

The table below explains the tasks and you will find the resources underneath.

YOU DO NOT PRINT PAGES use your homework OR doodle book for writing, drawing and recording activities detailed below.

Year group: Reception		Date: Tuesday 28th April 2020	
	Challenge 1	Challenge 2	Challenge 3
English	Thinking about the story you read yesterday, The Gruffalo. Today I want you to draw or write a list of key words you remember. These will help you with activities tomorrow. Remember to make a note of some keywords that you may struggle to spell using your phonics. See the example of my swag bag below like the one we would have in the classroom. Also if you can access it (free to sign up but is adobe flash player) there is a Gruffalo quiz! https://clubs-kids.scholastic.co.uk/quizzes/1661		
Maths	Continuing with repeating patterns we would would you to access a game on top marks. The instructions are on a separate page. Once you have selected the game choose <u>level 1</u>	Continuing with repeating patterns we would would you to access a game on top marks. The instructions are on a separate page. Once you have selected the game choose <u>level 2</u>	Continuing with repeating patterns we would would you to access a game on top marks. The instructions are on a separate page. Once you have selected the game choose <u>level 3</u>
Phonics/Reading	Search on you tube <u>set 1 speed sounds</u> to access the online teaching video for the day!	Search on you tube <u>set 2 speed sounds</u> to access the online teaching video for the day!	
	The Gruffalo is about an imaginary creature. Today we would like you to either create your own imaginary creature or access Switchzoo to create your own online imaginary creature! Instructions of how to access switchzoo can found on separate sheet. Once you are happy with your new creature have a think about.... What does it eat? Where does it live? What does it like to do?		

English challenge— keywords



pointy

purple

knobbly

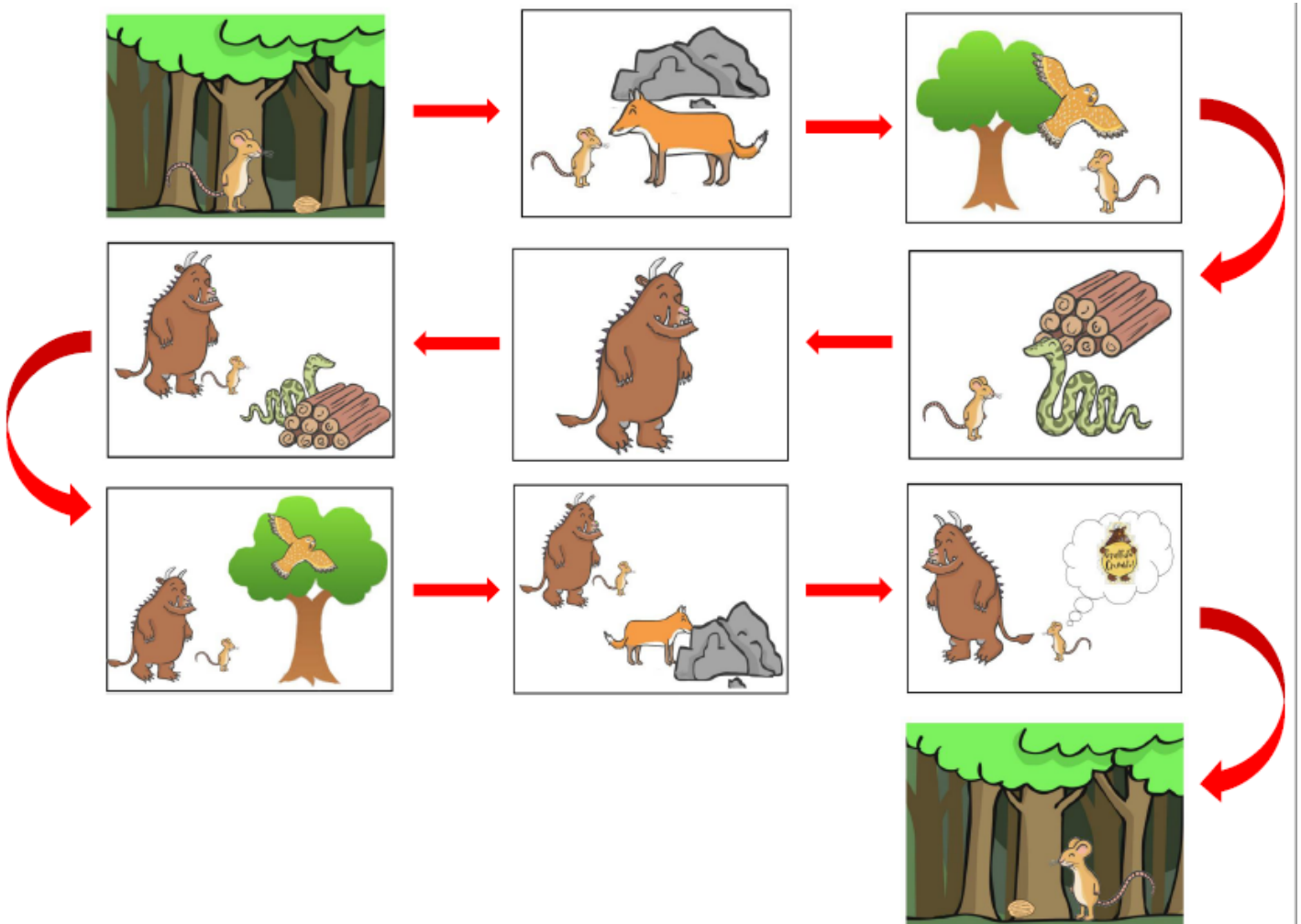
poisonous



English challenge— Extension

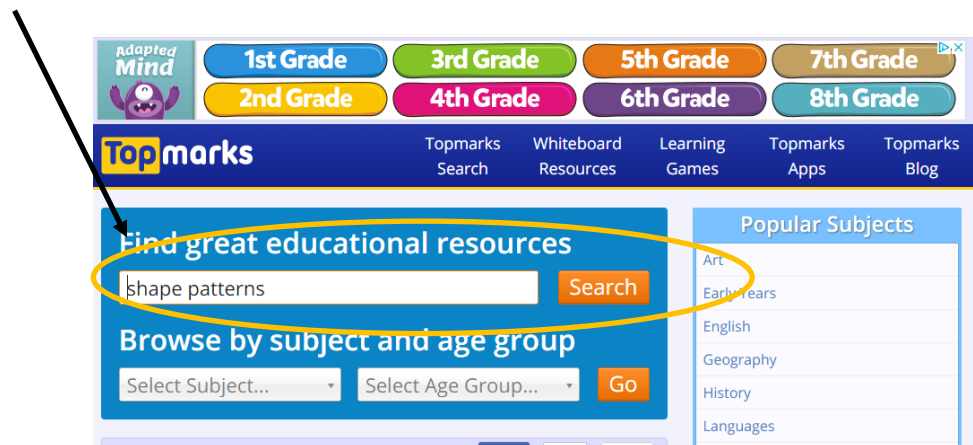
Can you create your own story map of the Gruffalo to help you to remember and retell the story. Think about how we did it at school. See the example below.

THE GRUFFALO



Google 'top marks'

Once in top marks, search for 'shape patterns'

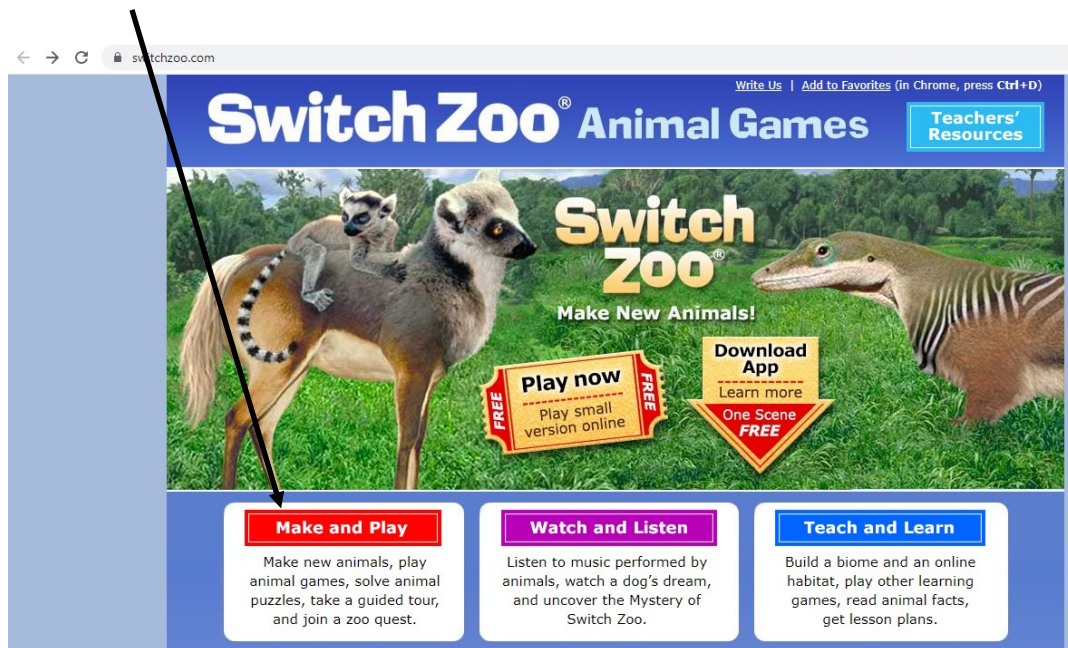


Select the shape patterns game—then select the correct level directed from the home learning grid above.



Google 'switchzoo'

Then select **make and play**



Select **play switch zoo**



Your child can then make their own imaginary creature by selecting different animal body parts! Have fun!!