<u>Monday</u>	<u>Tuesday</u>	<u>Wednesday</u>	<u>Thursday</u>	<u>Friday</u>
99.25 English Live** LO. To identify Word groups.	99.25 English Live** LO. To uplevel writing.	99.25 English Live** LO. To adapt a text.	99.25 English Live** LO. To create props	99.25 English Live** LO. To use drama to tell a story.
9.25-10.00 English Task Categories words as per slides. Highlight text.	9.25-10.00 English Task Up level extract from The Lonely Bear	9.25-10.00 English Task Makes changes to the known story- The Lonely Bear RESOURCES- Tomorrow you will need craft bits and bobs.	9.25-10.00 English Task Choose a part of the story, create props and rehearse it- use your own twist.	9.25-10.00 English Task To act out part of the story using props, record it and send it in. Share with the class live if you are feeling brave.
10.00- 10.25 Guided Reading/Phonics Information on this can be found on Myon where each child has been allocated a book to read complete tasks.	10.00- 10.25 Guided Reading/Phonics Information on this can be found on Myon where each child has been allocated a book to read and complete tasks.	10.00- 10.25 Guided Reading/Phonics Information on this can be found on Myon where each child has been allocated a book to read and complete tasks.	10.00- 10.25 Guided Reading/Phonics Information on this can be found on Myon where each child has been allocated a book to read complete tasks.	10.00- 10.25 Guided Reading/Phonics Information on this can be found on Myon where each child has been allocated a book to read and complete tasks.
10.25- 10.45 Break	10.25- 10.45 Break	10.25- 10.45 Break	10.25- 10.45 Break	10.25- 10.45 BreakYear
10.45-11.10 Maths Live** L.O. To solve problems involving multiplication. 'Noah's Ark' problem. Noah saw 12 legs walk by on to the ark. How many creatures could he have seen?	10.45-11.00 Maths Live** L.O. To Solve problems involving multiplication. 'Follow the numbers' problem.	10.45-11.00 Maths Live** L.O. To measure the length of an object accurately. Discuss measuring and how to measure accurately. L.O. To measure and calculate the perimeter of simple 2D shapes. What is perimeter? How	10.45-11.00 Maths Live ** L.O. To measure and calculate the perimeter of simple 2D shapes. Recap on measuring Recap on perimeter and how to calculate Diving children: introduce to area.	10.45-11.00 Maths Live ** L.O. To solve problems involving perimeter. Recap perimeter & area

		do we calculate the perimeter of a shape?		
11.10-11.45 Maths Task Paddling: 'Starfish spotter' problem Snorkelling: Zios and Zepts problem - zios have 3 legs and zepts have 5 legs 52 legs in total. Diving: Zios and Zepts problem - zios have 3 legs and zepts have 7 legs. 51 legs in total. Diving Deeper: Zios and Zepts problem - zios have 3 legs and zepts have 8 legs. 53 legs in total.	11.10-11.45 Maths Task Paddling: 'Follow the numbers' problem - (add the digits and then x2) Snorkelling: 'Follow the numbers' problem - (add the digits and then x5) Diving: 'Follow the numbers' problem - (add the digits and then 6) Diving Deeper: 'Follow the numbers' problem - (add the digits and then x9)	11.10-11.45 Maths Task Paddling: accurately measuring objects found at home/ in the classroom. Snorkelling/Diving/Divi ng Deeper: measuring the sides of shapes and calculating their perimeter	11.10-11.45 Maths Task Paddling: word problems involving measuring length. Snorkelling/Diving: Word problems involving perimeter. Diving Deeper: Word problems involving perimeter and area.	11.10-11.45 Maths Task Paddling: 'wallpaper problem' Snorkelling/Diving/Diving Deeper: 'Torn shapes' problem
Resources: You will need: Counters of some kind. Mathsbot may also help. https://whiterosemaths.com/resources/classroom-resources/interactive-whiteboard-resources/	Resources: You will need: Counters of some kind. Mathsbot may also help. https://whiterosemaths.co m/resources/classroom- resources/interactive- whiteboard-resources/	Resources: You will need: Counters of some kind. Mathsbot may also help. https://whiterosemaths.com/resources/classroom-resources/interactive-whiteboard-resources/	Resources: You will need: Counters of some kind. Mathsbot may also help. https://whiterosemaths.com/resources/classroom-resources/interactive-whiteboard-resources/	Resources: You will need: Counters of some kind. Mathsbot may also help. https://whiterosemaths.com/resour ces/classroom- resources/interactive-whiteboard- resources/
11.45-12.45- Lunch	11.45-12.45- Lunch	11.45-12.45- Lunch	11.45-12.45- Lunch	11.45-12.45- Lunch
12.45 - 1.15 Spelling Live**	12.45 - 1.15 Spelling	12.45 - 1.15 Spelling	12.45 - 1.15 Spelling	12.45 - 1.15 Spelling
	Spellings to practise can	Spellings to practise can	Spellings to practise can be	Spellings to practise can be found

The children will be given their new spellings and we will discuss meanings and spelling rules for the week.	be found in the spelling folder on google classroom. • Practising each spelling and handwriting.	be found in the spelling folder on google classroom. • Using each spelling in a sentence.	found in the spelling folder on google classroom. • Wordsearch • Practice spellings and handwriting.	in the spelling folder on google classroom.
1.15-2.15- Topic Live & **Task Summary of activity:Paleolithic Times- Discovering the time frame and becoming archeologists.	1.15-3.00- Science Live & Task ** Learning objective(s): Recognise that shadows are formed when the light from a light source is blocked by a solid object To begin to understand what transparent, translucent and opaque mean. Key question: Does light pass through any objects? Which types of materials are very good at blocking light?	1.15-2.15- Art Live& Task ** LO. To draw cave painting. Drawing cave animals and then painting them.	1.15-2.15- PSHE Live & Task ** LO. To recognise our own self worth and identify positive things about ourselves and others. Shield task.	1.15-2.15- RE Live & Task ** Enquire L.O. To enquire into why karma is important to Hindus. Begin to understand that there are consequences to actions. Karma and reincarnation.
2.15- 2.30- Computing Live** Summary of activity: Introduction to Scratch Programme. https://scratch.mit.ed u/projects/editor/?tut orial=getStarted		2.15- 2.30- PE video ** Indoor Skills - Children will need access to any balls/hoops and cones you have. Do not worry if not.	2.15- 2.30- video- Outdoor ** Skills-Skills - Children will need access to any balls/hoops and cones you have.Do not worry if not. Please use Joe Wicks or get outside and partake in your own activity.	2.15- 2.30- French Live ** L.O. To be able to name the days of the week. Children to name the days of the week in French. Children practice writing the days and create a weekly diary. There is also a French days of the week word search if you would like to do that too. Slides and activity to be added to google classroom.
2.30-3.00- Computing Task		2.30-3.00- PE Task	2.30-3.00- PE Task	2.30-3.00- French Task
3.00- Story Time Live ** If unable to join for this, share a story with someone at home or read a book on Myon at a	3.00- Story Time Live ** If unable to join for this, share a story with someone at home or read a book on Myon at a	3.00- Story Time Live ** If unable to join for this, share a story with someone at home or read a book on Myon at	3.00- Story Time Live ** If unable to join for this, share a story with someone at home or read a book on Myon at a convenient time to	3.00- Story Time Live ** If unable to join for this, share a story with someone at home or read a book on Myon at a convenient time to fit with your day.

convenient time to fit with your day.		a convenient time to fit with your day.	fit with your day.	
3.15.3.30- TT Rockstars	3.15.3.30- TT Rockstars	3.15.3.30- TT Rockstars	3.15.3.30- TT Rockstars	3.15.3.30- TT Rockstars

This may be subject to change. If you are unable to login to the live lessons, please use the supporting slides and weblinks so that your child can access the learning at a time that is suitable for you.