

Reception Learning - Cycle 3 Group A



Taught in school



Taught via Tapestry



Taught at home

	Topic	Maths	Phonics
6th July	Bowling/Skittles—Challenge yourself to knock different objects over using a ball. You could use plastic bottles filled with water at different levels if you do not have any skittles. Challenge—Why not number the bottles and add the numbers together that you knock over?	Watch Numberblocks—Blast Off episode. Talk about how we can make 10 by adding 2 numbers. Look at the Numicon shapes. Can you put two shapes together to make the 10 shape? Can you print them on to paper? If at home, look at the document under this planning on the webpage. Can you draw the shapes that equal 10?	Read Phase 3- ng Phase 4— br Phase 5— oy Watch Geraldine the Giraffe on YouTube (Phase 3 and 5 only) Obb and Bob—Ask your grown-up to write some real and made up words on pieces of paper. Can you sort them into real and nonsense words?
7th July	Explore different senses sight/smell/taste/touch/hearing. Talk about what you like and dislike when you use each sense. Can you draw a picture to describe your preferences?	Watch Farmer Pete Song on YouTube. Play a number-bond to 10 game. Draw a 10s frame then roll a dice and place that amount of objects onto the frame. How many more would you need to make 10? Challenge—Can you write the number sentences?	Write Phase 3- ng Phase 4— dr Phase 5—oy Reveal a picture containing yesterday's sound, can they write the word to match the picture?
8th July	Taught by Mr Attwood Continue with the Magic Box story 'What the Ladybird Heard'. Farmer Joe has a new problem. He needs to raise some more money for his farm. Which animal from the picture should he sell? Can you research the strengths of each animal with your grown-up for example, a sheep has wool for clothes.	Taught by Mrs Mellor Watch Mrs Mellor's video. Can you say the number that makes the pair before Mrs Mellor reveals the amount? Can you draw or write your own number reveal game to play with your grown-up or sibling?	Taught by Mrs Hadfield / Miss Scott/ Mrs Bucknor / Miss Wild — Read Phase 3- ai Phase 4— tr Phase 5— ir Watch Geraldine the Giraffe on YouTube (Phase 3 and 5 only) Musical Words—Place words containing today's sound around the carpet. When the music stops, pick up a word and read it.
9th July	Using the information you gathered yesterday, can you decide which animal you would sell? Can you draw a picture and write a sentence explaining your choice ready to send back to Farmer Joe? Challenge— Can you make an information book filled with all the facts that you found yesterday?	Play The Memory Game. Using number cards 0-10, place them upside down on the floor or the table. Turn 2 cards over at a time. Do they add to make 10? If not, turn them back over and have another try with different cards. Can you find all the matching cards that make 10? Challenge—Use cards 1-20	Write Phase 3- ai Phase 4— gr Phase 5— ir Pictionary—Ask your grown-up to draw a picture using yesterday's sound. Can you write the word to match the picture?
10th July	Can you sort farm animals and other animals into groups? Draw two circles on a piece of paper. Have one circle for farm animals and one for other animals. If you have toy animals at home, place the animals directly into the circles. If you do not have any toy animals at home. Ask your grown-up to say an animal name and you draw it in the correct group.	Musical Numbers—Turn number cards upside down around the carpet. Play some music then when the music stops, turn over one of the numbers. Can you say their number bond friend that they add to when making 10? Challenge—Use cards up to 20. Can you write the number sentences to match?	Recap Phase 3- ng/ai Phase 4— cr Phase 5— oy/ir Treasure Hunt—Place pictures around the house containing today's sounds. Can you write the words to match the picture? If you cannot print pictures off, can you use objects or can your grown-up draw pictures and place them around the house?