

Week Beginning 08.06.20 Theme - Pirates

| Activity 1 | Activity 2 |
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| <p>Day 1: Literacy and Topic focus</p> <p>Phonics – I spy</p> <p>Have a selection of objects ready alongside grapheme cards (these can be hand written). We want the children to begin to associate the phoneme (sound) to the matching grapheme (letter).</p> <p>Put three objects on a tray with the corresponding grapheme. Play 'I spy'. Repeat with the remaining objects.</p> | <p>Pirate Craft</p> <ul style="list-style-type: none">• Paint a paper plate a skin tone colour.• Make a bandana. You could use fabric or paper.• Cut out an eye patch and stick onto the plate, then draw the other eye and mouth.  |
| <p>Day 2: Maths and Topic focus</p> <p>Maths - Walk the plank</p> <ul style="list-style-type: none">• Draw a plank and put numerals in order along it (1-10 or 1-20).• Ask your child to roll the dice, count the spots and walk that many spaces along the plank. What number have they landed on?• Roll the dice again and ask your child to move forward to match the spots.• Keep going until they fall off the plank into the 'water'. | <p>Make a boat</p> <p>Have a selection of boxes (plastic and cardboard) for the children to choose to make their boats from. Look at pictures of boats including pirate ships and talk about the features the children might want to add to their boats.</p> <p>When the boat has been made, test to see if it will float. Have discussions about whether the boat was able to float or sink. Why? Talk about the material the boat was made from.</p>  |
| <p>Day 3: Physical Development focus</p> <p>Gross Motor Activity</p> <ul style="list-style-type: none">• Play balloon tennis. You can use a tennis racket or a fly swat to hit the balloon with. | <p>Fine Motor Activity</p> <ul style="list-style-type: none">• Complete the pirate cutting sheet. See attachment with email.• Practice writing your name in a tray of sand/flour/glitter. |
| <p>Day 4: Literacy and Topic focus</p> <p>Phonics – Cross the river (oral blending)</p> <p>Choose a selection of objects with two or three phonemes e.g. c-ar, d-o-g. Make a river across the floor with some blue material or paper. Put two or three of the objects on the floor in front of your child. Call out the name of an object in sound-talk (e.g. p-e-g). Ask your child to blend the sounds together to make the word and cross the river with the object.</p> | <p>Sink the boat</p> <ul style="list-style-type: none">• Construct a boat with tinfoil.• Check the boat floats.• Once you're happy the boat floats add coins to find out how many coins it takes to make it sink.• Try spreading the coins out for the first attempt and then try again but place all the coins at one end.• Discuss what happens.  |

Day 5: Maths and Topic focus

Maths Story time

Create a story using soft toys, about a pirate and his treasure e.g. *Pirate Panda has taken all the treasure, 20 gold coins. Cat, dog and rabbit jump about excitedly.*

“Can we have some too?” they ask. “No, no, no” Pirate Panda says.

Ask your child what Panda ought to do?

Encourage mathematical thinking.

Ask

- Is it fair?
- Have they all got the same amount?
- Is it fair now?
- Why is it fair/not fair? How do you know?
- What if we give them another coin each?
- Sheep comes along – what should we do now?

Pirate Flag Design

- Use the template or draw an outline of a flag for your child.
- Look at some flag designs together and discuss colours and patterns.
- Design a flag.

