

Term 3 and 4
Swallow Class

Little reminders..

PE

Please don't forget the children need their PE kits in for every Thursday.

READING

Please continue to listen to your child read. It doesn't have to be more than 1 page or 2 pages a night. There are other books on the active learn website that they can read. Please let me know if you need another copy of your child's login details.

Handwriting practice

MATHS

Don't forget about doodle maths.

<https://www.doodlemaths.com>

The space around us
Home learning

Outdoor learning	Go outside when it turns dark. What can you see in the sky? Stars Planes Satellites	Make an astronaut assault course for a family member to complete.
Maths/ Literacy	Play a game of bingo. (Either with numbers or sounds)	Design and write about your own alien.
Shared learning	Read a book on the active learn website together	See if you can make your own space food.
Communication	Share what you know about space.	If you could go anywhere on a plane where would it be?
Creative learning	Create your own space rocket using junk modelling	Draw a outfit for a king, queen, prince or princess.

Please do not feel pressured to complete all of these activities, simply pick and choose according to your child's interests and most of all have fun.

Development matters EYFs

Focus:

Literacy: 40-60 (4-5)

Hears and says the initial sounds in words.

Can segment the sounds in simple words and blend them together

Uses clearly identifiable letters to communicate meaning.

Writes their own name and other things such as labels and captions

Attempts to write short sentences in meaningful contexts.

Mathematics: 40-60 (4-5)

Estimates how many objects they can see and check by counting them.

Finds the total number of items in two groups by counting them all.

Children count reliable with numbers from 1 to 10, they can place them in order and say which is one more or one less than a given number.

<https://www.foundationyears.org.uk/wp-content/uploads/2012/03/Development-Matters-FINAL-PRINT-AMENDED.pdf>