

Activity 1	Activity 2
<p>Day 1: Literacy and Topic focus</p>	
<p>Phonics – Splat sound talk Choose a selection of objects with two or three phonemes e.g. c-ar, d-o-g and place them on the floor in front of your child. The adult playing with the child ‘sound talks’ a word e.g. d-o-g. The child then has to blend the sounds together and splat the object with the fly swat or spatula.</p>	<p>Creatures under the sea Watch the ‘Espresso’ video – Under the sea (see link on email). Username – student15949 Password – buttercup Choose a creature that lives under the sea and find out 3 facts about them. Draw a picture of the creature and ask a grown up to write the facts next to your picture.</p>
<p>Day 2: Maths and Topic focus</p>	
<p>Maths – More or fewer You will need: a coin, a basket of small toys and one paper plate for each player. Give each player a paper plate and ask them to choose five toys from the basket to put on the plate. Then they each take it turns to toss the coin. If it lands ‘heads’ they choose a toy from the basket to add to their collection; if it lands ‘tails’ they choose one from the plate to put back in the basket. How many toys have you got now? Count them together. As they play encourage the children to think about ‘more’ and ‘fewer’. Have you got more toys now or fewer? Have you got more cars or people on your plate? Are there more toys on your plate or in the basket? Continue playing until there are either no toys left in the basket, one player has no toys left or when you choose to stop.</p>	<p>Make a jellyfish Make a paper plate jellyfish.</p> <ul style="list-style-type: none"> • Ask a grown up to help you cut a paper plate in half. • Decorate the paper plate with paint, stickers, pens. • Draw a face on your jellyfish. • Cut some strips of paper, tissue paper, crepe paper. These will be the jellyfish’s tentacles. • Stick the tentacles onto the bottom of the plate.
<p>Day 3: Physical Development focus</p>	
<p>Gross Motor Activity</p> <ul style="list-style-type: none"> • Build the strength in your arms and shoulders by using a rolling pin to pop the bubbles on some bubble wrap. 	<p>Fine Motor Activity</p> <ul style="list-style-type: none"> • Keep practicing your name writing! • Complete a cotton bud painting.
<p>Day 4: Literacy and Topic focus</p>	
<p>Phonics – SATPIN sorting (Please see attached PowerPoint) Play this phonics sorting game to practice identifying the letter sounds; s, a, t, p, i and n. Challenge your child to identify each picture shown and click to move the picture into the box.</p>	<p>Salt water density experiment</p> <ul style="list-style-type: none"> • You will need: 2 tall glasses big enough to hold an egg, warm water, salt.



- Start by filling one glass about 2/3 of the way full with water. Ask your child what will happen if they carefully drop an egg into the glass of water. Now go ahead and do it!
- In the other glass, fill to the same height with water. Now ask your child to stir in 3 tablespoons of salt. Mix well to dissolve the salt! Ask what they think will happen this time and demonstrate!
- The second egg should float due to the change in density of the water.
- Experiment with other objects.



Day 5: Maths and Topic focus

Maths – How many?

You will need: number track 1 to 10, a cloth, ten soft toys and some self-adhesive notes.

Working together, count out four toys. Place these in a pile on the floor. Cover the toys with a cloth. How many toys are hiding under the blanket?

Encourage them to remember, four. Your child can help you write '4' on a self-adhesive note and place this on the cloth. There are four toys hiding under my cloth! Ask them to hold up four fingers. Four toys. I am going to put one more toy under the cloth! Move a toy under the cloth. How many are there now.

Encourage them to hold up one more finger. One more toy. How many now? Help count on from their four fingers, 'five'. Five toys. Lift the cloth and count the toys to check.

Repeat this process, starting with seven toys and adding one more. If it helps find the matching number on the track and count on one more.

If the children cope well, take a toy away instead.

Design your own sea creature

Using the sheets provided design a sea creature. Each sheet has a part of an underwater creature for you to start with. This can be added to by drawing different features on.

