

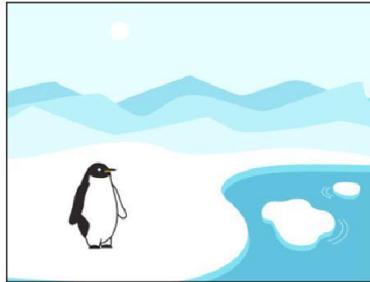
	Activity	Guidance for Parents
1	<p>Phonics: Are you any good at word searches? Have a go at the attached wordsearch. Remember they are all words you should be able to read and spell correctly. <i>Good Luck!</i></p> <p>Ext: SUMDOG spelling challenge</p>	<p>Your child should be able to read all the words independently.</p> <p>SUMDOG login details should be on the inside cover of your child's reading diary.</p>
2	<p>English: Today we are going revisit the -ed suffix. Can you remember what happens when you add the suffix -ed to a word? It changes the meaning of the word to say that it has already happened (past tense) You also know that adding -ed will sometimes change the ending to a -ed, -d or -t sound.</p> <p>Activity: Read the words</p> <p>scored jumped washed helped smelled shouted cleaned wanted</p> <p>liked ended fixed melted loved spilled landed</p> <p>Can you sort them into three groups depending on what sound you hear at the end? Say them out loud and listen carefully.</p>	<p>Please use the attached list of words for your child to read out loud. Sometimes it is easier to hear the ending sound if they say it slowly.</p>
3	<p>Maths: Can you remember what an array is? Watch the video and complete the worksheet (page 3)</p> <p>https://vimeo.com/528946476</p> <p>Ext: Draw your own arrays. Label how many rows and how many columns.</p>	<p>Some children get confused by rows and columns. Your child might remember some examples that we have used before e.g. rows like in a cinema or theatre go across. Columns like tall buildings or towers go top to bottom.</p>
4	<p>Science: We have been learning about different materials. What are the main types of materials? Wood, Plastic, Metal, Glass, Rock and Rubber. Can you remember the difference between a material and its property? A property describes the material e.g. A property of wood is that it can be hard.</p> <p>Activity: Look around your home for objects made of different materials. Can you describe their properties?</p>	<p>In Year 1 children are expected to know everyday materials such as wood, plastic, rock, metal, glass and rubber.</p> <p>Remind your child that a property usually focuses on what the material feels like or can do.</p>

5	<p>Computing: Did you manage to add sounds to your Scratch project yesterday? Could you remember how to do all the different steps? Today have a go at creating a sequence of instructions for your character.</p> <p>Look at the instructions for creating a sequence. Have a go at making your own sequence.</p>	
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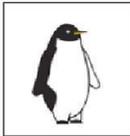
Computing

Open the ScratchJr app and start a new project in the My Projects screen.

Choose the **Arctic** background and add a **Penguin**. Delete the cat.

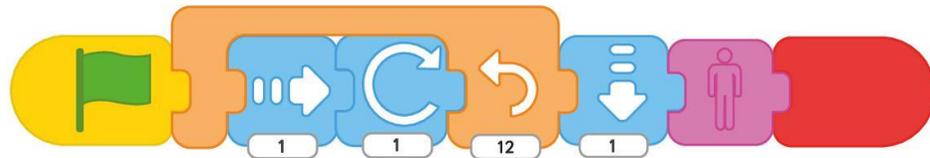
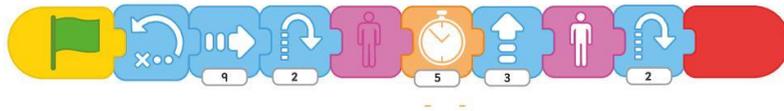


Add this sequence of instructions for your penguin:



What happens after running the sequence once?

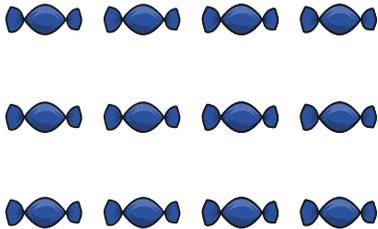
Add a **GO HOME** button after **GREEN FLAG** then add: **WAIT** for 5, **MOVE UP** 3, **SHOW**, **HOP**.



Try this sequence for another penguin. **Predict** what it will do before running it.

Make arrays

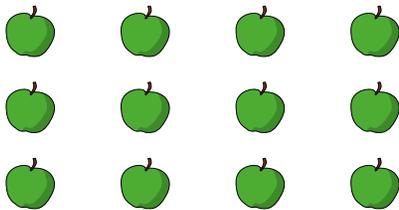
1 Circle each row of sweets.



How many rows are there?

There are rows.

2 Circle each column of apples.

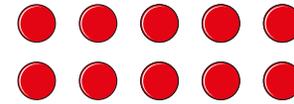


How many columns are there?

There are columns.



3 Make this array.



Complete the sentences.

a) There are counters in each row.

There are rows.

There are counters altogether.

b) There are counters in each column.

There are columns.

There are counters altogether.

Make your own array.

How many rows are there?

How many columns are there?

