

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 5th May 2020	
	Challenge 1	Challenge 2	Challenge 3
English	<p>Thinking about the story you read yesterday, <i>The Smartest Giant in Town</i>. 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.</p> <p>Also if you can access it (free to sign up but is adobe flash player) there is a <i>Smartest Giant in Town</i> quiz! https://www.funtrivia.com/playquiz/quiz3981882d94fa8.html</p> <p>Or answer the questions provided below on the reading comprehension sheet</p>		
Maths	<p>Click on the link below to practise adding two groups. See the instructions below for instructions on what to do.</p> <p>https://www.topmarks.co.uk/addition/addition-to-10</p>	<p>Click on the link below to try out some adding. Make sure you have something to use to work out the answer. See the sheet below for instructions on what to do.</p> <p>https://www.topmarks.co.uk/addition/robot-addition</p>	<p>Click on the link below to try out the doubling memory game. How good is your memory? You could even create your own cards.</p> <p>http://www.maths-games.org/ladybird-doubles.html</p>
Phonics/Reading	<p>Go to new.phonicsplay.co.uk</p> <p>Username: march20</p> <p>Password: home</p> <p>Click on grab a giggling grapheme and select all phase 2</p> <p>See the sheet below for instructions</p>	<p>Go to new.phonicsplay.co.uk</p> <p>Username: march20</p> <p>Password: home</p> <p>Click on grab a giggling grapheme and select phase 3 ch sh th ng</p> <p>See the sheet below for instructions</p>	<p>Go to new.phonicsplay.co.uk</p> <p>Username: march20</p> <p>Password: home</p> <p>Click on grab a giggling grapheme and select all phase 3</p> <p>See the sheet below for instructions</p>
Expressive Arts & Design	<p>In the story of the Smartest Giant in Town the Giant is given a crown at the end of the story! Can you design / make your own crown?</p> <p>Recycle materials from home, that you might find on your walk or hunt through your craft box at home—we can wait to see some of your creations!</p> <p>See the sheet below for some inspiration</p> <div data-bbox="1109 1865 1362 2089"> </div>		



Reading Comprehension task

Here are some questions to ask your child about the
Smartest Giant in town story

Which clothes did George wear at the beginning of the story?

Why do you think George wanted some new clothes?

How did he feel being the scruffiest giant in the town?

Which animal did George give his tie to? What did he use the tie for?

How do you think the animals felt before they met George?

How do you think the animals felt after they met George?

Why does George say that he is the coldest giant in town?

How do George's feelings change during the story?

Why did the animals give George a crown and a card?

How did this make George feel?

What is your favourite part of the story? Why?

Maths Challenge 1

Click on the link below or type in google 'Addition to 10 top-

<https://www.topmarks.co.uk/addition/addition-to-10>



[Home](#) > [Maths Games](#) > Addition to 10

Addition to 10

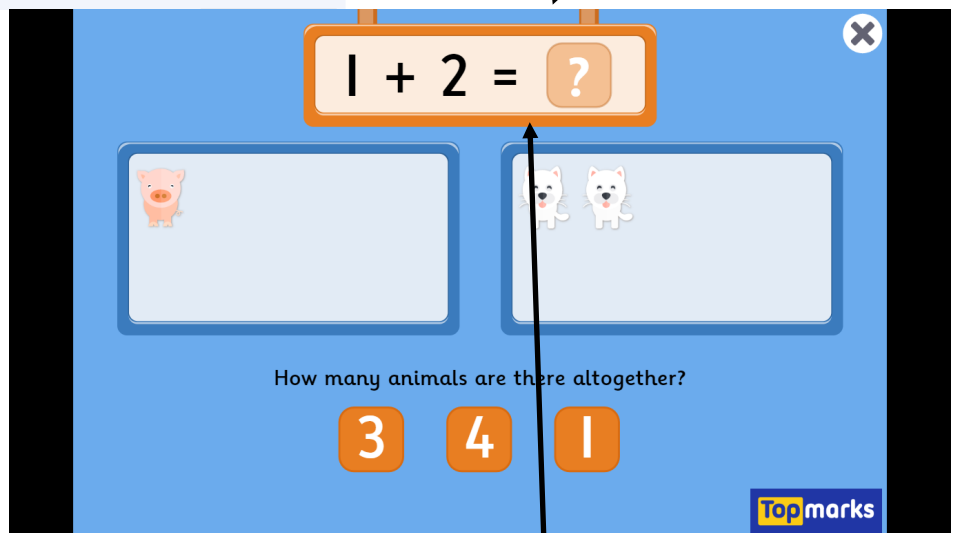
 Play Game

Our Addition to 10 game is aimed at young children who are being introduced to the concept of addition. Children are presented with a series of addition questions in the conventional format which include plus signs. Two boxes feature the corresponding number of animals which need to be added together.

After children successfully solve each calculation, the animals move to a number line below. This provides useful reinforcement of the concept of addition. The game works well on an interactive



Click on the picture to start the game. It will become full screen on your laptop or tablet.



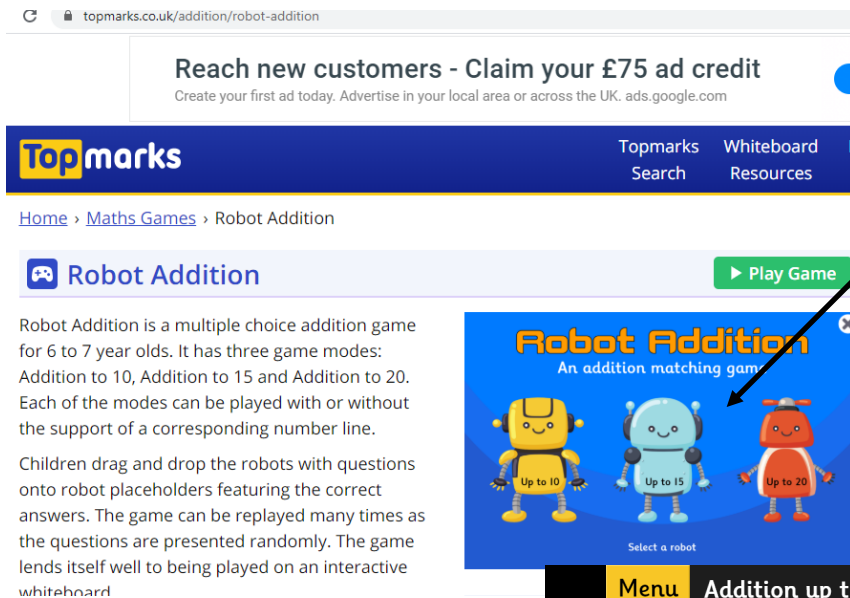
Help to solve the addition sentence by counting the two groups of animals. How many do you have altogether?

Drag the answer to the empty box to check your answer. Now read the number sentence you have completed out loud "one add two equals"

Maths Challenge 2

Click on the link below or type in google 'robot addition top-marks'.

<https://www.topmarks.co.uk/addition/robot-addition>

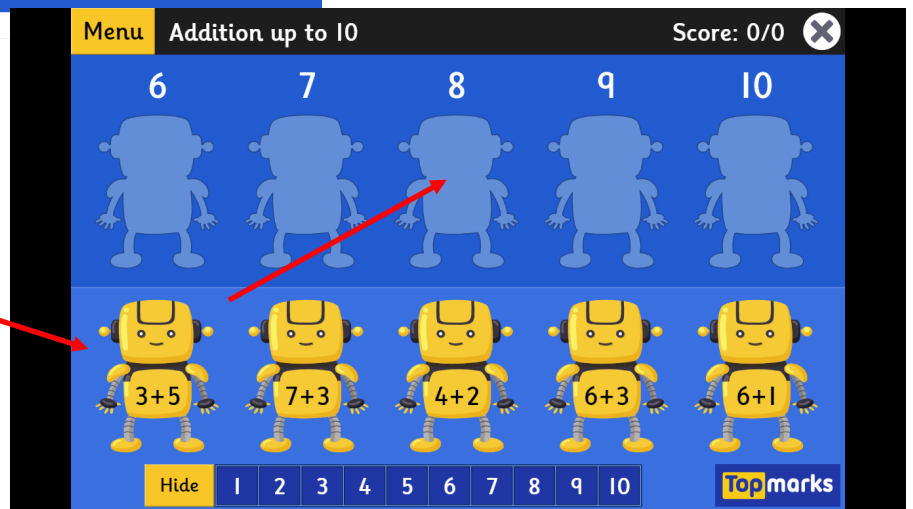


Click on the picture to start the game. It will become full screen on your laptop or tablet.

Make sure you have some objects to help you to work out the answer. Or use the number ladder at the bottom of the screen

Read the question on the robot. So $3 + 5$

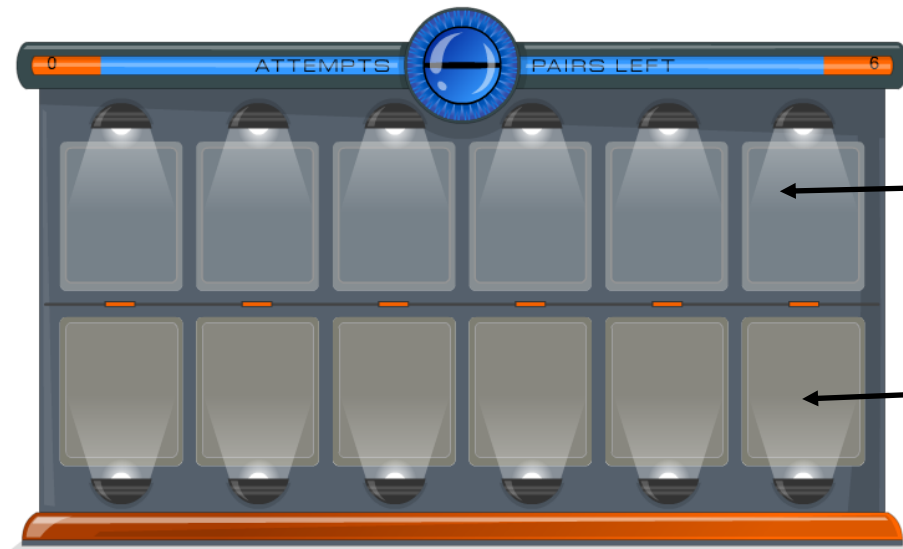
I would get 3 buttons and 5 buttons. Count them altogether to find the total which is 8 and I will drag the robot to the number 8 spot.



Maths Challenge 3

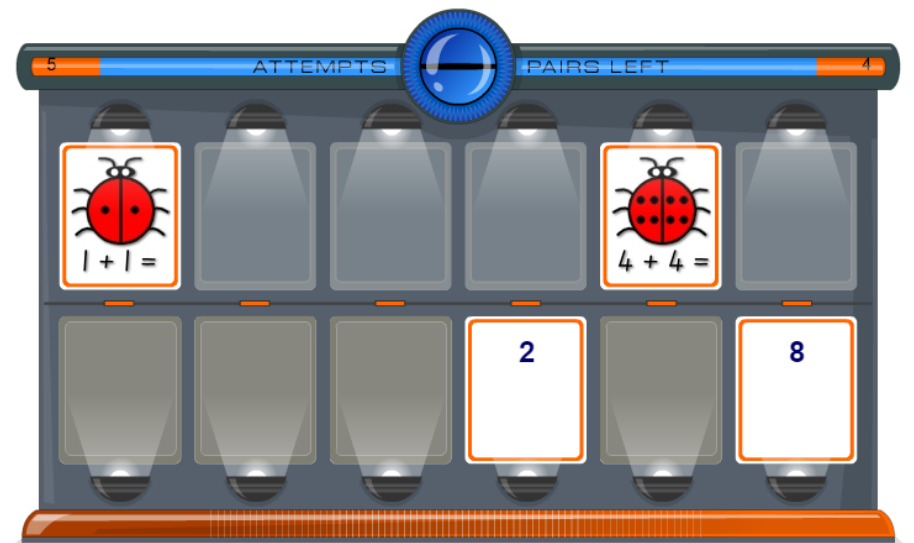
Click on or type in the link below

<http://www.maths-games.org/ladybird-doubles.html>



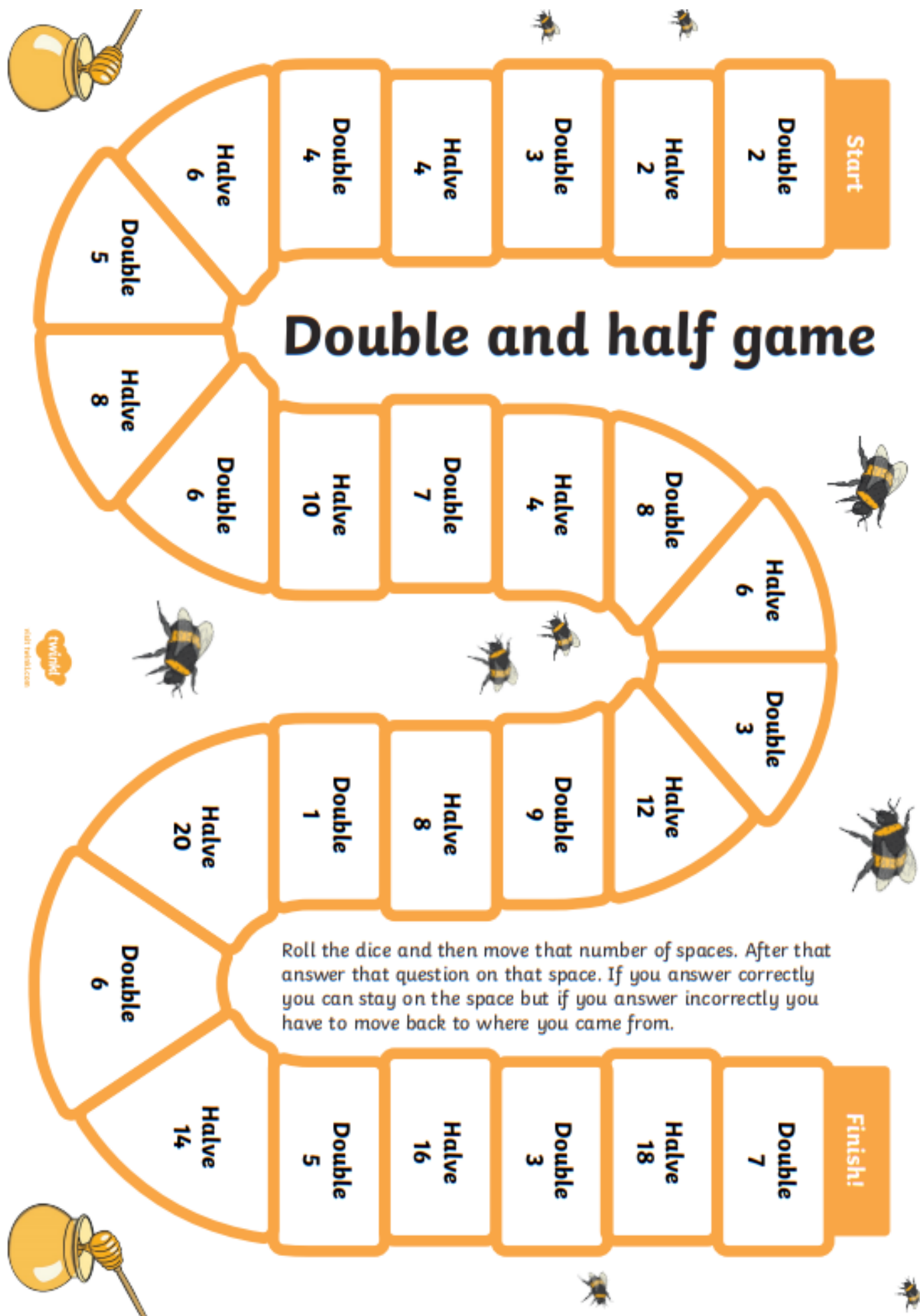
You need to click on a card on the top row to reveal the double number sentence and then click on a card on the bottom row to find the answer.

It has taken me 5 attempts to find these two pairs. Is your memory better than mine?

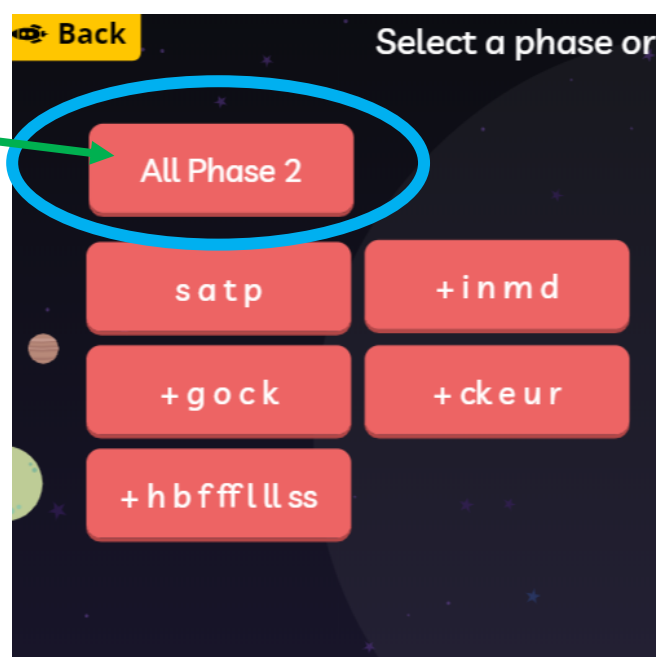
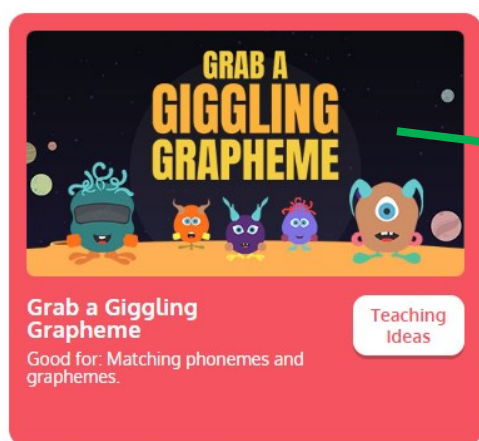


You could create your own memory card game to play with someone in your house. You could even make the cards like the spots on the ties from yesterdays work.

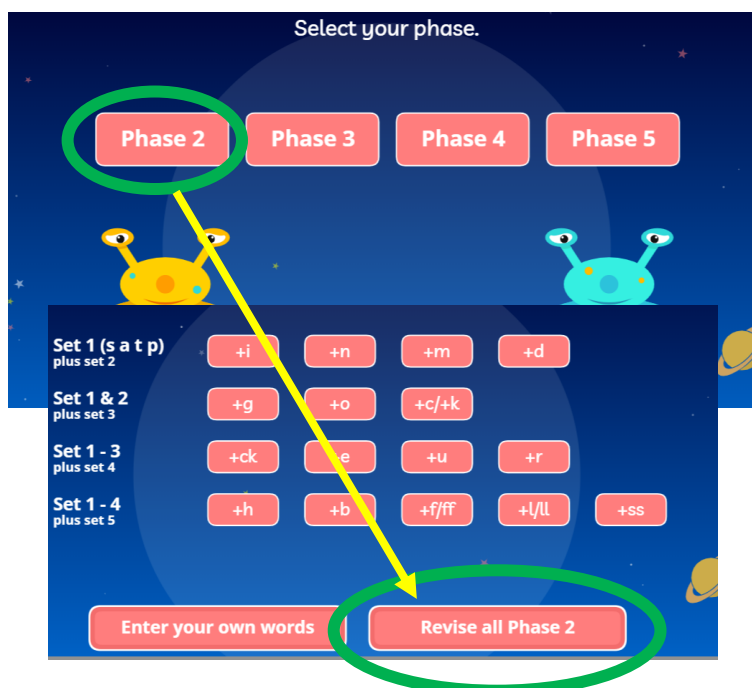
Create your own double and half game. You could use the inside of an old cereal box to draw it on



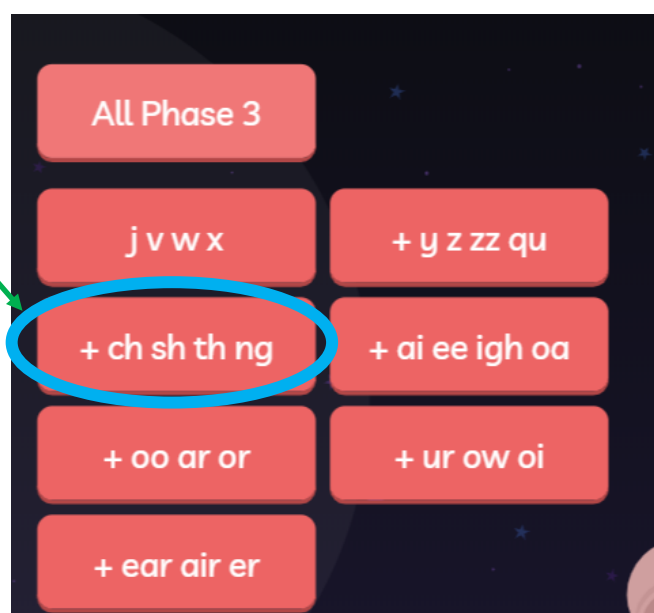
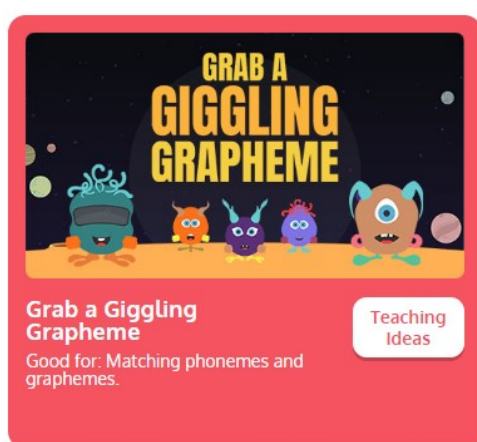
Phonics Challenge 1



After practising your sounds with the giggling graphemes play the game picnic on pluto to read the word



Phonics Challenge 2



After practising your sounds with the giggling graphemes play the game picnic on pluto to read the word



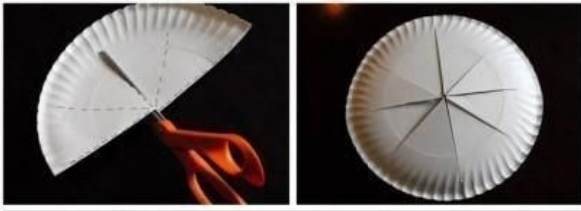
Phonics Challenge 3

The screenshot shows the PhonicsPlay website interface. At the top, there are links for 'nts' and 'FAQs'. Below these is a login box with a text field containing 'march20', a password field with four dots, and a 'Log in' button. A green arrow points from the 'Log in' button to the 'Resources' link in the top navigation bar. The navigation bar also includes 'Teachers' and 'Parents'. Below the navigation bar is the 'PhonicsPlay' logo. A large blue circle highlights the 'Resources' link. Below the logo, there is a section titled 'GRAB A GIGGLING GRAPHEME' with a 'Teaching Ideas' button. A green arrow points from this section to the 'All Phase 3' button in the 'Resources' section. The 'Resources' section is a grid of buttons for Phase 3, including 'j v w x', '+ y z zz qu', '+ ch sh th ng', '+ ai ee igh oa', '+ oo ar or', '+ ur ow oi', and '+ ear air er'.

After practising your sounds with the giggling graphemes play the game picnic on pluto to read the word

The screenshot shows the 'Picnic on Pluto' game interface. It features a title 'PICNIC on PLUTO' and a 'Teaching Ideas' button. Below the title, it says 'Picnic on Pluto' and 'Good for: Practising blending'. A green arrow points from the 'Teaching Ideas' button to the 'Phase 3' button in the 'Select your phase.' section. The 'Select your phase.' section has buttons for 'Phase 2', 'Phase 3', 'Phase 4', and 'Phase 5'. Below this is a section titled 'Phase 3 - Select GPCs to work on.' with a grid of buttons for various graphemes. A yellow arrow points from the 'Phase 3' button to the 'Revise all Phase 3' button at the bottom. The 'Revise all Phase 3' button is circled in green.

Design your own crown for the Smartest Giant in Town...





Design a crown for the giant to wear.

