



Home-School Activities - Summer Term



YEAR - RECEPTION Date – Monday 29 th June – Friday 17 th July (3 weeks)		Here are your tasks for the next two weeks. It's up to you what order you do them in. Enjoy and stay safe! 		
Language, Literacy and Communication Listen to the story, 'The Princess and the Wizard'. https://youtu.be/babXCIRMjQM  Create (draw a picture, copy, underwrite or write independently) a list of simile sentences for the colours that are mentioned in the story. e.g. She was as blue as the sky. She was as white as snow.	Language, Literacy and Communication Days of the Week The Wizard has a challenge for the princess every day. Can you record 7 challenges for yourself? Make a list of the seven challenges and tick off as you complete them day-by-day. Some could be a challenge that helps your grown-ups. Could it be a way to be kind every day?	Maths and Numeracy The Wizard loves counting. Make your own special Wizard counting spells. Can you record different ways of counting to 10/20/50/100? For example: Spell 1. 10,20,30,40,50,60,70,80,90,100 Spell 2. 2,4,6,8,10 Spell 3. 5,10,15,20,25,30,35,40,45,50	Maths and Numeracy 3D Shape Hunt Next time you are out and about look out for all the 3D shapes you can spot around Brackla. Take some photos, make observational drawings or write a list of what you find. 	Science and Technology Magic Smelly Potion Pot This is a wonderful way to explore the senses. I always mention the Health and Safety warning that we NEVER taste! Start with a small pot/container, next find a stirring stick. You will need to find a range of natural resources like seeds, grass, petals, leaves, mud. Mix up the Smelly potion Pot. Challenge: make a list of ingredients needed.
Science and Technology 3D Castle Design your very own Wizard castle using 3D shapes. Your castle can be made of things from around the house like empty kitchen rolls, cereal boxes, Pringle pots etc. While building you can explore the shapes properties. You could paint your castle and add finishing touches like flags and turrets. 	Humanities Kindness by Axel Scheffler https://youtu.be/qBWS6Bvv3eo  Look at the book with a grown up and think about all the kind things that you do. Draw a picture about it too and share this on Seesaw.	Health and Well-being The Wizard likes counting down in the story. Why not play some counting down games! 1. Hide and Wizard!!! A bit like hide and seek. Pick someone to play with. One person decides to be the Wizard and counts down (or up) from 20/50/100, in steps of 1/2/5/10. The other person finds somewhere to hide. The Wizard tries to find the hidden person. When you find them make sure you give them your most wicked Wizard laugh!!! See if you can find each other. Who is the best Wizard? 2. What's the spell Mr. Wizard? One person decides to be Mr. Wizard. They turn their backs on the other person/people, with a distance between. The person asks, 'What's the spell Mr. Wizard?' The Wizard replies with a number of horrid creatures from his spells eg. 6 spiders. The person has to take that amount of steps towards the Wizard. As they get closer they keep on asking the question, and when the Wizard decides he can turn and say, 'Abracadabra' and try to catch the other person/people.	Expressive Arts Musical Statues The Wizard turns the party guests to stone. Can you stand as still as a statue? Put on some music and have a dance! Get someone else in your house to stop the music when you are not looking. Freeze still like a statue! Can you do it? How long can you freeze for? Who is the best statue in the house? 	