



Home Learning Year 1

Week beginning 29th of June

Summer 2 Week 5



Religious Education

Our Big Question — Why do we need to be sorry?

Key Questions:

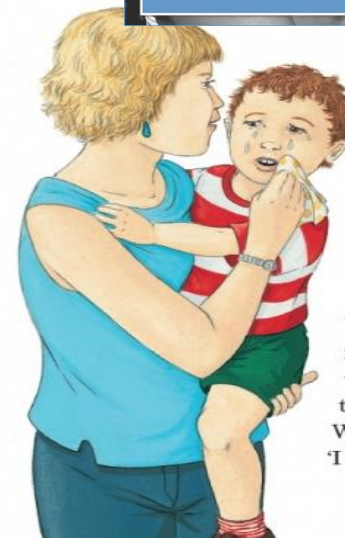
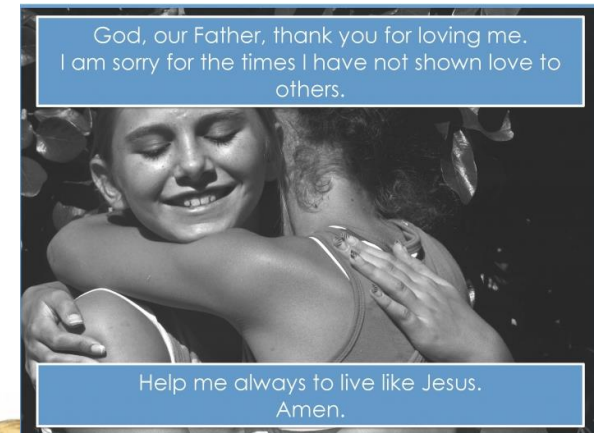
- What do you see in the picture? What do you think has happened?
- What are the children saying to each other? Feeling?
- Why is it sometimes hard to say sorry?
- What might help you?

Task:

Create your own Sorry/Thank you bubbles. Keep it under your pillow.

When they go to bed, to think about the good things that have happened and say, 'Thank you!' to God for them.

Then to think about the wrong choices they have made and say 'Sorry!'



At times when we need to say sorry and change, God says 'Come and See'.

Jesus came to tell us and show us that God will always love us.

When we fall out with our friends and family or when we are unkind and hurt them, we need to say 'sorry'. We want them to say 'I forgive you.'

English Similes

In the story George and the Dragon, Christopher Wormell, the author, uses similes to describe the dragon.



Compare these similes; which one is more **positive** and which one more **negative**? How do you know? What words demonstrate this? Which simile do you **prefer** to describe a dragon?

- The dragon was red **like** juicy ripe watermelon dribbling down my chin.
- The dragon was **as** red **as** wet blood dripping my knee.

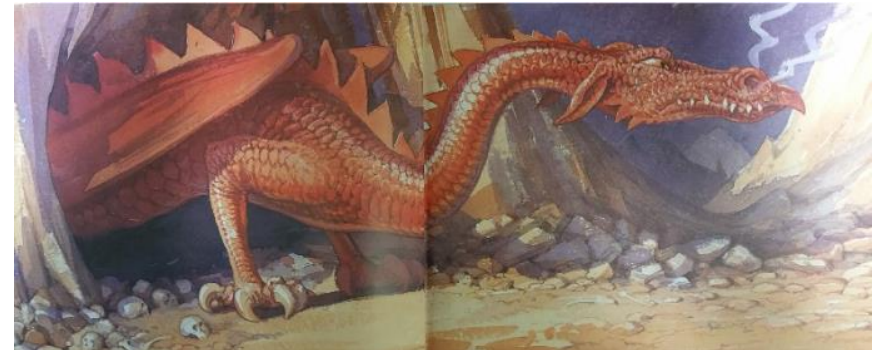
Activity: Write a **positive** simile and a **negative** simile about the dragon comparing him to fire.

Word Bank:

Fire: angry, hot, monstrous, fierce, terrifying, warm, cosy.

'ing' words for fire e.g. reaching, licking, burning,

flickering, glowing, licking, crackling, dancing, leaping.



Challenge: Look at this colour word bank and try to use these words.

Maths

Adding and subtracting on a number line

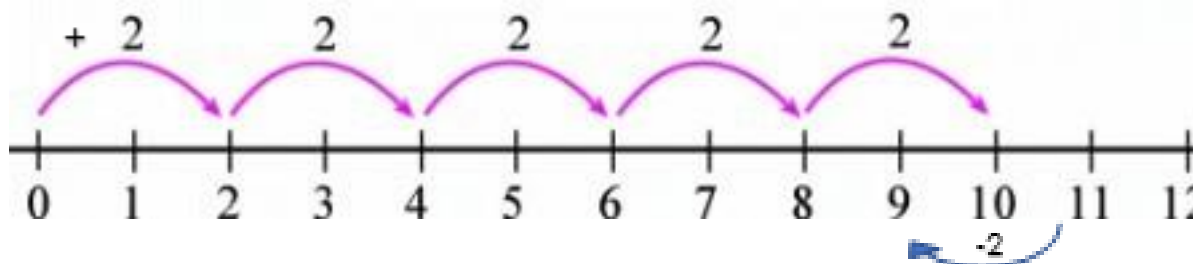
Adding 2 more or less / 5 more or less / 10 more or less

Activity:

Create a number line from 0-50.

How do you need to space out your numbers? Which numbers should you write first?

Choose a 2-digit number (roll a dice, flip over two cards). Circle that number on the number line. Add 2. Do you jump forwards or backwards?



Choose a 2-digit number. Circle that number. Subtract 2. Which way do you jump?
Practice this with +5, -5, +10, -10

Answer these number sentences:

- | | |
|---------------|---------------|
| • $22 + 2 =$ | • $46 - 2 =$ |
| • $22 + 5 =$ | • $46 - 5 =$ |
| • $22 + 10 =$ | • $46 - 10 =$ |
| • $34 + 2 =$ | • $19 - 2 =$ |
| • $34 + 5 =$ | • $19 - 5 =$ |
| • $34 + 10 =$ | • $19 - 10 =$ |

It is important to talk about our emotions and how we are feeling. Create your own emotions board game like the one here. Roll a dice/ pick a number from a bag. When you land on an emotion read the emotion and think of a time when you felt like this. [See attached file for the game.](#)



Investigate, Design and Make

(Science)

Life cycle of a seed

<https://safeYouTube.net/w/xhJK> Watch a plant grow from a seed. Can you name the parts as they grow?
Can you put these stages into order?





Computing/ History

<https://safeYouTube.net/w/6iJK>

Watch a video about what Bodium Castle would have looked like during medieval times. What do you notice?

Write three things you notice about the video?

Do you think it would have been a good place to live and work?

See Seesaw for the activity link.

Discovery of the World

(Geography)

- What is a compass? What do we use it for?
- Can you remember the 4 compass points? Where are the 4 points within your house?
- Make a sign for each compass point and put them up in the room.
- Create a list of directions for someone in your family to follow – using compass points!
- <https://dragon.sleepdeprived.ca/games/compass/compass.htm> - click here for more compass games!

Example

Start facing North.
Move 3 steps.
Turn to face East.
Move 4 steps.
Turn to face North.
Move 1 step.

Physical development

Fling Throw: The fling throw is an underarm throw and can be performed facing the target for accuracy or by standing side on from the direction of the throw when generating force. The throwing implement is released midway between the waist and shoulder.

Create your own challenge: Set up a station and somewhere to target. Aim to throw a ball to strike/hit on a wall or floor.

Express Yourself (Art)

Create a shield.

- Use your knight initials and family coat of arms to create a shield!
- Divide your shield into half.
- Put your initials on one half and your coat of arms on the other half.



Wellbeing

- Meditate daily – see the link on prayer spaces on the school website.
- **Rainbow Breathing:** Place a finger at the bottom of the rainbow. Breath in through your nose and trace the red arc until you reach the top. When you reach the top, begin to exhale through your mouth and continue tracing. Repeat with other colours until you feel calm.



Daily tasks

- Spelling – Follow the spelling rule for plural words.
cats, dogs, rocks, thanks, catches, boxes, wishes, lunches, girls, trees
- Reading – 20 minutes daily, including practicing for fluency and answering questions about what you have read.
- Maths – practice counting in 2s 5s and 10s, forwards and backwards.
- Numbots – login and practice speed of number recall.
- Phonics – choose one key sound per day. Practice writing words with this sound. Make up alien words with the sound (resources on main Year 1 page on our school website).
- Bug Club – read the texts and answer the questions for comprehension skills.