

First Level



Home Learning Pack

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Numeracy ideas

Number and number processes

I have investigated how whole numbers are constructed, can understand the importance of zero within the system and can use my knowledge to explain the link between a digit, its place and its value. **MNU 1-02a**

I can use addition, subtraction, multiplication and division when solving problems, making best use of the mental strategies and written skills I have developed. **MNU 1-03a**

- Reads, writes, orders, and recites whole numbers to 1000, starting from any number in the sequence. Demonstrates understanding of zero as a placeholder in whole numbers to 1000.
- Uses correct mathematical vocabulary when discussing the four operations including, subtract, add, sum of, total, multiply, product, divide and shared equally.
- Identifies the value of each digit in a whole number with three digits, for example, $867 = 800 + 60 + 7$.
- Counts forwards and backwards in 2s, 5s, 10s and 100s.
- Demonstrates understanding of the commutative law, for example, $6 + 3 = 3 + 6$ or $2 \times 4 = 4 \times 2$.
- Identify odd and even numbers
- Applies strategies to determine multiplication facts, for example, repeated addition, grouping, arrays and multiplication facts.
- Solves addition and subtraction problems with three-digit whole numbers.
- Adds and subtracts multiples of 10 or 100 to or from any whole number to 1000.
- Applies strategies to determine division facts, for example, repeated subtraction, equal groups, sharing equally, arrays and multiplication facts.
- Uses multiplication and division facts to solve problems within the number range 0 to 1000. Multiplies and divides whole numbers by 10 and 100 (whole number answers only).
- Applies knowledge of inverse operations (addition and subtraction; multiplication and division). Solves two step problems.

- Bitesize number games <https://www.bbc.co.uk/bitesize/subjects/zpdj6sg>

Place Value

- Play number Bingo where children can write whole numbers, or the value of each number using tens and ones then use number cards to score of numbers on your board.
- Layout 5/6 number cards (ranging from 0-100). Children should then try to put them in order from highest to lowest, or lowest to highest etc.

Numeracy ideas

- To reinforce the language 'greater than', 'less than' or 'equal to'. Distribute 5/6 number cards to players (ranging from 0-100). Choose another number from the number cards and ask a question using the language 'greater than', 'less than' or 'equal to'. E.g. Is 34 (from pack) greater than 56 (player's card). You can create more challenge by using numbers to 1000.
- Make a place value pocket chart. Create a 'hundreds' pocket (if ready), a 'tens' pocket and a 'ones' pocket, have a space underneath each pocket to write the required number. You can then use straws, lollipop sticks or something similar as your materials. Make bundles of 10s and keep at least 10 separate for the 'ones'. You can then use this chart to ask questions or to show the relationship between the number and its place value e.g. can you show me 45, what number is this? You could also use coins, so children learn to recognise the relationship between pennies and 10p. Pupils trade in 10 pennies for a 10p, and eventually 10x10p for a £.
- Tens and Ones interactive board http://www.eduplace.com/cgi-bin/schtemplate.cgi?template=/kids/mw/manip/mn_popup.html&filename=b10b_prpr_im&title=Base%20Ten%20Blocks&grade=22

Even & Odd Numbers

- Both players hold one of their hands behind their back. While their hands are held behind their back, they should choose a number from 1 to 5 and hold that number of fingers open. They could also use counters, cubes, or sticks to represent the number (or the number could secretly be written on a piece of paper). At an agreed time, they both reveal their hidden numbers. If the total of these numbers is even, Player A wins. If the total is odd, player B wins. Children can then try with two hands or more counters.
- Make up songs to help you remember which numbers are even and which numbers are odd. E.g. 0,2,4,6,8, who do we appreciate, even numbers!

Ordering & Sequencing

- Caterpillar Ordering <https://www.topmarks.co.uk/ordering-and-sequencing/caterpillar-ordering> is an interactive ordering and sequencing number game. Ordering Activities help children to order numbers from a basic level to more challenging exercise ordering decimals and negative numbers. The sequencing activities help children to recognise number sequences and reinforce their knowledge of multiples.
- Coconut Ordering <https://www.topmarks.co.uk/ordering-and-sequencing/coconut-ordering> is a versatile maths game that's been designed to help children gain confidence in comparing and ordering different numbers

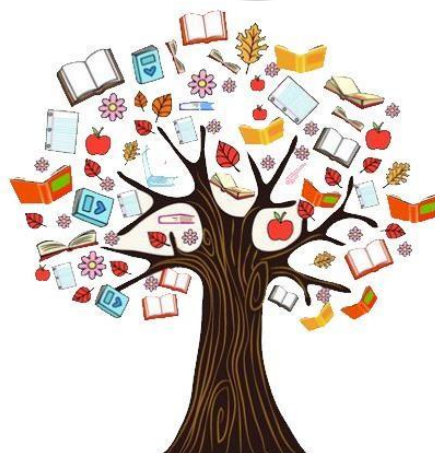
Numeracy ideas

- Higher and Lower <https://www.topmarks.co.uk/Flash.aspx?f=HigherAndLower> is a game ranging from simple ordering numbers to 10, to fractions, decimals or negative and positive numbers.

Addition/Subtraction/Multiplication/Division

- Multiplication War - With a partner deal playing cards (without face cards). Each player turns over one card. The player who says the answer to the two cards multiplied together first wins the cards. This could be done to practise addition and subtraction as well. To simplify remove certain cards. To extend, turn over more cards e.g. multiply first two cards then add or subtract final card.
- Play Times Table Buzz - instruction can be found here <http://www.teachingideas.co.uk/more/timefiller/timesbuzz.htm>
- Dartboard Addition/Subtraction - use a magnetic dartboard to add total of 3 darts, make a total, subtract from 100 etc. You could also create your own floor dartboard using pieces of cut paper, tape, or use chalk outside, use a beanbag or a small stone for throwing.
- Tension- an addition game which uses a standard pack of playing cards with the court cards removed. The pack can be shared between 2 // 3 pupils and they are encouraged to collaborate in this game of number PATIENCE <http://www.teachingideas.co.uk/maths/tension.htm>
- Play board games such as snakes and ladders, ludo, 24, Yahtzee.
- Playing Card Points- an addition and subtraction game using a standard pack of playing cards. 2 cards are drawn from the pack to 2 cards are taken from the deck & used to make a 2-digit number (i.e. 3 & 6 can be 36 or 63). If the 2 cards are the same colour, the 2-digit number is ADDED to their score, but when they are different colours, it is SUBTRACTED. So children need to think about this when creating their number <http://www.teachingideas.co.uk/maths/playingcardpoints.htm>
- Subtraction Bowling - good for when practising number bonds to 20. You will need skittles and a ball. Set out skittles (the number depending on the number bond working on) and use the ball to knock them down. Children can then make stories with the number of skittles that were initially standing, the number knocked down and how many left.

Literacy ideas



Tools for reading and writing

I can use my knowledge of sight vocabulary, phonics, context clues, punctuation, and grammar to read with understanding and expression. [ENG 1-12a](#)

I am learning to select and use strategies and resources before I read, and as I read, to help make the meaning of texts clear. [LIT 1-13a](#)

I can spell the most commonly used words, using my knowledge of letter patterns and spelling rules and use resources to help me spell tricky or unfamiliar words. [LIT 1-21a](#)

I can write independently, use appropriate punctuation, and order and link my sentences in a way that makes sense. [LIT 1-22a](#)

Throughout the writing process, I can check that my writing makes sense. [LIT 1-23a](#)

- Reads aloud a familiar piece of text adding expression and can show understanding.
- Reads an increasing number of common/high frequency words, key reading words, core topic words and words of personal significance.
- Uses a range of word recognition strategies independently.
- Decodes unknown words by locating and pronouncing familiar letter patterns and blends.
- Uses context clues to read and understand texts.
- Uses punctuation and grammar to read with understanding and expression
- Spells most commonly used words correctly.
- Spells most vocabulary used across the curriculum correctly.
- Uses knowledge of phonics and spelling strategies when spelling familiar and unfamiliar words.
- Uses knowledge of the alphabet to locate words in a dictionary or other reference sources to help spell tricky or unfamiliar words.
- Writes independently, punctuating most sentences accurately, for example, using a capital letter, full stop, question mark or exclamation mark.
- Links sentences using common conjunctions, for example, and, because, but or so.
- Starts sentences in a variety of ways to engage the reader.
- Checks writing to ensure it makes sense.
- Presents writing in a clear and legible way using images and other features as appropriate.

Literacy ideas

Reading with expression

- Get creative with reading aloud. Try different voices. Read with a different accent, change your volume, or project a particular emotion in your voice such as a:
 - ❖ sad person
 - ❖ fast / slow talker
 - ❖ whisperer
 - ❖ cowboy
 - ❖ princess
 - ❖ monster
 - ❖ robot
- Chorus read - read together, out loud, at the same time just like a choir sings together. This helps your child mimic your natural cadence. Now you are not just modelling; your child is actually doing it with you. If you do not have time to read together instead have your child read out loud with an audiobook.
- Echo read - you read a sentence or two out loud while your child listens. Then, your child copies exactly what you read, matching your modulations. To begin with use short books or poems.
- Read and Record - Let your child record themselves reading out loud using GarageBand, QuickVoice Recorder, or Voice Recorder. Then, have them listen to the recording. See if they can assess where they did a great job and where they could improve.

Common/High frequency words

- Access - <http://www.highfrequencywords.org/first-100-high-frequency-word-list-st-precursive.html> or <http://www.highfrequencywords.org/next-200-high-frequency-word-lists.html> and make up some word cards.
- Games and activities, you can do at home to help your child read the high frequency words:
 - ❖ Pairs - You need 2 sets of word cards. Pick out the word cards that your child already knows for the first few times you play the game so that they enjoy it and succeed. Then, gradually take out some of the word cards they know and replace them with a number of words they do not know. Place the 2 sets of word cards you have chosen face down. Turn one card over and say the word, turn another card over and say the word. If they match and you have made a pair, you can keep the pair and you have another go. If they did not

Literacy ideas

match it is the next person's turn. Keep going until all the words have been paired.

- ❖ Snap - You need 2 sets of word cards. Each person has a pile of cards they keep face down. Each person turns a card over in turn and says the word they turn over. If they match you have to shout the word (and not snap). The first person to shout the word that matches is the winner of the cards on the table. Keep going until all the cards have been won.
- ❖ Silly sentences - Use one set of word cards. Spread the word cards out face down. Pick 3 cards and turn them face up, say the words as they are turned up. Now try and make up a silly sentence that includes all 3 words on the cards. Shout out loud - Use one set of word cards. Spread the word cards out face down. Take it in turns to turn over one card at a time. The first person to shout the word out loud wins the card. Keep going until all the cards have been won. You can play this with silly voices. Before you turn over a card you have to decide what sort of voice you have to use to say the word e.g. whisper the word, say it like a gorilla, roar it like a lion, squeak it like a mouse.
- ❖ Hunt the words - Use one set of word cards. Hide a number of them around a room (your child must not look). The child has to find the cards and bring them back to you saying the words they find as they find them.
- ❖ Steppingstones - Use one set of word cards. Spread a number of cards over the floor. Ask your children to jump from one word to another as if they are jumping from steppingstone to steppingstone. As they jump, they have to say what word they are going to jump to next. Make sure they say the word before they jump!
- Games and activities, you can do at home to help your child read the high frequency words:
 - ❖ Spell-a-ma-doodle - Ask the child to draw a squiggle or doodle. Select a word that you are going to learn to spell. Write the word over and over again around the doodle.
 - ❖ Musical words - Ask the child to choose a favourite song. Give them a short list of words they are learning to spell. Spend some time looking at the words first and thinking of ways to remember how to spell them then put on the music. How many times can they write the list of words during the song? Can they improve on the number of times they have written the words the next day they do the same activity?
 - ❖ Minute words - This works in the same way as 'Musical words' but rather than a song the child has one minute to write one word as many times as they can.

Literacy ideas

Grammar

- Reinforce nouns by playing:
 - ❖ I spy - All the objects we see are nouns - names of things and people. Imagine we are at the seaside/in space/in a forest - play imaginary I spy.
 - ❖ Mime It - A person has to mime a noun and everyone else has to ask. You can help by giving your child categories e.g. something you can find in the kitchen, an animal etc.
 - ❖ Alphabet races - challenge your child children to find animals/names/names of places that start with consecutive letters of the alphabet.
- Reinforce verbs by:
 - ❖ Providing the children with sentences that have no verb e.g. Mum her head. Think of the things mum could do - moved/shook/nodded. The sentence needs a verb to work - an engine of the sentence.
 - ❖ Playing a bossy verb game, where you say an action (a verb) and your child has to act it out. Swap over.
 - ❖ Write a sentence and leave out the verbs. Show your child how the verb is a driving force in a sentence. Provide examples with verbs missing. Ask your child for ideas of how to complete and ask them to re-write them with their own verbs.
- Reinforce adjectives by:
 - ❖ Creating 'Who am I?' riddles using adjectives to describe animals, people, vehicles, and other nouns. Have them read the riddles out and see if you can solve the riddle.
 - ❖ Place different objects in a bag. Come up and feel one of the objects, describing what it feels like. Try to guess what the object is based on the adjectives used.
 - ❖ Write a noun, adjective or verb on each card. The words need to be clearly readable from a short distance. Attach paper clips to each card. Attach another magnetic clip to a children's fishing rod. Scatter cards face up on the floor. Encourage your child to 'fish' the adjectives from the pile. They will need to distinguish between the adjectives and non-adjectives before they can fish one out. Once they correctly fish out an adjective, you could also ask them to name an object that could be described using that word - this can be extended to fish for nouns and verbs. Can your child use the words they fished out in a sentence together?

Literacy ideas

- Write silly sentences using alliteration. Write alliterative sentences about animals and illustrate them. E.g. Sammy snake steals sausages or Green gorillas guzzle grapes.
- Create a bank of connectives e.g. and, so, but, because etc. Write 2 simple sentences e.g. The cat ate my sock. The dog sneezed. Choose a connective from the bank and join the two sentences together sentences e.g. The cat ate my sock and the dog sneezed. Repeat with more complex sentences.
- Give your child two simple, silly sentences. Can they join them in to a compound sentence? Read with expression. Now change the order of the simple sentences. Does it still work? Which version was better/funnier?

Dictionary Skills

- Access <https://www.teacherspayteachers.com/Product/Dictionary-Scavenger-Hunt-t-65712> for a free dictionary scavenger hunt.
- Speed Word Search - Give your child a dictionary. When you call out a word, they must find the word as quickly as possible. Use a stopwatch to time how long it takes.
- Mystery Word - To play this game, give a series of clues. As your child hear the clues, they look for the word in the dictionary until they have narrowed it down to just one. For Example: I begin with the fourth letter of the alphabet. My second letter is an "o." I am three syllables long. I come before "dog" in the dictionary. My last letter is "t."
- Dictionary Dig - This game is similar to Mystery Word in that you give clues and your child looks for a word. The difference is that the clues are broader, and many words could be a correct answer. This one is fun because it is enjoyable finding more than one word to fit the clues and sharing the different words. Example: Find a word that begins with "s," is two syllables long, has double letters, and is an adjective.
- Collect New Words - Have your child keep a notebook of new words. This is a nice activity to do daily or a few times a week. It is also good for handwriting practice. Each day they should find a word in the dictionary that they do not know. Then write the word, the definition, and an original sentence using the word in their notebook. An illustration would make a nice addition.

Writing Sentences

- Mr Copycat - sentence repetition game. Progress from two-word sentences to compound sentences. Can you repeat? Can you write it down, remembering all punctuation and finger spaces?

Literacy ideas

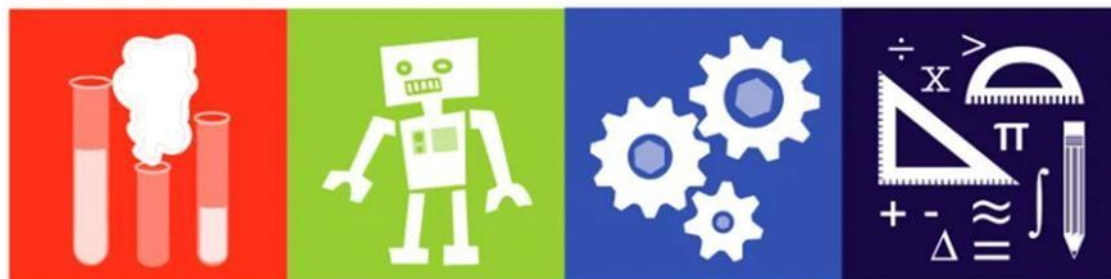
- Spot the sentence. Provide a list of sentences, some of which do not make sense. Can your child spot which is a real sentence? Why? Can your child fix the mistakes to make them all correct?
- Write a sentence a day. Put some words into a hat so your child can pull a word from it to use in a sentence. If correct, and well punctuated, they challenge themselves to write two sentences next. Extend by pulling two or three words from the hat, including verbs, nouns, and adjectives.
- Make a sentence rule poster (Capital letters, finger spaces, full stops, makes sense, can have an exclamation mark/question mark) to remind you of what a sentence needs, display it in your room.
- 5 sentence stories using the openers:
 - ❖ Once upon a time...
 - ❖ Once sunny day...
 - ❖ Unfortunately...
 - ❖ Luckily...
 - ❖ Finally,....
- Play sentence doctor at <http://www.sentenceplay.co.uk/SentenceDoctor.html>

Phonics

- There are numerous phonics games you can play with your child. Here are some ideas:
 - ❖ Bingo! - reading and spelling different sounds or words on a bingo board. Your child could read or spell different sounds or words and win bingo if they can read or spell the sounds or words correctly.
 - ❖ Word or sound hunt - finding sounds, words and keywords hidden around your home.
 - ❖ Matching pairs - finding and reading matching sounds or words. Word or sound cards could be hidden for your child to find.
 - ❖ Silly voices - say sounds in a high, low, happy, or grumpy voice.
 - ❖ 'Skip to it!' - run, jump, hop or skip to a certain word.
 - ❖ 'Fishing for phonics' - 'fish' for words or sounds written on ping pong balls. The balls could be in the bath or hidden in the house. Your child could use a net to try and catch the balls.
 - ❖ Sing an alphabet song - have lots of fun learning an alphabet song. Then point to a letter and ask your child to tell you both its letter name and sound.

S.T.E.M ideas

science • technology • engineering • math



CFE experience and outcome	Activity	Resources
I can explore and experiment with digital technologies and can use what I learn to support and enhance my learning in different contexts. TCH 1-01a	Using a stop motion app (I suggest "Stop motion Studio" but any app will be fine) and using a few different objects or toys, create a stop motion movie.	iPad or Smart phone, Toys/objects from home
I can recognise a variety of materials and suggest appropriate material for a specific use. TCH 1-10a	Build some famous landmarks out of Lego - how much blocks did you use in total?	Lego
I can make and test predictions about solids dissolving in water and can relate my findings to the world around me. SCN 1-16a	Make your own bath bomb	100g bicarbonate of soda 50g citric acid 25g cornflour 25g Epsom salt (optional) 2 tbsp oil - such as sunflower, coconut or olive oil ¼ tsp essential oil, such as orange, lavender, or chamomile a few drops of liquid food colouring orange peel, lavender or rose petals, to decorate (optional) https://www.bbcgoodfood.com/howto/guide/how-make-bath-bomb
Through exploring properties and sources of materials, I can choose appropriate materials to solve practical challenges. SCN 1-15a	Make your own lava lamp	Vegetable oil Glass with Water Vitamin C tablet Food colour (optional) Alka-Seltzer https://www.eureka.org.uk/eureka-at-home/make-your-own-lava-lamp/?gclid=EAlaIqObChMIh6Hjp7z86wIVkOntCh08vAPvEAAYASAAEgKWhPD_BwE
I can recognise a variety of materials and suggest appropriate material for a specific use. TCH 1-10a	Make a boat that can really float - how much weight can it hold?	Recyclable materials Suitable weights - pennies etc.

S.T.E.M ideas

<p>I can help to design experiments to find out what plants need in order to grow and develop. I can observe and record my findings and from what I have learned I can grow healthy plants in school. SCN 1-03a</p>	<p>Investigate what would happen if you planted some seeds and kept the pot in the dark. What would happen if you kept another pot in the fridge? Keep a diary of what happens to your plant daily.</p>	<p>Seeds (from apple core is fine) Yoghurt pot Mud Paper pencil</p>
<p>I can help to design experiments to find out what plants need in order to grow and develop. I can observe and record my findings and from what I have learned I can grow healthy plants in school. SCN 1-03a</p>	<p>Can you grow a plant which you can eventually use to cook with?</p>	<p>Seeds (from chosen fruit/veg) Yoghurt pot/or similar Mud Paper pencil https://www.gardentech.com/blog/gardening-and-healthy-living/8-easy-to-grow-fruits-and-veggies</p>
<p>By investigating how water can change from one form to another, I can relate my findings to everyday experiences. SCN 1-05a</p>	<p>Investigate with water. How long does water need to be in the freezer for before it becomes a solid? Would adding salt to the water change the results?</p>	<p>Water Clock Salt Suitable container Freezer</p>
<p>By safely observing and recording the sun and moon at various times, I can describe their patterns of movement and changes over time. I can relate these to the length of a day, a month, and a year. SCN 1-06a</p>	<p>Using an I-pad or notebook, keep a diary on how the moon changes every night. Does it move position? Does it change shape?</p>	<p>iPad Notebook https://apps.apple.com/us/app/night-sky/id475772902 Night Sky is a powerful personal planetarium. Quickly identify stars, planets, constellations, and satellites in your own beautiful personal planetarium! This is all done magically.</p>
<p>By exploring the forces exerted by magnets on other magnets and magnetic materials, I can contribute to the design of a game. SCN 1-08a</p>	<p>Create a game using magnets.</p>	<p>Magnet Suitable recyclable materials https://www.cbc.ca/parents/play/view/8-fun-ways-to-play-with-magnets</p>
<p>By researching, I can describe the position and function of the skeleton and major organs of the human body and discuss what I need to do to keep them healthy. SCN 1-12a</p>	<p>Make a model of the human skeleton and body using only recycled materials.</p>	<p>Recycled materials Glue/Sellotape Pens/pencils</p>
<p>I have explored my senses and can discuss their reliability and limitations in responding to the environment. SCN 1-12b</p>	<p>Investigate your senses through blind taste tests, blind-fold games, blind-fold drawing, optical illusions.</p>	<p>Optical illusions https://www.optics4kids.org/illusions Blindfold games https://kidactivities.net/blindfold-games/</p>
<p>I can make and test predictions about solids dissolving in water and can relate my findings to the world around me. SCN 1-16a</p>	<p>Investigate how solids dissolve in water using things you may find in your kitchen cupboard. Which solids dissolve the best? Does it change by adding heat or stirring?</p>	<p>Water Powders to dissolve - sugar, salt, gravy granules, coffee.</p>
<p>I can distinguish between living and non-living things. I can sort living things into groups and explain my decisions. SCN 1-01a</p>	<p>Make a wormery</p>	<p>Mud Suitable container https://www.youtube.com/watch?v=7Mqb5vicCOc</p>

S.T.E.M ideas

I can design and construct models and explain my solutions. TCH 1-09a	Visit “kidsinventstuff” and watch their monthly challenge. Submit your entry to be entered into the monthly competition.	https://kidsinventstuff.com/
Through exploring properties and sources of materials, I can choose appropriate materials to solve practical challenges. SCN 1-15a	Make your own playdough and write a recipe for it.	Plain flour Salt Water food colouring (optional)
I have explored my senses and can discuss their reliability and limitations in responding to the environment. SCN 1-12b	Memory Masters Experiment	https://www.rigb.org/families/experimental/memory-masters
I have explored my senses and can discuss their reliability and limitations in responding to the environment. SCN 1-12b	Multitasking Mayhem experiment	https://www.rigb.org/families/experimental/multitasking-mayhem
Through exploring properties and sources of materials, I can choose appropriate materials to solve practical challenges. SCN 1-15a	Biscuit Dunking experiment	Biscuits (at least 4 different kinds) Cup/glass with warm water https://fun-science.org.uk/tea-dunking-experiment/
I understand the instructions of a visual programming language and can predict the outcome of a program written using the language. TCH1-14a	Coding: take Moana on a journey with this fun, Disney themed coding activity:	https://partners.disney.com/hour-of-code
I explore and discover engineering disciplines and can create solutions. TCH 1-12a	Take apart a click-to-write pen to see if you can get a closer look at the mechanisms that make it work. What is used?	Click to write pen.
I can recognise a variety of materials and suggest appropriate material for a specific use. TCH 1-10a	Using a deck of cards or index cards (or similar), design a tall tower that can support an object. What object will you try to support?	Deck of cards or index card Object for weight
By investigating forces on toys and other objects, I can predict the effect on the shape or motion of objects. SCN 1-07a	Create a bubble blower	Bubble solution Straw Plastic bottle Fruit netting Sellotape or elastic band scissors https://www.hellowonderful.co/post/diy-recycled-bottle-bubble-blower/#:~:text=Cut%20your%20bottle%20in%20half,the%20solution%20and%20then%20blow!



Fun ideas

- ☞ Plan and serve [afternoon tea](#) to treat your parent(s) / carer(s)!
- ☞ Create a treasure hunt for someone to complete with clues that will lead them around the garden/house and to a final destination.
- ☞ Go [stargazing](#) in the evening and enjoy the night sky!
- ☞ Create a quiz for your family to join in with. You can even connect others to your quiz using technology.
- ☞ Carry out some [chores](#) to help at home.
- ☞ Enjoy some [garden bird spotting](#).
- ☞ Build a [bug hotel](#) in your garden / outdoor space at your home.
- ☞ Make [friendship bracelets](#) for your family and friends.
- ☞ [Design a board game](#) and play it with your family.
- ☞ Play a board game.
- ☞ Play a game of [cards](#).
- ☞ Plan and cook a [meal](#).
- ☞ Try some [origami](#).
- ☞ Make a scene ([diorama](#)) / [room](#) using a shoebox.
- ☞ Make [greetings cards](#) to be kept for special occasions.
- ☞ Watch a film and [write a film review](#). Share with your family and friends.
- ☞ Complete a [Paw Print Challenge](#).
- ☞ Set up a tent indoors / in the garden and have a night of camping! You can [make your own tent](#) using materials you may have around the house.
- ☞ Make up a dance routine. Choose some music to go with your dance and perform for your family audience!
- ☞ Try some of the fun [daily live activities](#).
- ☞ Try some yoga (e.g. [Cosmic Kids Yoga](#)).

- ☞ Plan a sponsored event for charity (e.g. sponsored stair climb, readathon, spelling bee at home).
- ☞ Plan and walk / run a route in your local area. You can even join in with ["Race at Your Pace"](#).
- ☞ Design your own [comic](#) / write your own [story](#).
- ☞ Make [slime](#) / [gloop](#) / [playdough](#).
- ☞ Decorate a window in your house with art pieces you have made.
- ☞ Write postcards to members of your family and mail in the postbox when out on a walk.
- ☞ Make a playlist of songs and have a family disco at home! Ensure everyone has the chance to choose their favourite songs.
- ☞ Think of your own home enterprise idea (e.g. making products such as soaps).
- ☞ Carry out a [mindfulness](#) activity (e.g. [mindfulness colouring](#) / listening to [relaxing music](#)).
- ☞ Play bingo at home. [Make your cards](#) and have someone call the numbers (an app can help with this).
- ☞ Play [noughts and crosses](#).
- ☞ Learn some [First Aid skills](#).
- ☞ Enjoy a science experiment at home. You can even complete activities to work towards a [Crest Award](#).
- ☞ Learn about a time in the past from a member of your family. Record your findings [using this template](#).
- ☞ Learn more about and document your [family history](#). Create a family tree.
- ☞ Learn the flags of countries around the world. Try [this game](#) to test your skills.
- ☞ Make a time capsule. This could be linked to [current events](#).



Fun ideas

- 🕒 Learn coding / programming skills. The following links may be useful: <https://www.kodugamelab.com/>
<https://www.tynker.com/>
<https://education.minecraft.net/>
<https://www.barefootcomputing.org/primary-computing-resources>
<https://projects.raspberrypi.org/en>
<https://code.org/>
<https://www.apple.com/swift/playgrounds/>
- 🕒 Do a match box treasure hunt. Each person needs to hunt around the house for a set amount of time looking for tiny items to fill their match box. The winner is the person who has the most items in their box at the end. This can also be done outdoors on a walk, searching for natural objects to fit into the box.
- 🕒 Learn more [French](#).
- 🕒 Complete some [Lego](#) challenges.
- 🕒 Watch [Newsround](#) to find out about events in our country and around the world.
- 🕒 Use old socks to create [puppets](#). Design and put on a puppet show using your sock puppets.
- 🕒 Learn a new dance. Follow a [Go Noodle](#) dance / mindfulness activity.
- 🕒 Host a karaoke with your family. Sing your favourite songs together!
- 🕒 Send a video message to a friend / member of your family. Tell them the best things you like about them.
- 🕒 Host an [indoor picnic](#).
- 🕒 Make a jigsaw puzzle from an old picture, greetings card or food box (e.g. cereal box). Mix up the pieces and solve your puzzle.
- 🕒 Make a [nature wand](#) using twigs and natural materials.

- 🕒 Create a restaurant indoors. Set the table, take orders and serve a meal to your family.
- 🕒 Have a [pamper day](#). Have a bubble bath, face masks, foot spa, head massage etc.
- 🕒 Set up a home salon. Paint nails, apply make-up and offer facials.
- 🕒 Make [ice lollies](#). This can be done simply with diluting juice and water.
- 🕒 Play [dominoes](#).
- 🕒 Enjoy a [workout](#).
- 🕒 Try some new activities to earn a [Blue Peter Badge](#).
- 🕒 Make [smoothies](#) for your family. Take orders and make individual smoothies to order.
- 🕒 Make [paper aeroplanes](#).
- 🕒 Play a game of [cards](#).
- 🕒 Put on a fashion show.
- 🕒 Learn to [sew](#) or [knit](#).
- 🕒 Make a [homemade bath bomb](#).
- 🕒 Make a [paper fortune teller](#) and share with friends and family.
- 🕒 Learn to play a [traditional outdoor game from another country](#).
- 🕒 Make a "fizzy bottle rocket"!
- 🕒 Try some pebble or [rock painting](#) / decorating.
- 🕒 Make a home-made [sensory bottle](#), [lava lamp](#) or [snow globe](#).
- 🕒 Make a [paper helicopter](#).
- 🕒 Make a [domino run](#).
- 🕒 Make a [mini garden](#) in a tray using natural items found in your garden / outdoor space or on your daily exercise walk. Or, try making a [terrarium](#).



Fun ideas

- ☺ Make a kindness jar using an old jam jar. Write kind deeds you have done on small pieces of paper and place them into the jar. Fill your jar with acts of kindness!
- ☺ Design a [marble run](#).
- ☺ Make a scrapbook or [travel journal](#) from a holiday or special place you have visited.
- ☺ Have a [cinema day](#) with popcorn and homemade tickets.
- ☺ Use a piece of kitchen roll as the canvas for [beautiful art designs](#).
- ☺ Use growth mindset to [learn how to juggle](#).
- ☺ Try [pressing flowers](#).
- ☺ Try some [gardening](#). Plant seeds to make an indoor /outdoor garden or to grow your own vegetables.
- ☺ Make a [string telephone](#) and have fun listening to and giving messages using your phone.
- ☺ Make a [homemade bird house](#).
- ☺ Film a TikTok and share with close friends and family.
- ☺ Read a book and write a [book review](#). Share with your family and friends.
- ☺ Start a virtual [book club](#) with your friends.
- ☺ Study the weather. You can set up your [own weather station](#). You could even film your own weather report!
- ☺ Learn some religious stories from the [Bible](#) and [other world religions](#).
- ☺ Watch [Horrible Histories](#) to learn about times in the past.
- ☺ Watch the "[when I grow up](#)" series to learn more about the world of work.
- ☺ Create and publish your own [newspaper](#).
- ☺ Film and share your own T.V. show. You can use this to teach others new skills such as cooking or crafting.





Useful Links

Numeracy & Mathematics

www.sumdog.com
www.mathplayground.com
www.bbc.co.uk/bitesize/subjects/zjxhfg8
www.echalk.co.uk/Primary/numeracy.html
www.topmarks.co.uk/maths-games/
www.oxfordowl.co.uk/for-home/kids-activities/fun-mathsgames-and-activities/
www.mathsframe.co.uk
www.mathsisfun.com
www.mathshed.com
www.prodigygame.com/
www.transum.org/software
www.nrich.maths.org/primary
www.matr.org/blog/fun-maths-games-activities-for-kids/
www.whiterosemaths.com
www.plprimarystars.com/resources/maths-sample-pack

Number bonds & Times Tables

www.timestables.co.uk
www.topmarks.co.uk/maths-games/hit-the-button
<https://trockstars.com/>
www.ictgames.com
www.primaryhomeworkhelp.co.uk/maths/timestable/interactive.html
www.studyzone.tv
www.mathszone.co.uk

Spelling

www.aaaspell.com/
www.spellzone.com/
www.spellingshed.com/e-gb
www.british-sign.co.uk/fingerspelling-game/

HWB

www.cosmickids.com/
www.headspace.com/meditation/kids
www.healthforkids.co.uk/
www.gonoodle.com/



Useful Links

Reading & Phonics

www.phonicsplay.com.uk/freeindex.htm

www.oxfordowl.co.uk/for-home/

www.teachyourmonstertoread.com

www.readwithphonics.com

www.ictgames.com/literacy.html

www.phonicsbloom.com/

www.letters-and-sounds.com/

www.epicphonics.com/

www.doorwayonline.org.uk/

www.lovereadng4kids.co.uk/kids-zone/

www.topmarks.co.uk/english-games/5-7-years/letters-and-sounds

Writing Stimulus & understanding stories

www.literacyshed.com

www.onceuponapicture.co.uk

www.wordcentral.com/buzzword/buzzword.php

Other curriculum areas

www.primaryresources.co.uk

www.kids.nationalgeographic.com

www.mysteryscience.com

www.dkfindout.com/uk/

www.classroommagazines.scholastic.com/support/learnathome.html

www.theimaginationtree.com/stay-at-home-survival-guide/

www.redtedart.com/

www.duolingo.co/welcome

www.uk.ixl.com

www.bbc.co.uk/bitesize