## Literacy

- Story time phonics, reading books left by the Phonics Fairy
- Consolidating phonemes taught so far
- Learning the phonemes (sounds that make up words) linked to each of the story time books q, c, k, ck, e, h, r
- Forming cursive handwriting and saying the rhymes to help us from the grapheme (letter) for c, o, a, g, d
- Oral blending m-a-n man, b-a-t bat
- Blending to read sounding out and blending cvc (consonant, vowel, consonant) words
- Learning word wallet words by sight
- Learning about Autumn and celebrations that might happen at this time of year-Birthdays, Halloween, Bonfire night, Diwali.
- Verbally retelling the gingerbread man story, using a story map and actions
- Reading the information book Toys and Games Now and Then
- Talking about toys and games from the past, long ago.

## Ideas for activities to do at home

- Using all the flashcards sent home to practise recognising and saying the phonemes.
- Make cvc words for your child using the back of the flashcards. Encourage them to sound out and blend to read. For example, sat, pin, nap, mat. When doing this encourage them to say each phoneme loudly and clearly and blend (merge all phonemes together) to read it in full.
- Support your child to read the phonics book sent home on a Monday at least three times during the week. This will now be handed back the following Monday. Remember to write one entry a day in the reading record if a book has been read.
- Autumn KIRFs
- Ask your child to tell you about the Autumn celebrations we have learnt about in school.
- Ask your child to retell 'The Gingerbread Man' using the story map sent home.

## Maths

- Counting on and from 0 in ones to 15, then 20
- Counting back from 10 to 0
- Counting objects and saying how many there are altogether
- When counting objects encouraging the children to touch them as they count, put them in a row or move from one pile to another
- Exploring 3d shapes Spheres
- Recognising and naming these
- Playing with different spheres and identifying the properties, for example one curved surface
- Estimating which bowl of spheres has more or fewest, then counting to check.
- Using our fingers to find number facts for 3, e.g. 2 +1=3
- Subitising using dominoes to 4
- Introduced Number block and Numicon 4.



Observations from home (Please cut out this section before returning to school)



Name: Date: