

Term 4 Week 2

Squirrel Class



Welcome to Squirrel Class home learning page. In Squirrel Class we are keen for pupils to continue their learning at home. Each week your child can complete the activities from the home page, to ensure they have a balanced home education. We are hoping that you will join our online live lessons each day, these are highlighted green on the timetable below.

Squirrels Class Timetable

8.50	9.30-10.30 Activity 1	10.30 -11	11-12 Activity 2	12- 12.25	12.25- 12.50	12.50-1.50 Activity 3	1.50-3.00 Activity 4		
Monday									
Morning Catch up	Communication and Interaction Skills (SALT NN)	Snack and Break	Maths	English	Lunch Dinner Hall	Lunch Play Time	Reading	Science	
Tuesday									
Morning Catch up	PE (SD)	Snack and Break	Maths	English	Lunch Dinner Hall	Lunch Play Time	Reading	Science	
Wednesday									
Morning Catch up	Wellbeing (RSn)	Snack and Break	Maths	English	Lunch Dinner Hall	Lunch Play Time	Music	Topic	
Thursday									
Morning Catch up	Maths	English	Snack and Break	PE (CH)	Lunch Dinner Hall	Lunch Play Time	Art	Topic	
Friday									
Morning Catch up and assembly	Maths	English	Snack and Break	World Beliefs	Lunch Dinner Hall	Lunch Play Time			

I look forward to finding out about your home learning.
Please send me a photo of what you have been doing via email, I love getting them!

Mrs Samuel - Class Teacher

ssamuel@bower-grove.kent.sch.uk



Useful sites for games and learning activities:

<https://numbots.com/> for additional online maths games

<https://www.sumdog.com/en/> for additional maths games

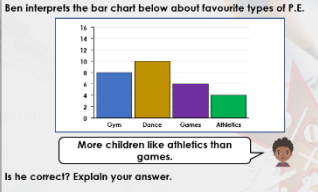
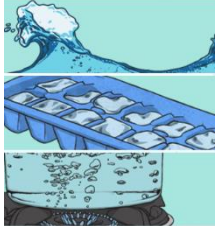
www.twinkl.co.uk for printable activities

www.oxfordowl.co.uk for online books

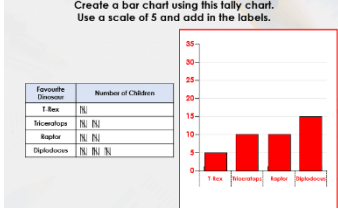
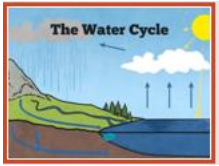
www.phonicsplay.co.uk OR www.phonicsbloom.com for phonics/reading practice

www.ictgames.com OR www.topmarks.co.uk for curriculum linked games.

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Monday	
9-9.30	Morning Catch up
9-10	Communication At home play a turn taking game or a card game.
10.30-11	Brain Break and Snack
11-11.30	<p>Maths Learning Objective: Interpret and present data using bar charts, pictograms and tables</p> 
11.30-12	<p>English: Learning Objective: Create a cartoon of the Vikings, Asterix and Obelix going on an adventure</p>
12-12.50	Lunch and Play
12.50-1.50	<p>Reading: We will be reading the BFG Story. At home you could watch the film or read the story online.</p>
1.50-2.50	<p>Science Learning Objective: I can name the states water can be in: ice, water, water vapour.</p> 

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Tuesday											
9-9.30	Morning Catch up										
9-10	PE PE in school or Joe Wicks online at home https://www.youtube.com/watch?v=d3LPrhI0v-w										
10.30-11	Brain Break and Snack										
11-11.30	<p>Maths Learning Objective: Interpret and present data using bar charts, pictograms and tables</p>  <p>Create a bar chart using this tally chart. Use a scale of 5 and add in the labels.</p> <table border="1" data-bbox="1069 537 1220 616"> <thead> <tr> <th>Favourite Toy</th> <th>Number of Children</th> </tr> </thead> <tbody> <tr> <td>Flea</td> <td>5</td> </tr> <tr> <td>Maracas</td> <td>10</td> </tr> <tr> <td>Kaggle</td> <td>10</td> </tr> <tr> <td>Pretzels</td> <td>15</td> </tr> </tbody> </table>	Favourite Toy	Number of Children	Flea	5	Maracas	10	Kaggle	10	Pretzels	15
Favourite Toy	Number of Children										
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Maracas	10										
Kaggle	10										
Pretzels	15										
11.30-12	<p>English: Learning Objective: Add speech bubbles and thought bubbles to a Viking Cartoon.</p>										
12-12.50	Lunch and Play										
12.50-1.50	<p>Reading: We will be reading the BFG Story. At home you could watch the film or read the story online.</p>										
1.50-2.50	<p>Science Learning Objective: I can name the parts of the water cycle.</p> 										

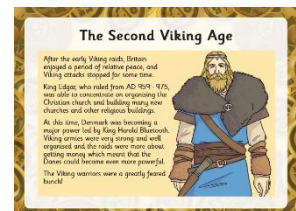
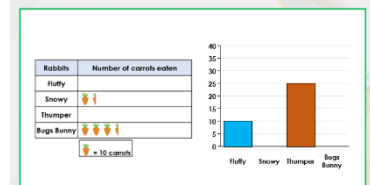
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Wednesday													
9-9.30	Morning Catch up												
9.30-10.30	<p>Play skills: Could you play a game of Uno or cards at home? Remember to take turns and listen to other people in the game</p> <p>At school: Wellbeing time</p>												
10.30-11	Brain Break and Snack												
11-11.30	<p>Maths</p> <p>Learning Objective: Solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables</p> <div data-bbox="997 459 1364 683" data-label="Figure"> <p>Use this bar chart to answer the questions about the number of goals scored in a tournament.</p> <table border="1"> <caption>Goals Scored by Team</caption> <thead> <tr> <th>Team</th> <th>Goals Scored</th> </tr> </thead> <tbody> <tr> <td>Team A</td> <td>20</td> </tr> <tr> <td>Team B</td> <td>5</td> </tr> <tr> <td>Team C</td> <td>15</td> </tr> <tr> <td>Team D</td> <td>10</td> </tr> <tr> <td>Team E</td> <td>25</td> </tr> </tbody> </table> <p> A. Which team scored the most goals? B. How many more goals did Team A score than Team D? C. How many goals did Teams C and E score altogether? D. How many goals were scored in total? </p> </div>	Team	Goals Scored	Team A	20	Team B	5	Team C	15	Team D	10	Team E	25
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Team C	15												
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Team E	25												
11.30-12	<p>English</p> <p>Learning Objective: Create a cartoon magazine of a Viking story</p>												
12-12.50	Lunch and Play												
12.50-1.50	<p>Music in school / Ukuleles.</p> <p>At home, you could listen to your favourite music and have a dance with your family! Please let us know your favourite songs and your favourite singers/bands.</p> <div data-bbox="351 1008 614 1176" data-label="Image"> </div>												
1.50-2.50	<p>Topic: Vikings</p> <p>Learning Objective: I can recall key details about King Ethelred and the introduction of Danegeld.</p> <div data-bbox="1037 1198 1316 1400" data-label="Complex-Block"> <p>King Ethelred II The Unready</p> <p>Read the information about Ethelred II The Unready, then discuss the questions below with your partner.</p> <p>In AD 978, a young boy called Ethelred became king. His supporters had killed his father, Alfred II, so that he could rule, even though he was only 7 years old at the time. Alfred came to be known as 'The Unready' because he was believed to be 'unwise' or 'too badly advised'.</p> <p>Ethelred had a lot to deal with during his reign. He had to 'compromise' with a warrior named Danes and Vikings, who were from Scandinavia and the island of Britain were struggling from all the Viking raids on the land as well as other wars to deal with the Danes.</p> <p>Do you think it is fair that King Ethelred is known as 'The Unready'? Why/Why not? Discuss with your partner.</p> </div>												

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Thursday	
9-9.30	Morning Catch up Proud to be You: Proud to be Unique
9.30-10	Maths Learning Objective: Solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables
10-10.30	English Learning Objective: Read own story to an audience.
10.30-11	Break and Snack
11-12	PE PE in school or Joe Wicks online at home https://www.youtube.com/watch?v=d3LPrhIOv-w
12-12.50	Lunch and Play
12.50-1.50	Art We are going to finish our Viking helmets! Or Draw a Viking cartoon. https://www.youtube.com/watch?v=uyOCEMGTJBU
1.50-2.50	Topic: Vikings Learning Objective: I can explain the problems King Ethelred faced before introducing Danegeld.

Use the information to complete the pictogram and the bar chart.



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Friday	
9-9.30	Morning Catch up and Whole School Online Assembly
9.30-10	<p>Maths</p> <p>Learning Objective: Solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables</p> <p>Choose which bar chart uses the most appropriate scale? Explain why.</p>
10-10.30	<p>English</p> <p>Learning Objective: Watch a Viking film, noting the similarities and differences to the cartoon version.</p>
11-12	<p>World Beliefs</p> <p>Key Question: What are the 10 commandments?</p>
12-12.50	Lunch and Play

Have a lovely weekend!

I will see you all on Monday.