

Find an interesting paragraph in your text and share with your group giving at least four or five reasons for your choice.

Illuminator



Learning Intention:

I can identify the character's feelings and emotions in the text I am reading.

Success Criteria:

Find at least five parts in the passage that tells us about the character's feelings eg. Happy, sad, exciting, scary, lonely etc.

Summariser



Learning Intention:

I can summarise the main events of the text I am reading.

Success Criteria:

Summarise the outline of the passage with at least five key parts perhaps concentrating on character, plot or setting.

Question Master



Learning Intention:

I can create and respond to literal, inferential and evaluative questions about my text.

Success Criteria:

Create four or five questions for members of your group about the passage you have just read. You could start with what, when, who or how etc.



Word Finder



Learning Intention:

I can clarify unfamiliar words in the text that I am reading.

Success Criteria:

Find at least five or six words from the passage that you find interesting, confusing or new. Use a dictionary to find their meaning or any other NHR strategies and share with your group.

Mind Mapper



Learning Intention:

I can pick out important aspects of the text and organise in notational form.

Success Criteria:

Draw and colour code your own mind map including at least 8 important aspects of what you have read, eg. plot, character, setting.

Illustrator



Learning Intention:

I can illustrate what I visualise when I'm reading.

Success Criteria:

Create a picture of something important in the passage. It may be realistic or symbolic.

Link Maker



Learning Intention:

I can link what I read in my texts to my own experience or examples I have seen in the media.

Success Criteria:

Make connections with at least two or three excerpts from the passage and your own experiences. eg. 'This part made me think about ...'



Complete some of these Literature Circles Tasks with different Non-Fiction books.



Literature Circles Non-Fiction

Passage Master



Learning Intention:

I can select and read paragraphs from a non-fiction text I enjoy and find interesting, and I can explain why I prefer certain texts and excerpts.

Success Criteria:

Find an interesting paragraph in your non-fiction text and share with your group giving at least four or five reasons for your choice.

Skimmer



Learning Intention:

I can quickly read over non-fiction text to decide what it is mainly about.

Success Criteria:

Write one or two sentences to explain what the page/section is roughly about.

Scanner



Learning Intention:

I can look through the non-fiction text for a particular word or phrase then read closely to find out important details.

Success Criteria:

Write detailed information about the chosen word or phrase. This can be written in notes or full sentences.

Quiz Master



Learning Intention:

I can create and respond to literal, inferential and evaluative questions about my non-fiction text.

Success Criteria:

Create four or five questions for members of your group about the passage you have just read. You could start with what, when, who or how etc.

Note Taker



Learning Intention:

I can summarise the main points of the non-fiction text I am reading.

Success Criteria:

Pick out the important parts of the non-fiction text and write them in note form using bullet points. Please have a subject heading for your notes.

Word Finder



Learning Intention:

I can clarify unfamiliar words in the non-fiction text that I am reading.

Success Criteria:

Find at least five or six words from the non-fiction passage that you find interesting, confusing or new. Use a dictionary to find their meaning or any other NHR strategies and share with your group.

Mind Mapper



Learning Intention:

I can pick out important aspects of the non-fiction text and organise in notational form.

Success Criteria:

Group the information under sensible headings and organise clearly in your favoured format, e.g., table, spider diagram, mind map, flow chart.

Illustrator



Learning Intention:

I can illustrate what I visualise when I'm reading my non-fiction text.

Success Criteria:

Create a picture of something important in the non-fiction text. It may be realistic or symbolic of the facts you have learned.

Link Maker



Learning Intention:

I can link what I read in my non-fiction texts to my own experience, prior knowledge or examples I have seen in the media.

Success Criteria:

Make connections with at least two or three excerpts from the passage and your own experiences or prior knowledge. eg. 'This part made me think about ...'



Use the spelling lists on the next page to complete these activities over the next four weeks.

<p>Bubble Letters</p> <p>Write your spelling words in bubble letters.</p> <p>You can colour them in too!</p>	<p>Colourful Words</p> <p>Write each spelling word using a different coloured pencil for every letter.</p>	<p>Pyramid Writing</p> <p>Write your words in a pyramid!</p> <p>Example – home h ho hom home</p>	<p>Story, Story</p> <p>Write or type a short story using ALL of your spelling words.</p> <p>Remember to <u>underline</u> your spelling words.</p>
<p>Trace Around</p> <p>Write each word using a pencil.</p> <p>Trace around each word with a coloured pencil.</p>	<p>Sentence, please</p> <p>Write a sentence for each word.</p> <p>Remember to <u>underline</u> your spelling words.</p>	<p>UPPER and Lower</p> <p>Write your spelling words using CAPITAL LETTERS.</p> <p>Then write each word using small letters.</p>	<p>Spelling Flowers</p> <p>Draw a flower with big petals. Write a word in each petal.</p> <p>Draw more flowers if you need to.</p>
<p>Spelling Shapes</p> <p>Draw a shape for each of your spelling words.</p> <p>Write one word in each shape.</p>	<p>Fancy Letters</p> <p>Write each of your words using fancy letters.</p>	<p>Choo-Choo Words</p> <p>Write all of your words without leaving any spaces, like a long train. Use a different coloured pencil for each word.</p> <p>Example – logdogcapyousaw</p>	<p>Silly Sentences</p> <p>Write a silly sentence using one word in each sentence.</p> <p>Remember to <u>underline</u> your words.</p>
<p>Write your words with an AB colour patterns.</p> <p>Design your own 'colour code' system for each letter!</p>	<p>Other Handed</p> <p>First write your words normally.</p> <p>Then try writing your words with your other hand!</p>	<p>Type Them</p> <p>Type each of your words on the computer. You can experiment with the size, the font and the colour if you wish.</p> <p>Print and stick into your jotter if you wish.</p>	<p>Back Writing</p> <p>Use your finger to spell each word, one letter at a time, on someone's back.</p> <p>Then it is your turn to FEEL and spell.</p>



Complete a number these Fiction Writing tasks in your Home Learning Jotter.



Write a Fiction account that concentrates on the 'Characters' and give clues for the reader. You may wish to consider:

- Character descriptions and appearance.
- Character actions and speech
- Character environment and setting
- Character body language and posture

Character Clues:

You may also wish to include details on:

- character thoughts/stream of consciousness
- adjectives, adverbs, similes, metaphors, visualise
- theme- message portrayed by author

Character descriptions can also include:

- a turning point for a character
- writing from different viewpoints - first and third person

Write a Fiction account that concentrates on the 'Setting' and give clues for the reader. You may wish to consider:

- weather & seasons
- using colour, light & dark
- descriptions
- five senses (sight, sound, taste, touch and feel)
- visualisation (picture)

Setting:

You may also wish to include details on:

- understand how setting connects to themes
- compare settings with different genres.
- alliteration & onomatopoeia

Setting:

- building up & structuring a description
- establishing where and when
- descriptions to build atmosphere in a story
- describing real & imaginary places
- weather, colour, light & the five senses to establish mood & setting
- setting descriptions to fit with genre
- sound imagery - onomatopoeia, alliteration
- personification & similes
(setting photos may be used as basis for writing)

Write a Fiction account that concentrates on the 'Plot' and give clues for the reader. You may wish to consider:

- be able to summarise main events
- identify who is telling the story
- offer an opinion
- predict events
- draw conclusions
- see relationship between character, setting and plot
- relate plot to the theme of the writing

Plot:

You may also wish to include details on:

- good titles
- genre of story
- story structure-logical sequence of events
- styles of beginnings-through setting, character description, event, dialogue
- middle of story-main events
- styles of endings
- continuing story from starter
- engaging the reader through vocabulary
- creating tension & mood
- developing a problem to be solved
- writing from different viewpoints - first and third person
- fables



Complete a number of these Non-Fiction Writing tasks in your Home Learning Jotter.

<p>PROCEDURAL PIECE OF WRITING Eg: Recipe, Science Experiment, Instructions on Packaging, Posters, Signs, Technical Manuals ie: for car or DIY</p> <p>STRUCTURE</p> <ul style="list-style-type: none"> STATES GOAL USING PRECISE TERMINOLOGY CLEARLY LISTS MATERIALS /EQUIPMENT AND QUANTITIES WRITES EXPLICIT, SEQUENCED INSTRUCTIONS DETAILS STEPS IN TURNS OF HOW, WHERE AND WHEN MAY INCLUDE HELPFUL HINTS <p>LANGUAGE</p> <ul style="list-style-type: none"> PRESENT TENSE SENTENCES START WITH A VERB CLEAR AND PRECISE PROCEDURAL LANGUAGE USED APPROPRIATE TECHNICAL TERMINOLOGY USED PRECISE ADJECTIVES AND ADVERBS TIME LINKING WORDS E.G. AFTER 	<p>PERSUASIVE PIECE OF WRITING Eg: Advert, Catalogue, Pamphlet from organisation, Travel Brochure, Magazine Article, Poster/Flier, Book Blurb, Letter to the Editor</p> <p>STRUCTURE</p> <ul style="list-style-type: none"> OPENING STATEMENT INDICATING POINT OF VIEW AND APPEALING TO THE READER FLATTERY REASONS LOGICALLY SET OUT WITH EVIDENCE TO BACK UP ISSUES BARGAIN RESTATES ISSUE AND APPEALS TO READER <p>LANGUAGE</p> <ul style="list-style-type: none"> FIRST PERSON STYLE APPEALS TO AUDIENCE ADOPTS LANGUAGE OF PERSUASION, E.G. ALLITERATION CAUSAL LINKING WORDS E.G. THEREFORE, FURTHERMORE ETC 	<p>EXPLANATION PIECE OF WRITING Eg: Encyclopaedia Entry, Articles, Leaflets, Non-Fiction Books, Technical Manual, How to work/assemble a toy etc</p> <p>STRUCTURE</p> <ul style="list-style-type: none"> STARTS WITH CLEAR STATEMENT INFORMATION ORGANISED TO MAKE EXPLANATION CLEAR LINKS CAUSE AND EFFECT SELECTS APPROPRIATE INFORMATION LOGICAL SEQUENCE <p>LANGUAGE</p> <ul style="list-style-type: none"> PRESENT TENSE CAUSAL LINKING WORDS, E.G. AS A RESULT, THEN ETC SUBJECT SPECIFIC VOCABULARY WITH DEFINITION OF TERMS WHERE NEEDED
<p>REPORT PIECE OF WRITING Eg: Letter, Catalogue, Information Leaflet, Magazine Article, Topic Based School Project, Tourist Guide, Encyclopaedia Entry, Non-Fiction Book, Newspaper Report</p> <p>STRUCTURE</p> <ul style="list-style-type: none"> APPROPRIATE TITLE VARIETY OF FRAMEWORKS INTRODUCTION TO GENERALISE INFO DETAILED, RELEVANT INFORMATION USES SUB-HEADINGS WHERE APPROPRIATE INTERPRETS AND EXPANDS ON INFORMATION <p>LANGUAGE</p> <ul style="list-style-type: none"> PRESENT TENSE SUBJECT SPECIFIC VOCABULARY FORMAL, OBJECTIVE STYLE-THIRD PERSON GENERIC TERMS, E.G. PEOPLE, VEHICLES LINKING VERBS, E.G. IS 	<p>RECOUNT PIECE OF WRITING Eg: Letter, Newspaper Report, Diary, Journal, Magazine Article, Biography, Write up of trip or activity, Non-Fiction</p> <p>STRUCTURE</p> <ul style="list-style-type: none"> INTRODUCTION: SETTING THE SCENE, INFORMS AND INTERESTS FULL RECOUNT TO ALLOW READER TO VISUALISE TOPIC SENTENCES EVENTS ORDERED LOGICALLY COMMENT TO ROUND OFF <p>LANGUAGE</p> <ul style="list-style-type: none"> ADJECTIVES AND ADVERBS PAST TENSE VARIETY OF VERBS LINKING WORDS, E.G. LATER, EVENTUALLY 	<p>DISCUSSION/ARGUMENT PIECE OF WRITING Eg: Leaflet/Article giving a balanced account of an issue, Newspaper Editorial, Non-Fiction book on Issue ie: Animal Testing, Write Up of a Debate</p> <p>STRUCTURE</p> <ul style="list-style-type: none"> STATEMENT OF ISSUE AND WRITER'S POSITION ARGUMENT=MOST POWERFUL ARGUMENTS FIRST DISCUSSION = ARGUMENTS FOR WITH SUPPORTING EVIDENCE AND ARGUMENTS AGAINST WITH SUPPORTING EVIDENCE CAN CONCEAL BIAS IN A DISCUSSION IF NEEDED CONCLUSION WITH REASONS <p>LANGUAGE</p> <ul style="list-style-type: none"> PRESENT TENSE FIRST PERSON CAN BE OBJECTIVE IF APPROPRIATE STYLE APPEALS TO AUDIENCE LANGUAGE OF PERSUASION CAUSAL LINKING WORDS, E.G. IN FACT, THEREFORE



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Outdoor Home Learning



The National Trust UK have produced a list of 'must do' activities they would encourage every child to tick off before they are 11 ¾! How many will you manage?

As long as everyone in your family is fit and healthy, try and get out for some fun and fresh air every day!

50 things to do before you're **11¾**

How many have you done?

We've been working closely with kids just like you to put together this list of the best things to do before you're 11¾. (Although lots of them are still great fun even when you're 81¾.) You'll find fun things to do for every kind of outside place, from mountains to sea, forests to fields. So what are you waiting for? Get out there and see how many you can do!

 1. Get to know a tree	 2. Roll down a really big hill	 3. Camp outdoors	 4. Build a den	 5. Skim a stone	 6. Go welly wandering	 7. Fly a kite	 8. Spot a fish	 9. Eat a picnic in the wild	 10. Play conkers
 11. Explore on wheels	 12. Have fun with sticks	 13. Make a mud creation	 14. Dam a stream	 15. Go on a wintry adventure	 16. Wear a wild crown	 17. Set up a snail race	 18. Create some wild art	 19. Play pooon sticks	 20. Go paddling
 21. Forage for wild food	 22. Find some funky fungi	 23. Get up for the sunrise	 24. Go barefoot	 25. Join nature's band	 26. Hunt for fossils and bones	 27. Go stargazing	 28. Climb a huge hill	 29. Explore a cave	 30. Go on a scavenger hunt
 31. Make friends with a bug	 32. Float in a boat	 33. Go cloud watching	 34. Discover wild animal clues	 35. Discover what's in a pond	 36. Make a home for wildlife	 37. Explore the wonders of a rock pool	 38. Bring up a butterfly	 39. Catch a crab	 40. Go on a nature walk at night
 41. Help a plant grow	 42. Go swimming in the sea	 43. Help a wild animal	 44. Watch a bird	 45. Find your way with a map	 46. Clamber over rocks	 47. Cook on a camp fire	 48. Keep a nature diary	 49. Watch the sunset	 50. Take a friend on a nature adventure




Merrylee Primary School

Cross Curricular Home Learning

Try some of these ideas or the websites with your family!

This term we have been concentrating on: _____ .

<p>https://www.tts-group.co.uk/home+learning+activities.html</p> <p>A great 104 page Activity Book for all areas of the curriculum. KS2 Book is suitable for children age 8-11.</p>	<p>Charanga Music – Teacher Login</p> <p>https://charanga.com/site/musical-school/</p> <p>username 173220</p> <p>password: uzcq3rp2ny</p> 	<p>BBC Learning</p> <p>http://www.bbc.co.uk/learning/coursesearch/</p> <p>This site is no longer updated but there's so much still available, from language learning to BBC Bitesize for revision. No TV licence required except for content on BBC iPlayer.</p>
<p>https://whatmomslove.com/kids/active-indoor-games-activities-for-kids-to-burn-energy/</p> <p>Lots of great fun ideas for everyone in the family to get involved with!</p>	<p>https://www.buzzfeed.com/mikespohr/activities-for-kids-while-inside-because-of-the-coronavirus</p> <p>Lots of fun family ideas - 'Make being cooped up inside unforgettable'</p>	<p>National Geographic Kids</p> <p>https://www.natgeokids.com/uk/</p> <p>Activities and quizzes for younger kids.</p>
<p>Mystery Science</p> <p>https://mysteryscience.com/school-closure-planning</p> <p>Free science lessons.</p>	<p>The Kids Should See This</p> <p>https://thekidshouldseethis.com/</p> <p>Wide range of cool and unusual educational videos.</p>	<p>Crest Awards</p> <p>https://www.crestawards.org/</p> <p>Science awards you can complete from home.</p>
<p>Red Ted Art</p> <p>https://www.redtedart.com/</p> <p>Easy arts and crafts for little ones.</p>	<p>Nature Detectives</p> <p>https://naturedetectives.woodlandtrust.org.uk/nature-detectives/</p> <p>A lot of these can be done in a garden, or if you can get to a remote forest location!</p>	<p>Toy Theater</p> <p>https://toytheater.com/</p> <p>Educational online games.</p>



Try some of these ideas or the websites with your family!

- Try to follow a recipe and bake something from a recipe book
- Use all of your building toys on one giant structure!
- Races of various kinds in the garden (hopping on one foot, crabwalk, walking backwards, etc.)
- Try stop motion animation with play dough
- Go Noodle! Great for guided movement, relaxation, etc.
- Fun with Board games, card games and Lego – Have a board game tournament
- Learn to sew!
- Gardening - weed and work the ground and even plant some seeds!
- Have a shadow show in the reading tent (you can use blankets over chairs or a table)
- Play with cornstarch and water and some simple action figures
- Collect some cardboard boxes and tape markers and use your imagination
- Pick your favourite song with a 20 second refrain or verse perfect for hand washing length of time
- Family Jigsaw puzzles. Ones that are 500-1000 pieces and a challenging but not frustrating picture
- Make your own games! Board games, card games, you name it!
- Any and all art is fun at home: beading, painting, drawing, play dough or kinetic sand, sewing, etc.
- Yoga - There are child-friendly YouTube videos and printed cards with poses.
- Zumba or Dance-along videos on YouTube
- Draw self portraits on blank faces
- Colour code different interesting places on a map of your local area
- Scavenger hunts, indoor treasure hunts - follow clues through the house to a "treasure" at the end and a lot of games of charades.
- Kitchen chemistry - type science experiments that are easy to do, like making slime, baking soda and vinegar reaction, etc. Put food colouring under the baking soda in a mini muffin pan and used Pipette to drop vinegar in and then you can see the colour
- Glow stick party – dance till you drop!
- Film Literacy - have a popcorn + movie marathon
- Olympic Games – children create events and competitions - funny ones, helpful ones like cleaning and really fun ones like minute to win in style!
- Build a tent in the house with blankets and chairs.
- Do a study on planets, and then create your own planets- How big is it? Where in the universe is it located? Atmosphere conditions: Can it sustain life? How long is a day/year, name it, etc. You could even spread the planets out around the house to show "approx." distance from each other.