

DON'T FORGET TO JOIN US ON ZOOM, TUES PM AT 2 AND THURS AM AT 11

On Zoom this week we will play guess the biscuit, bring along your favourite biscuit don't show us, remember to give us some clues. I wonder if we can guess it?

This week's plan for Ducklings: Summer 2 week 6

Date: 6th July Theme: Picnics and Parties - Biscuits

EYFS	Activity	Location	Save or send in?	Done Yes/No
Maths Number Shape and space	Gingerbread Man I Spy and Count, this can be completed on the screen or you could print it off. There is also a checklist to write your answers on or you could just count on screen and write the answers on a piece of paper.	Emailed pack	Enjoy and bring in on return if completed on paper.	
	There is a Gingerbread Man addition sheet in the pack, again do on screen and write the answers on paper or print off to use.	Emailed pack		
	There is a Gingerbread Man subtraction sheet in the pack, either do on screen or print off.	Emailed pack	Send in a photo or bring back when school returns	
	Maths ideas sheet number - weekly	Emailed pack		
	Purple mash A Gingerbread Man puzzle set as a 2do	Website		
CLL and Literacy	Letter of the week – x for mix Find items beginning or ending with the x sound either around the house or in the garden. This letter will be tricky to find! Look at the x handwriting sheet in the pack, there are some good ideas for Early Years, particularly the warm-up gross motor and fine motor skills.	Resources from home Emailed pack	Send in on return or take a photo	
	Two fun stories linked to the topic this week are: 'The Gingerbread Man' – on You tube	Website	Enjoy	
	Also 'The Biscuit Bear' by Mini Grey – on You tube	Website		
	Literacy ideas sheet – weekly	Emailed pack		
	Purple Mash – Alphabet paint projects 'letter x' Set as a 2do in mini mash	Website	Put into your purple mash folder	
	Look at some simple recipes together and talk about ingredients, method etc. Introduce the vocabulary of mix, knead, stir, decorate etc.	Emailed pack		

	There is a recipe for Gingerbread in the pack.			
Technology	Decorate your Gingerbread man, using icing and sweets. Maybe you could decorate a whole family of gingerbread people.	Resources from home Ideas in the emailed pack	Email a photograph if you are able.	
Understanding The World	Talk about the different ingredients in the recipe of gingerbread. Can your child identify them? You might want to investigate where flour, ginger, golden syrup etc. originate. How does ginger grow etc. Which country grows or processes them? There are some fun experiments that you can do with biscuits. I have made a sheet with some ideas on and put in the pack. Have a try and see what happens! You might want to try a different biscuit recipe and there is one on the I can cook series for shortbread. How to Make Katy's Shortbread- I Can Cook Season 1 Easy Recipes Kids Craft Channel	Home resources Emailed pack You tube	Find out and learn Enjoy!	
Expressive Arts Art	Decorate a Gingerbread Man – set as a 2do on Purple Mash You could paint or colour a Gingerbread man (shape) or an entire family/ or even a gingerbread house.	Website Home resources	Send in on return or take a photo!	
Music	Gingerbread man Song on You tube- uploaded by Early Years Emily 5 Gingerbread Men Song Lyrics Video Kids Christmas Songs The Kiboomers Biscuits SONG VIDEO Teatime Monkeys (U.K. English)	You tube You tube You tube	Enjoy!	
Physical development /active lives Fine motor	Cut out some Gingerbread men shapes and write a number up to 10 on their heads. Use fingers, tweezers or pegs to place the correct number of buttons onto your shapes.	Home resources	Enjoy! Take a photo if you are able.	
Physical development /active lives Gross motor	Here are three challenges from the Beds School Games Pentathlon Challenge (that took place a couple of weeks ago) that you might like to try at home. Target Throw Challenge Roll up a sock or use a beanbag if you have one. Use a simple marker to show you where	Home resources	Just have fun and keep fit!	

	<p>to stand. Throw your sock or beanbag into a bucket or similar container. How many times can you get it in if you time 30 seconds?</p> <p>Round the World Challenge Pass a ball from hand to hand around your waist. How many passes can you do in 30 seconds? A larger ball is more challenging as it is difficult to hold.</p> <p>Wall Throw Challenge Stand a short distance from a wall (without windows in!). Throw the ball against the wall and catch it again. Repeat for 30 seconds. Use a larger ball and catch with 2 hands for less challenge or try a smaller ball and 1 hand catching for more challenge.</p>			
Food Tech	<p>Make a Gingerbread Man using the recipe in the pack or your own favourite recipe from home.</p>	Resources from home	Take photos if you can.	
Outside if you can	<p>If you have painted your rock for the school snake – well done. This week you could make your own family snake or another creature for your garden. Paint some stones with patterns or pictures and arrange into a snake shape. You might be able to get other members of your family to make one too! If you don't have paints, then you could use felt pens to decorate.</p>	Home Resources	Take photos or draw in your books.	
RE/PSED	<p>This is a fun idea that I read on the 'twinkl' website. It is called Butterfly Breathe and is a nice way to relax and be calm. Sit on the floor with the bottom of your feet touching and your knees bent out to the sides. Put your hands on your ankles and gently bounce your knees like you are flapping butterfly wings. Close your eyes and breathe slowly and calmly. Be sure to take slow deep breaths in and out. Pretend you are flying to your favourite place in the whole world and imagine what it looks like. Imagine you are flying around and that you are happy and calm. Now it is time to fly home, slowly flap your wings back home. Take a deep breath in and slowly breathe out. Now slowly open your eyes.</p>		Have fun!	

6.7.20 - Summer 2 week 6 - Ideas for Maths and Literacy

Maths - Please remember to count daily up to 20 or beyond if your child is able. Counting can be fun, count as you go upstairs, count how many jumps you can do without stopping, count the cutlery as you lay the table, count fruit, count plants, count toys etc. To extend this counting now, you could get your child to count on in 1's from different numbers e.g. start at 3 and count to 11, start at 2 and count to 12 etc.

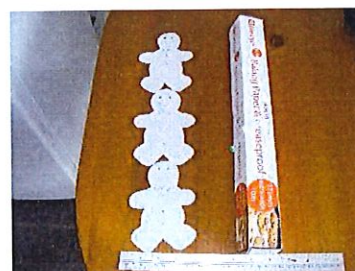
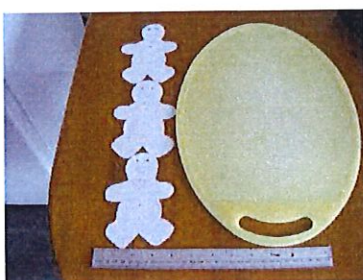
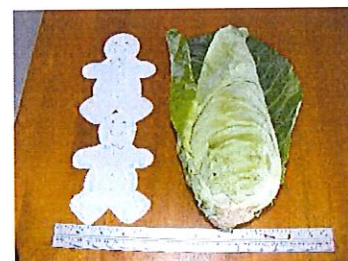
1. Gingerbread Man Dice Game

I have put a board in the pack if you wish to print it off and use it for this game. You could just as easily make your own following the print off. It is a game that can be played with one person, or if you make more boards, more people. The aim of the game is to see who completes their Gingerbread man with all its parts first. If you throw a number and have already completed that part of your Gingerbread man, then you miss a turn.

If you were playing this on your own, then you could set a timer to see how long it takes to complete the Gingerbread man and then try and beat your own target! There are 2 different Gingerbread men designs in the pack if you would like one to copy for the game.

2. Gingerbread Man measuring

Make 3 gingerbread men on paper or thin card and cut them out. How many things can you find that are the same height as one gingerbread man? If you put another gingerbread man on top of the first one, how many things can you find that are the same height as these 2. You could then add another gingerbread man and find more objects. Use the vocabulary, the same height, shorter or taller than. It will probably be easier to lay your objects down rather than trying to hold them up. Just make sure that when you measure the object and the gingerbread man start in the same place.



Literacy - Please get children to write their names every day if possible. They can trace over your writing, copy their name from one already written for them, or write their name independently. Please try to encourage correct letter formation. Putting a dot in a different colour to show where the letter begins is often helpful.

These are the letters we have already had as letter of the week.

s, t, r, m, c, h, a, n, f, d, e, w, g, u, b, i, p, o, k, y, v, x

We have been following the Phase 1 part of Letters and Sounds which is our Phonics teaching. (Jolly Phonics helps us to teach phonics in school too). We have now completed Aspect 6 of Letters and Sounds and can begin Aspect 7

Aspect 7 Oral blending and segmenting (To develop oral blending and segmenting of sounds in words)

There is a short programme on You Tube that goes through all the single sounds of Jolly Phonics. This might be of interest to you if you do not know the sounds and actions of each individual letter. It is called, Jolly Phonics|Sounds and Actions

Phonics

1. Continue using a range of 3 letter words for your child to sound out and blend. This is segmenting and blending, breaking up the word into its sounds and then blending them back together to make the word.

Use the repeating phrase from the story of the Gingerbread Man.

Run, run as fast as you can

You can't catch me I'm the gingerbread man.

Play a little game where you get your child to identify how many letters that are the same they can find in each line or the whole rhyme. How many 'a' can you find, how many 'b' etc. Look at the words, are there any 3 letter words that you can sound out?

Writing

2. Decorate a Gingerbread Man using letters in your own name, or patterns. There is a blank shape in the pack or you could just draw your own.



Biscuit Experiments

1. 3 biscuits

You will need 3 different types of biscuit.

Fill a glass or tumbler with water at room temperature.

Dip a biscuit into the tumbler until it breaks - don't forget to time how long.

Then try the second and third biscuits, which biscuit lasted the longest? I wonder why!

2. Sinking or floating with gingerbread men

Put some water into a bowl

Drop your gingerbread man into the container

Talk about whether he sinks or floats

Observe what happens to him over time

3. Different Puddles with gingerbread men (little ones will be fine)

Place a biscuit into each bowl, you will need 3 bowls and 3 biscuits

Test how different liquids affect the gingerbread man

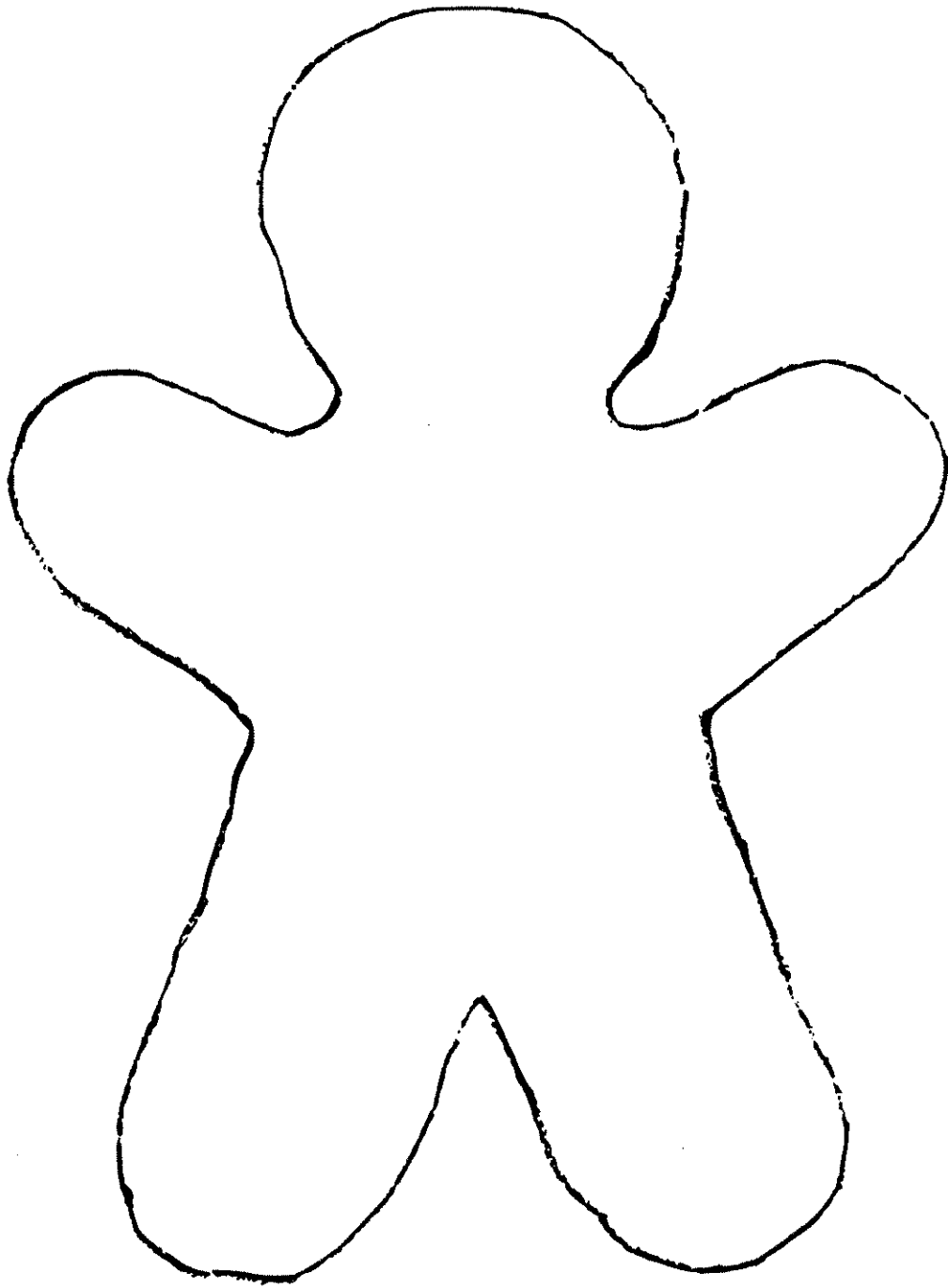
Add 1 tablespoon of water to one bowl

Add 1 tablespoon of fruit juice to another bowl

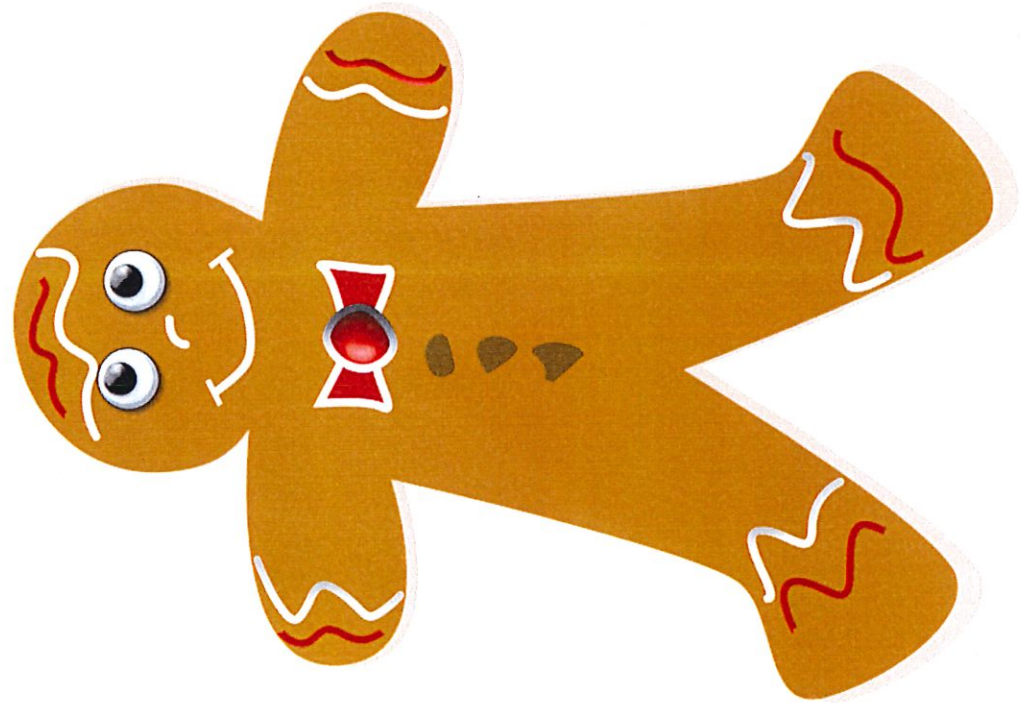
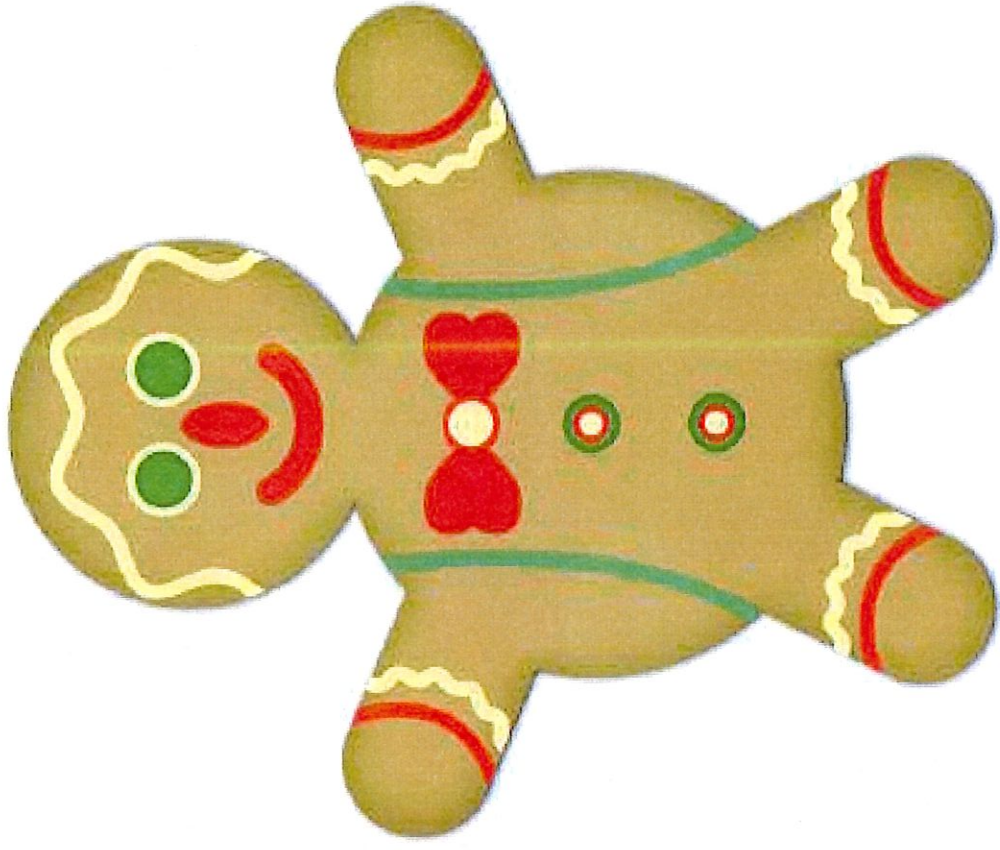
Add 1 tablespoon of vinegar to another bowl

Watch what happens!

Gingerbread man template

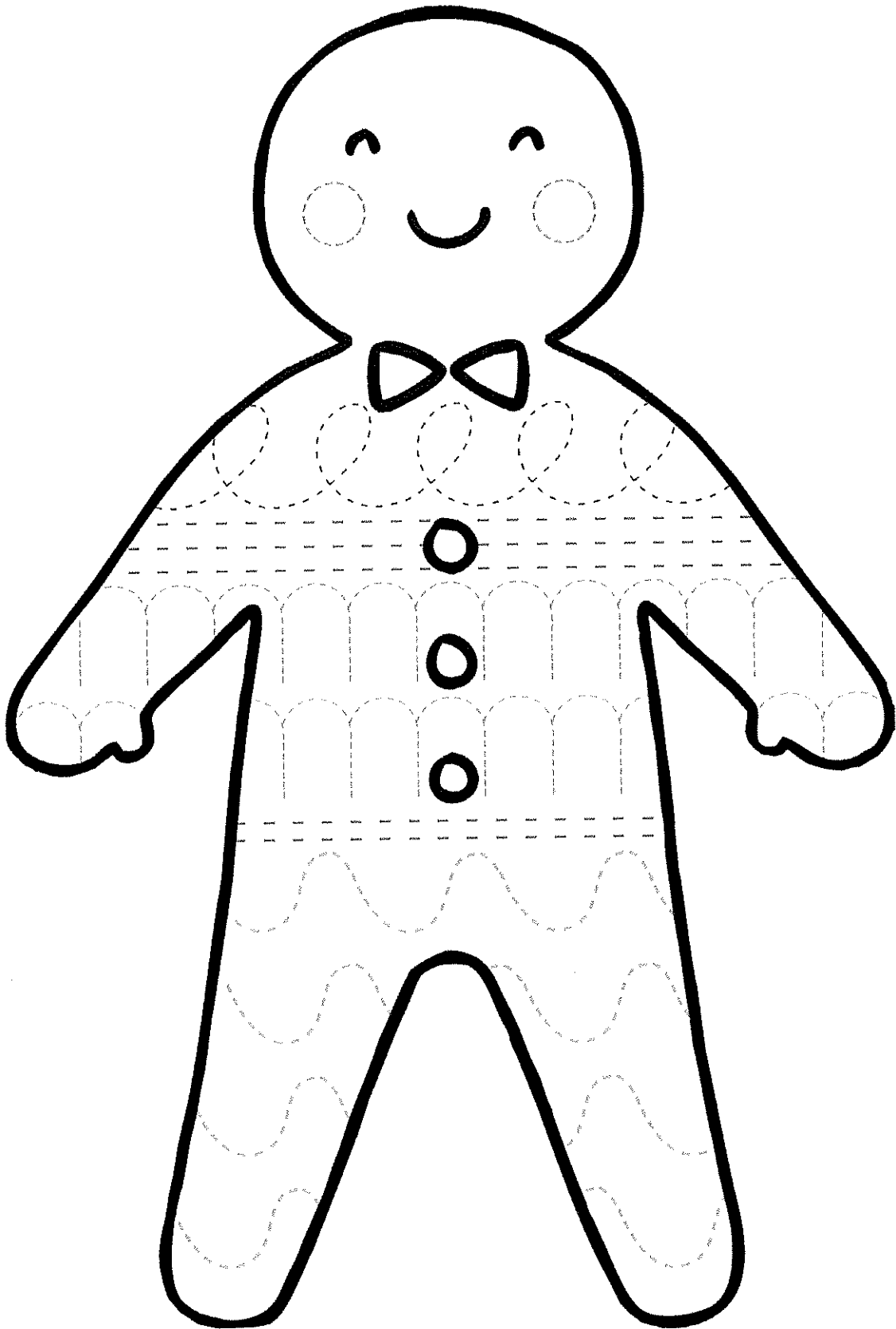


Gingerbread Men Designs - for the game or for ideas when you are decorating or drawing a Gingerbread Man



The Gingerbread Man

Pattern Tracing



The Journey to Cursive: The Letter 'x'

Suggested Order

The letter 'x' should be taught as part of a series of lessons, which links to the family it belongs to - the 'zigzag monster' family. Ideally, it would be taught as the fourth letter in the series of four (z, v, w, x).

Gross Motor Warm-Up

Make a Plank: Children need to be in an all-fours position (ideally on a PE mat). Encourage the children to push through their arms and shoulders while slowly sliding back on their toes. They should hold this 'plank' position for a few seconds and then gently lower themselves back down.

Fine Motor Warm-Up

Elastic Band Stretches: All children will need a small elastic band and to be reminded prior to the session about safety. Children place an elastic band loosely around the fingers and thumb of their right hand. Carefully, they need to stretch out their hands so that the elastic band becomes tighter. Encourage the children to hold the stretch for a few seconds and then release. Then, swap the elastic band onto their left hand and repeat the exercise.

1 Let's Get Ready to Write!

Early Learning Goals - Children handle equipment and tools effectively.

'X' Marks the Spot! Provide children with a range of writing and mark-making equipment such as chunky wax crayons, bingo dabbers, pencil crayons, felt tips or chalks. Use the **'X' Marks the Spot Activity Sheet** for children to develop and practise their fine motor control and coordination by tracing a route through the large letter 'x' to rescue the pirate's treasure.

If necessary, support children by providing an enlarged version of the sheet.

2

Forming Letter Families

Year 1 - Sit correctly at a table, holding a pencil comfortably and correctly. Begin to form lower case letters in the correct direction, starting and finishing in the right place. Understand which letters belong to which handwriting 'families' (i.e. letters that are formed in similar ways) and to practice these.

Introduce the letter name and the sound (phoneme) of the letter 'x'. Show the animation of how to form the lower case letter 'x'. Ask children if they know which letter family the letter 'x' belongs to? Explain that this letter belongs to the zigzag monster family (z, v, w, x). Children practise air writing the letter shape 'x' with their preferred hand. They could also practise air writing on the table, on body parts or on a friend's back, where appropriate. Make large and small letter shapes. Remind children of the correct pen/pencil grip using the **Lesson Presentation** prompts or the **How to Grip a Writing Tool Poster**. Remind them of the appropriate seating position and

Remind the children how to position their paper correctly. Model how to complete the first part of the Letter 'x' Activity Sheet. Children practise writing the letter 'x' using the Letter 'x' Activity Sheet.

The children could also complete the Letter 'x' Exit Practice Activity Sheet.

5 Increasing Fluency, Style & Speed

Year 5 and 6 - Write legibly, fluently and with increasing speed by choosing which shape of a letter to use when given choices and deciding whether or not to join specific letters.

Explain to the children that they are going to be looking at the letter 'x' - a letter that may be best left unjoined.

Remind the children of the correct seating position, pen/pencil grip and how to position their paper correctly using the **Lesson Presentation**.

Children will then complete the **Occupation Obstacles Activity Sheet** by turning quotations into sentences in their neatest, joined style.

The children could also complete the **Fluency, Style and Speed Practice: The Letter 'x' Activity Sheet**.

3

Positioning & Pre-Cursive

Year 2 - Form lower case letters of the correct size relative to one another.

Explain to the children that they are going to be looking at the letter 'x' and they will learn how to place it correctly on a line. Show the children how to correctly form the letter 'x' between the baseline and midline using the **Lesson Presentation**. Explain to the children that 'x', 'w', 'x' and 'z' are all in the zigzag monster family. Explain that all of these letters should be the same height. Can the children think of any other letters that would be the same height, taller than (ascender) or longer than (descender) a zigzag monster letter?

Remind the children of the correct seating position, pen/pencil grip and how to position their paper correctly using the **Lesson Presentation**. Firstly, children practise letters that are the same height as their 'x' in the first section of the **Positioning the Letter 'x' Activity Sheet**.

Using the **Lesson Presentation**, show the children how to form and position taller and longer letters. Children then form words containing 'x' and a mixture of ascenders and descenders on the **Positioning the Letter 'x' Activity Sheet**.

4

Joining Letters

Year 3 and 4 - Use the diagonal and horizontal strokes that are needed to join letters and understand which letters, when adjacent to one another, are best left unjoined.

Explain to the children that the letter 'x' is an unjoined letter so you don't join from it, but can join to it. The **Lesson Presentation** demonstrates how to join to a 'x' using a simple diagonal join (ax, ex) and a horizontal join (ox). Remind the children of the correct seating position, pen/pencil grip and how to position their paper correctly using the **Lesson Presentation**. The children then complete the **Joining to the Letter 'x' Activity Sheet**, which practises joining to the letter 'x'.

The children can then use the **Letter 'x' More Joining Practice Activity Sheet** to practise writing words containing 'x', remembering that the letter should remain unjoined.

Assessment Activities

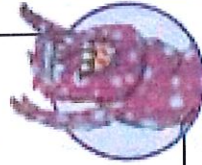
Step 1 - Can children show good control to create a trail out of the maze using different writing tools?

Step 2 - Can the children form the letter shape 'x' appropriately, starting and finishing in the correct place? Ask the children to put a ⊙ next to the favourite letter 'x' shape that they have written?

Step 3 - Can the children form the letter 'x' between the baseline and midline? Can they form other letters of the same height? Can they form words containing an 'x' and ascenders and/or descenders?

Step 4 - Can pupils join to a 'x' using an appropriate diagonal or horizontal join? Do they recognise 'x' as an unjoined letter?

Step 5 - Can the children write words containing an unjoined 'x' fluently?



The Gingerbread Man Addition to 10

Write the answers in the circles. Then, write the number sentence on the line below.



+



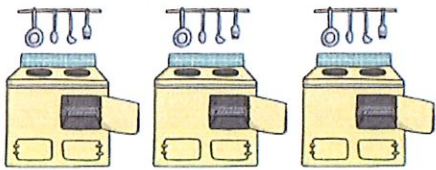
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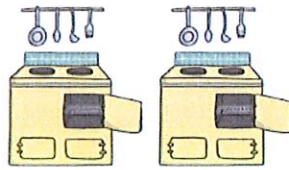
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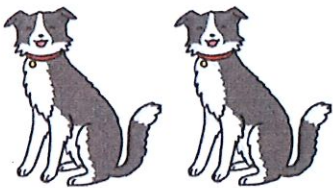
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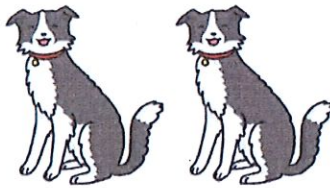
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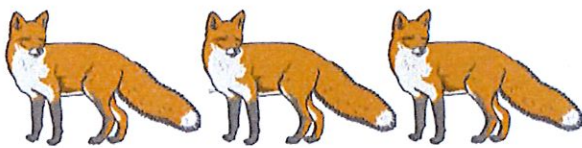
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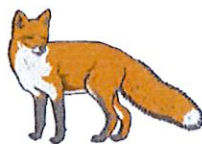
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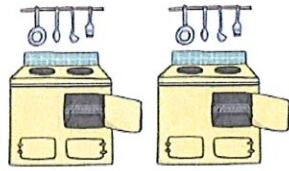
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The Gingerbread Man Addition to 10

Write the answers in the circles. Then, write the number sentence on the line below.

3 +



=



1 +



=



4 +



=



5 +



=



6 +







=







The Gingerbread Man Addition to 10


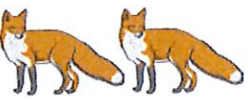


Write the answers in the circles. Then, write the number sentence on the line below.

 $+$  $+$  $=$ 

$9 =$  $+$ 

 $+$  $=$ 8

$10 =$  $+$ 

 $+$  $+$  $=$ 

The Gingerbread Man I Spy and Count to 20

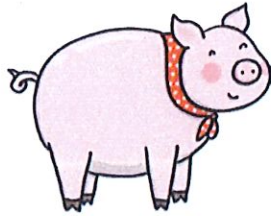


The Gingerbread Man

I Spy and Count to 20 Checklist

Count the number of each item from the story of The Gingerbread Man and write the numeral in the box.

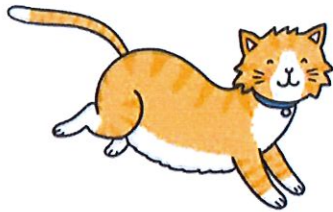
pigs



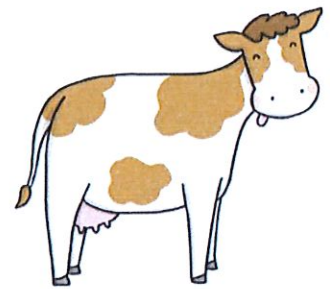
gingerbread men



cats



cows



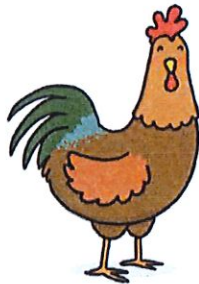
boys



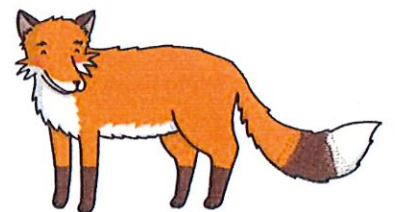
dogs



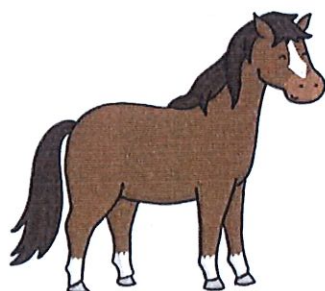
cockerels



foxes



horses

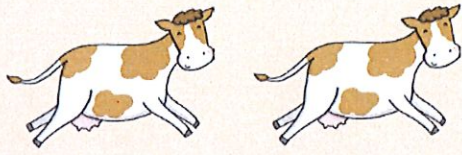


girls

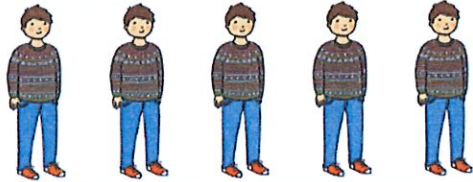


The Gingerbread Man

Write down the answers in the circles.



$$- 1 = \bigcirc$$



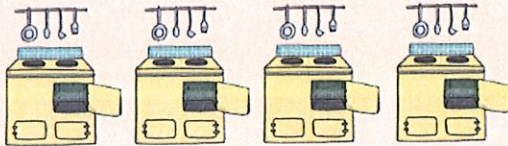
$$- 3 = \bigcirc$$



$$- 2 = \bigcirc$$



$$- 2 = \bigcirc$$



$$- 1 = \bigcirc$$



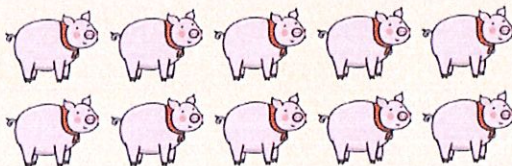
$$- 2 = \bigcirc$$



$$- 3 = \bigcirc$$



$$- 4 = \bigcirc$$



$$- 3 = \bigcirc$$

Gingerbread Man Dice Game

Draw the eyes	1
Draw the clothes	2
Draw the smile	3
Draw the buttons	4
Draw the bow	5
Draw the hair	6

