W/C 27.04.2020: Learning Project - Under the Sea

Age Range: KS1

Weekly Reading Tasks	Weekly Phonics Tasks
Monday- Encourage your child to learn the rhyme 'A Sailor went to Sea, Sea, Sea'. Click here for a video of the rhyme and lyrics. Can your child perform this rhyme by heart?	Monday- Go on a sound hunt with your child around the house/garden. They can list all of the items they can find containing the 'ea' sound. They may identify objects that contain an alternative way of spelling the 'ea' sound such as ee/y/e.
Tuesday- Task your child with building an 'Under the Sea' themed reading den. Can they find some sea-themed books to cosy up with and share in there?	Tuesday- Can your child list words that they associate with the sea? Following this, ask your child to identify words that rhyme with these.
Wednesday- Ask your child to make a sea-themed bookmark. They could take inspiration from 'Sharing a Shell' or 'The Snail and the Whale'.	Wednesday- Encourage your child to practise spelling the months of the year and then use them in a sentence.
Thursday- Your child could read a story/poem/nursery rhyme to another family member. This could be to a younger sibling before bedtime or they may wish to Facetime an elderley relative (with adult supervision of course).	Thursday- Your child could visit Phonics Play and play Buried Treasure.
Friday- Read along with 'There's a Hole in the Bottom of the Sea' or listen to 'How the Whale got his Throat'. Ask your child to retell one story by drawing a comic strip of the events.	Friday- Ask your child to write the alphabet using capital letters. Challenge your child to write the lowercase letters too.
Weekly Writing Tasks	Weekly Maths Tasks- Time
Monday- Visit a desert island	

Learning Project - to be done throughout the week

The project this week aims to provide opportunities for your child to learn more about life in and around the sea. Learning may focus on the strange and wonderful creatures and plants that occupy our oceans, their habitats and how human beings affect this environment.

- <u>Guess Who?-</u> Ask your child to write fact cards about animals from under the sea. They can use books or websites to find out about the appearance, habitat and diet of each creature. After this, play a game of 'Guess Who?' using the cards and yes/no questions.
- Junk Modelling- Using junk or recycling materials from around the home, ask your child to design and make a Sea Turtle. Your child may wish to make another sea creature after this. Share your creations on Twitter using #TheLearningProjects.
- Put Your Goggles On- Your child can visit this website and watch a live stream of a tropical reef. Whilst watching, ask them to sketch all of the animals that they can see. Remind them to look at the shapes and patterns on each creature and to include these in their sketches.
- How do Humans Affect the Sea?- Is your child aware of all of the ways that humans affect the sea and the living things within it? Talk about and investigate the impact that human beings have on the sea. Think about fishing, transport and pollution. Create a poster or information report.
- <u>The Oceans of the World-</u> Using an atlas or the web ask your child to identify the world's oceans. Year 1 children may need some support with this. Can they find out what animals live in each ocean? This game allows your child to practise naming and locating the oceans.

STEM Learning Opportunities #sciencefromhome

Unplugged Coding

- Watch this video.
- Create a simple under the sea obstacle course or draw an obstacle course on a piece of paper. Write simple code to guide the submarine around the obstacles found under the sea. E.g. Rocks, shipwrecks, sleeping octopus. E.g. →→↓→→↑→ etc.

Additional learning resources parents may wish to engage with

- Visit this BBC website for more sea themed music and learning ideas.
- There are some lovely games and ideas from the Royal National Lifeboat Institution here.
- White Rose Maths online maths lessons. Watch a lesson video and complete the worksheet (can be downloaded and completed digitally).
- Numbots. Your child can access this programme with their school login.
- IXL- Click here for Year 1 or here for Year 2. There are interactive games to play and guides for parents.
- Mastery Mathematics Learning Packs Learning packs with a range of different activities and lessons. There are notes on how to do these activities with your children.
- Y1 Talk for Writing Home-school Booklets and Y2 are an excellent resource to support your child's speaking and listening, reading and writing skills.

The Learning Projects are based on the **National Curriculum expectations** for the key stage which your child is in. It may be that your child finds the tasks set within the Learning Project for their year group too simple. If this is the case, then we suggest that your child accesses the Learning Projects which are set for the key stage above. Equally, if the projects are too challenging, then we advise that your child accesses the projects for the key stage below.

If your child requires more of a challenge, or you believe that there are some gaps in their learning then <u>Century Tech</u> is a fantastic resource that is currently free for home learning. The app is designed to address gaps and misconceptions, provide challenge and enables children to retain new knowledge. It uses artificial intelligence to tailor the learning to your child's needs. Sign up <u>here</u>.

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