



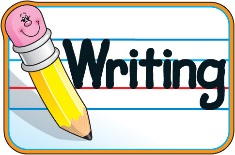
**Holly leaves**



* Cooking – using cups as measurement allows the children to count in ones
* Sharing food – “one for me one for you” or “I’ve got two potatoes but you’ve only got one. How many more do you need?”
* Ordering and comparing – e.g. go on a stick hunt and order the sticks in size
* Following a shopping list – e.g. can you get three tomatoes?
* Read number themed stories using props – Goldilocks and the three bears (set out their breakfast table with three bowls etc)
* Sing or listen to number themed songs using props – 10 green bottles
* Practice writing the numbers (can use different items like beads or buttons to make it more interesting)
* Shape hunt (2d and 3d)
* Estimating how many items there are. Check afterwards by counting.
* Says the number that is one more than a given number



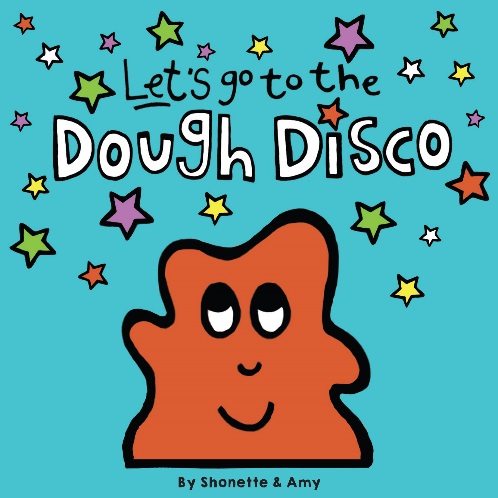
* **Use sounds rather than the names of the letters**
* Watch Alphablocks Alphabet and follow the actions and sounds
* I spy with sounds using initial sound or “I spy with my little eye a d-o-g”
* Find sounds in signs e.g. when walking around town, can you see a “s” in this sign?
* Find items with the same sound – go on a “s” search (socks, sticks, sofa
* etc)
* Blending and segmenting words (cvc (consonant vowel consonant) for now such as cat, fox etc)
* Clapping sounds in a word (c-a-t would be 3 claps)
* Robot talk – talk like a robot but you can only sound words out using individual sounds (b-a-t not bat). See if the child can then work out what the robot word is.
* Phonic songs (Old Macdonald had a farm, ee I ee I oh, and on that farm he had a p-i-g. What did he have on his farm?)
* Sound flash cards – showing sounds in random order



* Write letters to people or characters in a story
* Messy writing (writing in shaving foam, sand or paint)
* Using the attached question sheet when reading a book
* When making a model write on a post-it note what you have made
* Label pictures you have drawn



* Make a scene from a story you have read
* Write alternative stories together (change setting or characters)
* Act out a familiar story
* Read a story and draw your favourite character or setting
* Sequence a story (e.g. Get animals that are the same as characters in The Gruffalo. Order the animals in order that they appear in the story)
* When reading a story, leave a blank for a word. Can the child fill in the gap?



* See attached sheet for information



* Taster day – Children taste different types of food. Can do this blindfolded to make it more exciting and try and guess the different foods.
* Make an obstacle course and complete the different movements to get to the end. Encourage the use of prepositional language. Can they guide someone else through the course?
* Play throwing and catching games with different objects (balloons can be fun).
* Follow movements. Brain breaks or Jumpstart Jonny on youtube is good for this.



* Quiz members of the family about their occupation.
* Grow a flower/plant and observe the changes over time.
* Can use a computer to complete a simple program (top marks is a good site for math games). Can they use the mouse?
* Create a bug, frog or bee hotel! There is some great information on how to do this on the RSPCB website. Pinterest also have some good ideas.