## Learning Overview for week ending $13^{\text {th }}$ October

## Communication, Language and Literacy

- Sharing books left by the Phonics Fairy.
- Learning the phonemes, s,a,t,p,i,n,m.
- Playing I spy to support hearing the initial phoneme (sound) in words using objects.
- Practising oral blending- 'What's in the box?'- e.g. d-o-g, c-a-t.
- Blending to read cvc (consonant vowel consonant) words.
- Forming graphemes (letters) for all phonemes (sounds) learned.
- Learning sight words - words in your child's word wallet.
- Reading simple sentences using a variety of reading strategies. Eg spotting sight words, using the picture clue with initial phoneme and sounding out and blending words.
- Learning the story 'The Little Red Hen'
- Learning about artists Jackson Pollock and Piet Mondrian
Ideas for activities to do at home
- Encourage your child to tell you about books left by the phonics fairy.
- Ask your child to use the Little Red Hen story map sent home to tell you the story.
- Play spot the phoneme (s,a,t,p,i,n,m) in books, posters, labels around the house and when out and about.
- Find objects around the home. Play I spy to help identify initial phonemes.
- Encourage your child to count as they move up and down the stairs. Show a number or roll a dice can they do that many star jumps, claps, hop on one leg etc.
- Recognise number 1, 2, 3 and 4 around your house or garden, e.g. there are three leaves, we need two more cups for the table, I can see one brick there and three bricks here.

Please add any comments to the WOW star if you see or hear your child make reference to any of the above learning. We will share these in school and then add to your child's learning journals.

## Maths

- Counting on from 0 in ones to15, then 20.
- Counting back from 5 to 0 , then 10 to 0 .
- Encouraging children to move or line up objects to count.
- When counting objects encouraging the children to touch them as they count.
- Subitising 1, 2, 3, 4 using collections of objects and dot patterns on dice, dominoes and dot cards.
- Give a set of objects (up to 10) to two toys, say which has more or fewer.
- Learning about ways to make 3 and 4. For example 1 and 2 more equals 3, 2 plus 2 equals 4.
- Becoming familiar with Numberblock 3 and 4 to help us learn more about the numbers.
- Exploring squares and oblongs as rectangles.


Name:
Date:

