

Learning Project WEEK 3 & 4 – The area you live in

Age Range: KS1 – Year 1 & 2

Weekly Maths Tasks (Aim to do 1 per day)

If you feel confident, please work at your child's pace through these Year 1 [White Rose Maths](#) and [Year 2 White Rose Maths](#) – there are videos to explain each concept and worksheets too. No need to print the worksheets – chat about them together and write some parts on paper or in your book. There are lots of other activities to support your child's learning with the following links.

- Spend some time on [Sumdog](#) - your child will have an individual login to access this.
- Working on [Numbots](#) - your child will have an individual login to access this.
- Play on [The Mental Maths Train Game](#) - practise adding and subtracting.
- Recognise the place value for numbers up to 99 in this [place value basketball game](#).
- Create a card game that is based around making number pairs to twenty that can then be played as a family.
- Identify shapes and finish the patterns in this online [game](#). Can any of these shapes be found around the house? How many of each shape can be found?
- Write the numbers 20 - 50 in words and digits.

Weekly Reading Tasks (Aim to do 1 per day)

Read a variety of books at home. This can be online at [Collins Big Cat](#). Your child could share a book every day. This can be reading a book aloud every day or sharing a book, comic or favourite magazine with an adult.

- Visit [Oxford Owl](#) 'my class login'(Login lowick20 Password lowick20), and enjoy a wide range of books for your child to read.
- Listen to the book '[Voices in the Park](#)' by Anthony Browne. Discuss the illustrations and why the book has been set out the way it has. Did you like the music? Year 2 – you already know this book – what can you tell your family about it? Look closely at the images – what do they represent?
- Create a mask of one of the characters from 'Voices in the Park'. Can your child hot seat the character?
- You could make character puppets with paper and act out the story!
- Create a new character for the story – if it was you in the park, what would you do?

Weekly Phonics/Spellings Tasks (Aim to do 1 per day)

Daily phonics - Ask your child to practice their sounds and blend words. Interactive games found on links below. Find out about using phonics on this Read, Write Inc section of [Oxford Owl](#).

- There are **daily phonics lessons** from RWI on [Youtube](#).
- [Phonics Play](#)
- [Top Marks](#)
- [Spelling](#) and [Sumdog](#) Spelling
- Spell the days of the week – with a capital letter
- Spell some common exception words (in your pack)

Weekly Writing Tasks (Aim to do 1 per day)

Have a look at this **Talk4Writing** school booklet for [Year 1](#) and [Year 2](#). Choose the year group that feels right for your child. This mirrors our approach in school and starts with a story to read together. The booklet contains lots of English based activities linked to the story.

Please don't feel you have to complete the whole booklet. You can dip in and out. Also, please don't feel you need to print the pages – just talk about them together and then use paper or the exercise book in your pack to write up the parts you are working on.

Other activities:

- Write your address: Discuss with your child. Do they know who [delivers](#) the post? Share a letter with them and explore the envelope from the front and back. Who is the letter addressed to? Ask your child to write their address. Discuss the postcode and any capital letters.
- Well known addresses: Discuss with your child any well-known addresses of book characters/famous people/historical figures they may know? e.g. 10 Downing Street, Buckingham Palace. This [Powerpoint](#) may help. Lots to talk about – good geography and history links.

Learning Project - to be done throughout the weeks: Where do you live?

The project this week aims to provide opportunities for your child to learn more about the area in which they live. Learning may focus on your local area, famous people, key landmarks and links to your area. Again these are all optional activities for you to use.

To develop knowledge of the location of significant places:

Ask your child to look at where they live. What can they see outside the window in the front of their house? At the back of their house? What could they find near them? Find a map and see if they can find Berwick. Do they know the name of their street? Can they create a street sign with their street name?

My address: Support your child to find out your address. Can they find the number on your door? Can they write the number in digits and words? Ask them to try writing the number using crayons and paint.

Can they write a postcard or letter to a teacher at school? They could tell their teacher about how they are, where they live and things about their local area.

My house: Discuss with your child what their house looks like inside and outside? How many bedrooms does it have? Who has the biggest bedroom? Who has the smallest? Ask them to look outside their window and see if they can spot a house different to their own.

Can they draw their house? How many windows at the front? How many windows at the back? Do you have one door or two? In a special bag - could you (with adult support) place things that make it your home? Why would you pick those items?

Draw a picture of your street. Support your child to take a look at the street and buildings around where they live. Encourage them to think about the shape of the buildings.



Shape hunt: Take your child on a shape hunt around their house and garden. Look at the different shapes of the windows, doors, and houses. Can they name them? Are they [2D](#) or [3D](#) shapes? Ask them to create a shape picture of their house or street.

Name the shape: Place some 2D or 3D shapes into a bag and play the game 'Can you name the shape?' You will need a partner to play this game. One partner has a **shape** from the shape bag and they stand back to back. The partner with the **shape** describes it to their partner who has to try and draw it. How many do you know?

Find your house on [Google maps](#).

Search for your house on the street? Can you find Berwick, Holy Island, Wooler or Newcastle?



Compass: Make a compass. Do you know what the different compass points mean? Can you label the points?

Create a passport: create an individual passport to show your own information about where you live. Discuss the use of a passport. What is a passport? What information does it contain? What does a passport allow you to do? Can you find a real life passport? Do you have one?



Flag: Here is the Northumberland flag. What do you think the flag represents?

Can you design your own flag for your local area? What could you add? What would they mean to you?

Design a cottage - Compare how a cottage or palace is different to your house. Can you make a model of your house and a cottage?

Create a [song](#) about 'Where you live' - Can you add your address in your song?

Can you find the UK on the map? Can you name the countries? Why do you think the countries begin with a capital letter? This [song](#) may help.

Additional learning resources parents may wish to engage with

[Classroom Secrets Learning Packs](#) - These packs are split into different year groups and include activities linked to reading, writing, maths and practical ideas you can do around the home.

[Twinkl](#) - to access these resources click on the link.

