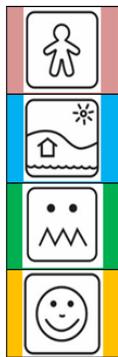




While you are self-isolating at home please have a go at the following fun activities. These activities will help support your child and ensure that they are accessing both the prime and some specific areas of learning within the EYFS curriculum and continuing their learning journey. Please bring in any evidence when you return to school so that we can share this with your child.

<p>Day 1</p>	<p>Communication Language and Literacy Make your own superhero as a stick puppet.</p>  <p>Physical Development Have a try at throwing and catching a balloon. Can you throw it up and catch it yourself? Can you throw it to a family member to catch? Can a family member throw to you to enable you to catch it?</p>  <p>Personal, Social and Emotional Development Talk about the people that help you at home / school in your family. Could you draw these and get a grown up to label them.</p> <p>Maths</p> <p>Collections</p> <p>You need something to collect, e.g. sticky shapes, dried pasta.</p> <ul style="list-style-type: none">◆ In turn, one player claps 1, 2, 3, or 4 times while the other player closes his eyes and listens.◆ How many claps did you hear? Take that number of shapes.◆ After four goes make a pattern with your shapes or pasta.
<p>Day 2</p>	<p>Communication Language and Literacy Use your stick puppet to take your superhero on an adventure. Ask a grown up to write your story down on the writing toolkit using the language that you used.</p>



Physical Development

Can you find some objects around the house that are different shapes i.e. a baked bean tin? Can you draw around it? Can you now cut it out?



Personal, Social and Emotional Development

Yesterday you thought about people who help you personally. Can you talk about the other superheroes that help you if you were injured, felt poorly, had a tooth ache, broke down in the car i.e. people who help in the community. Maybe you could find some pictures of them online with a grown up or draw your own pictures of them.

Maths

Dicey counting

Take turns to roll a dice and count back to zero from the number thrown. For example:



Four, three, two, one, zero

Day 3

Communication Language and Literacy

Can you use the toolkit story from yesterday. Can you add illustrations to your scribed story.



Physical Development

Borrow some of pegs from the peg box. Get a cup or bowl and see if you can put the pegs around the edge of it. Remember you have to squeeze the peg then release!



Personal, Social and Emotional Development

Share a favourite memory with someone from your family. Ask them to share their favourite memory too. Make sure you are being a good listener and be respectful of their thoughts and opinions.

Maths

Spot the difference

Draw a row of six big coloured spots.



- ◆ In turn, one player closes his or her eyes.
- ◆ The other player hides some of the spots with a sheet of paper.
- ◆ The first player looks and says how many spots are hidden.
- ◆ Try with other numbers of spots, e.g. five or seven.

Day 4

Communication Language and Literacy

Use your reading record book to recap on the sounds we have learnt so far. Show your grown up the cued articulation hand signs and see if you can sing the Jolly Phonic songs (these are both on youtube if they need a little reminding).

Physical Development

Consolidate writing the letter shapes in pre cursive script.



Personal, Social and Emotional Development

Talk with a grown up about the things that you are good at i.e. riding a bike, swimming. What would you like to be better at doing? Maybe you could set yourself a challenge to be able to achieve this by the end of your EYFS year at school.

Maths

Build a tower

For this game you need a dice and some building blocks or lego bricks.



- ◆ Take turns.
- ◆ Roll the dice.
- ◆ Collect the number of bricks to build your own tower.
- ◆ The first to 10 wins!

For a change, start with 10 blocks or bricks each. Take away the number on the dice. First to exactly zero wins.

Day 5

Communication Language and Literacy

If you haven't already sign up to www.oxfordowl.co.uk and read together some stories under the pink book band section. Use the comprehension games to check your child's understanding and to help develop inference skills.



Physical Development

Use the letter shapes you consolidated yesterday to support you to write your name in pre cursive script? Can you remember to put your capital letter at the beginning? Can you now write your surname?

Mrs Smith

Personal, Social and Emotional Development

Can you remember the different emotions i.e. happy, sad, excited, scared etc. Read the following scenarios. Can you think about how this would make you feel? i.e. I fell over in the playground
It is my birthday
My friend has snatched my toy
I had a bad dream
I didn't go to bed when I was told to

Maths

Play a board game that involves rolling a dice. Remind your child not to count the square they have their counter on and as your counter jumps you say the number!



Day 6

Communication Language and Literacy

Superheroes also use captions. Can you try and create your own. These could be made up words. Present them in a superhero way!



Physical Development

Can you use junk materials / creative materials to make your own super hero tool i.e. a headband, a belt, a cape, a watch. Make sure that you measure it carefully if it is to fit you!



Personal, Social and Emotional Development

Think about what a superhero would need to do to make sure that he was healthy i.e. eat a balanced diet, undertake exercise, have plenty of sleep. Can you design a healthy packed lunch for a superhero? Remember to include a drink! Maybe you could draw it or print pictures from the computer and place it on a drawn lunchbox.

Maths

Cupboard maths

Ask your child to help you sort a food cupboard out, putting **heavier** items on the lower shelf and **lighter** items on an upper shelf.



Day 7

Communication Language and Literacy

Make a card for a relative / friend to make them smile. Use the name writing skills you have been practising to put your name in the card. Make sure you think about who it is to and add some decoration to make the receiver smile!



Physical Development

Can you create an obstacle course for your superhero to travel from one disaster to another? How could you improve it?



Personal, Social and Emotional Development

Superheros are amazing at helping other people. Can you think of and with help from a grown up make a list of things that you could do to help at home i.e. lay the table, tidy your bedroom. Can you put a tick next to each suggestion every time you help out!

Maths

Log into <https://www.topmarks.co.uk/learning-to-count/ladybird-spots>. Click on the tab counting, how many, 1 to 10 and see if you can count how many spots the ladybird has and find the corresponding numeral.

Now click on the tab matching and select the option 1 - 10. Can you put the ladybird on the correct numbered leaf.

Lastly click on the ordering tab, smallest to largest, 1-10 and see if you can order the ladybirds correctly.

Day 8

Communication Language and Literacy

Cut out some circles and on each circle write a letter shape. Now make another set so you have two of each chosen letter i.e. use the ones from the reading diary. Can you now play a game of pairs and find the matching letter sounds. Encourage your child to say the letter sounds and use the correct hand signs as they reveal the letters.



Physical Development

Can you make some ice cubes with a small toy inside it? You could use different containers to make the ice cubes different shapes. Remember to pour the water in carefully so you need good hand eye co-ordination! Now you need to take it carefully to the fridge (we will be using these tomorrow).



Personal, Social and Emotional Development

Can you play a board game as a family. Can you remember to follow the rules and take turns and share as you are playing?

Maths



One more, one less

For this game you need a dice, a coin and some building blocks or Lego bricks.

- ◆ Take turns to roll the dice.
- ◆ Build a tower with that number of blocks or bricks.
- ◆ Then toss the coin. Heads means take one brick off. Tails means add one on.
- ◆ If you can guess how many bricks there will be after this, you keep them!

Day 9

Communication Language and Literacy

Place some objects on a tray that have the initial sounds s a t p I n m d g o c k. Just one of each! Look at the objects on the tray and name them. Play a game of eye spy i.e. I spy with my little eye something beginning with p. Yes a pizzabox!



Physical Development

Go and get the ice cubes from the freezer. Can you get the cubes out of the container. Can you now use your bodies / a variety of safe tools to try and free your toy from the frozen ice? Which tools were easier than others? Were you successful?

Personal, Social and Emotional Development

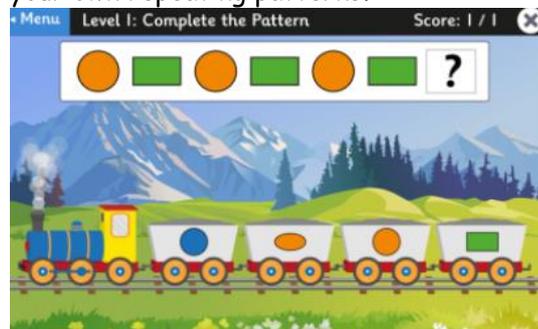
Can you create your own calm jars



Make a calm jar. Using an old drinks bottle or jar, fill with water, add glitter and food colouring. Ensure lid is closed. Shake and watch the glitter settle. As you watch the jar settle, reflect on any worries and let them slowly fall to the bottom of the jar.

Maths

Log into <https://www.topmarks.co.uk/ordering-and-sequencing/shape-patterns> See if you can use the game to help you recreate and create your own repeating patterns. Challenge yourself to think about what would come next in the pattern. Can you now create on paper your own repeating patterns?



Day 10

Communication Language and Literacy

Facetime, ring or zoom a friend or relative and tell them about your learning whilst in isolation. What have you enjoyed? What have you not enjoyed? Why? What else have you enjoyed / not enjoyed doing?

Physical Development

Draw a villain. Ask a grown up to cut it out and hole punch around the outside. Can you now use some string to tie your villain up threading your string through each of the punched holes.



Personal, Social and Emotional Development

Use the website <https://www.youtube.com/watch?v=fnO-IGEMOXk> This will be some time for calm and mindfulness while concentrating on being a superhero!

Maths

Roll a shape

Cut out 12 shapes.

Make 3 triangles, 3 squares, 3 rectangles and 3 circles.

- ◆ Take turns to roll a dice and collect a shape that has that number of sides, e.g. roll a 4, collect a square.
- ◆ The first to have four different shapes wins.
- ◆ If you can name each shape you go first next time!

