

Maths

This week in maths we will be focusing on counting to 20.

To start you may want to watch the following Numberblocks episodes:

<https://www.youtube.com/watch?v=TNZMsXSOIEU>

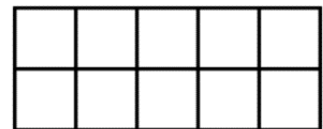
<https://www.bbc.co.uk/iplayer/episode/m0006s5q/numberblocks-series-4-14-i-can-count-to-twenty>

How many different ways can you think of to represent the numbers to 20? For example, I can hold up 3 fingers to represent the number 3 or I can use 12 pebbles to represent the number 12. The more creative you are, the better! Why not take a photo of some of the numbers you represent, we would love to see them on Facebook.



= 3

= 12



For the final activity you will need to use week- or you could make some new

the tens frames you made last ones out of paper.

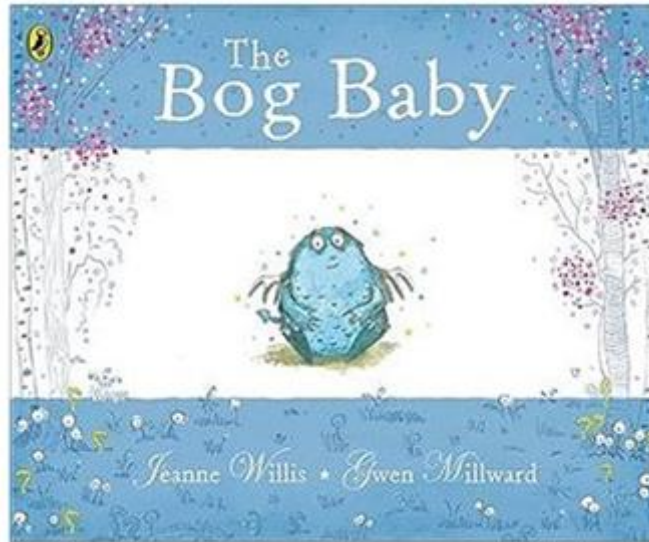
You will also need some loose items shells, stones, pasta, beads, pebbles etc) for your child to count.

from around your house (buttons,

On the table or in a dish place a selection of the items (anywhere between 0 and 20) and encourage your child to estimate how many items they think there are in total. Then ask your child to arrange the items onto the tens frame as they count them. This will help them see the full ten and part of the next ten.

To make this activity easier or more challenging, select either a lower or higher number for your child.

Literacy



<https://www.youtube.com/watch?v=Bz3hkXUODFO>

This week we are going to continue looking at the story of 'The Bog Baby'. Use the Powerpoint from last week to recap the story. Today we would like you to retell the story using pictures. Using the story board (sheet provided) can you draw pictures under each word to sequence the story correctly. Now use your story board to retell you the story to your grown up.

As an extra challenge you might even like to write a sentence to go with each of the pictures. first, next, then, after that, finally.

Foundation Subject – The World/Creative

'The Bog Baby' is magical creature found in a magical pond. Today you are going to draw your own magical creature. Does it live in a swamp, a pond, a magical place? That is all up to you to decide! You can even give your magical creature its own name.