



Hatchmere's Home Learning

Slide 3 - When the children initially come into school there will be a nursery rhyme playing. The link is within the slide. Please click on it and allow your child to sing the rhyme a couple of times.

Slide 4 – After Collective Worship we practice a whole class dance – this week it is Waka Waka. Again, the link is within the slide.

Slide 5 – Drawing Club – your child will be familiar with the routine of this lesson. We have to repeat a 'code' to begin Drawing Club. These are the words at the side of the slide and your child will know the corresponding action. You will also find a link that takes you to a snippet of the Wacky Races. This week the children have been designing their own vehicles with a special skill to win the race. Most children have completed this task. However, your child may want to create a different vehicle and write a couple of sentences describing the vehicle and its skill. Drawing Club is an opportunity for your child to open up their 'creative stations' and come up with their own fabulous ideas.

Slide 7 – This is our phonics session. Please use the Sound Mats that have been sent home to re-cap on previously taught sounds. Please go through their High Frequency and Common Exception words that were sent home on Monday. Play games with them/use as passwords/ask your child to write them down. Ask your child to sing the alphabet song. Can your child write down some words that include the 'air' sound; fair, lair, hairy, pair? Finally, please read your child's Monster Phonics reading book with them..

Slides 9-15 – As a starter activity can your child write down their numbers 0-10. Read through the slide, watch the number-blocks clip (link within slide) and complete the discussions with your child.



Friday 15th March 2024

'A sweet friendship refreshes the soul'.

Proverbs 27:7



Morning Routine

[One Man Went to Mow](#)

- [Waka Waka](#)



- accelerate
- braking
- hazard
- steering
- chuckle
- demolish
- overtake
- transport



[Wacky Races](#)

Snack time

10.15 - 10.35am





Phonics

Starter – Writing Name

Alphabet

Recap on the letter sounds

Lunchtime



Maths –

Use the stem sentence: _____ has more than _____ ; _____ has fewer than _____ .

- Watch the Numberblocks clip on slide 10 of the presentation.
- Then, work through the animations of the ducks on slides 11-15 to discuss ways to make 7.
- What do you notice?
- How many were in the whole group? [Use a circling gesture to reinforce the concept.]
- How many are on the pond?
- How many have gone away?
- How did you know?
- You may want to use rubber ducks or simple small objects (e.g. blocks) to represent the ducks in order to retell the story to the children.
- Today's session would also be a good opportunity to ask the children to show their thinking by creating their own mathematical representations.
- Can you draw a picture to show the ducks at the beginning?
- What happened next? Can you explain to me what you've drawn?



Numberblocks

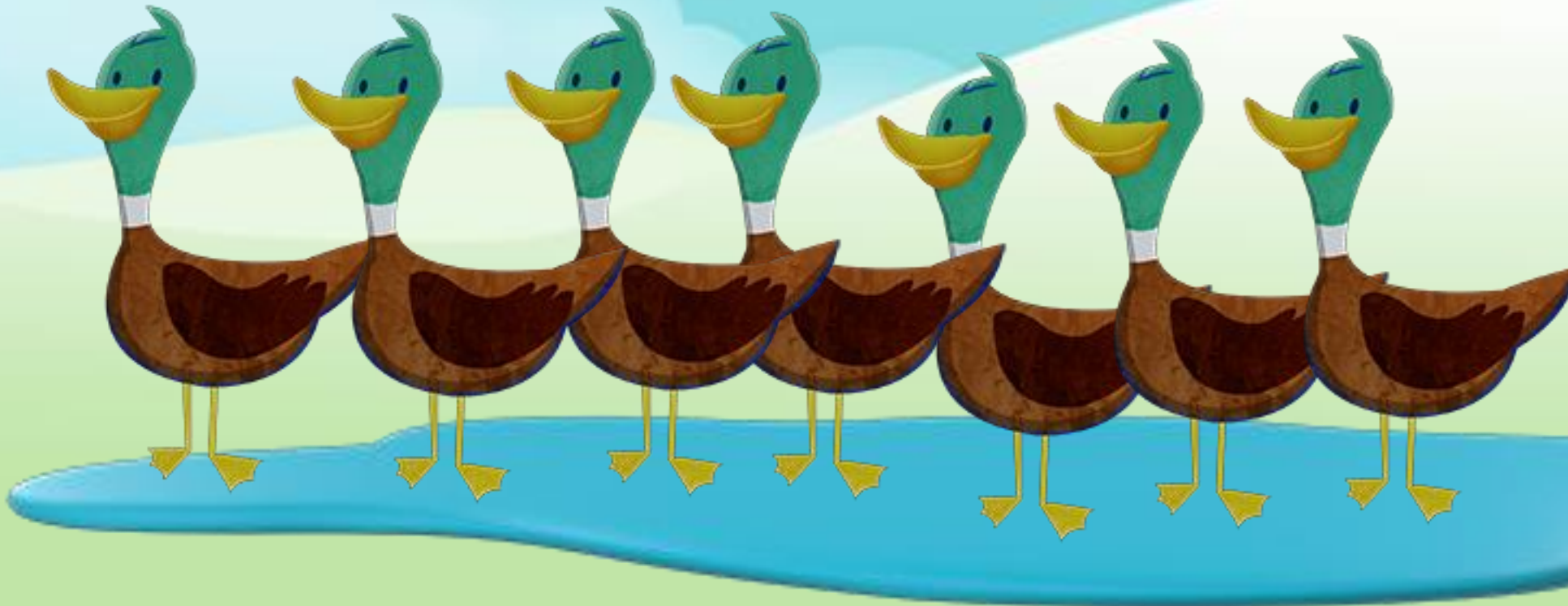
Series 2, Episode 2: Seven

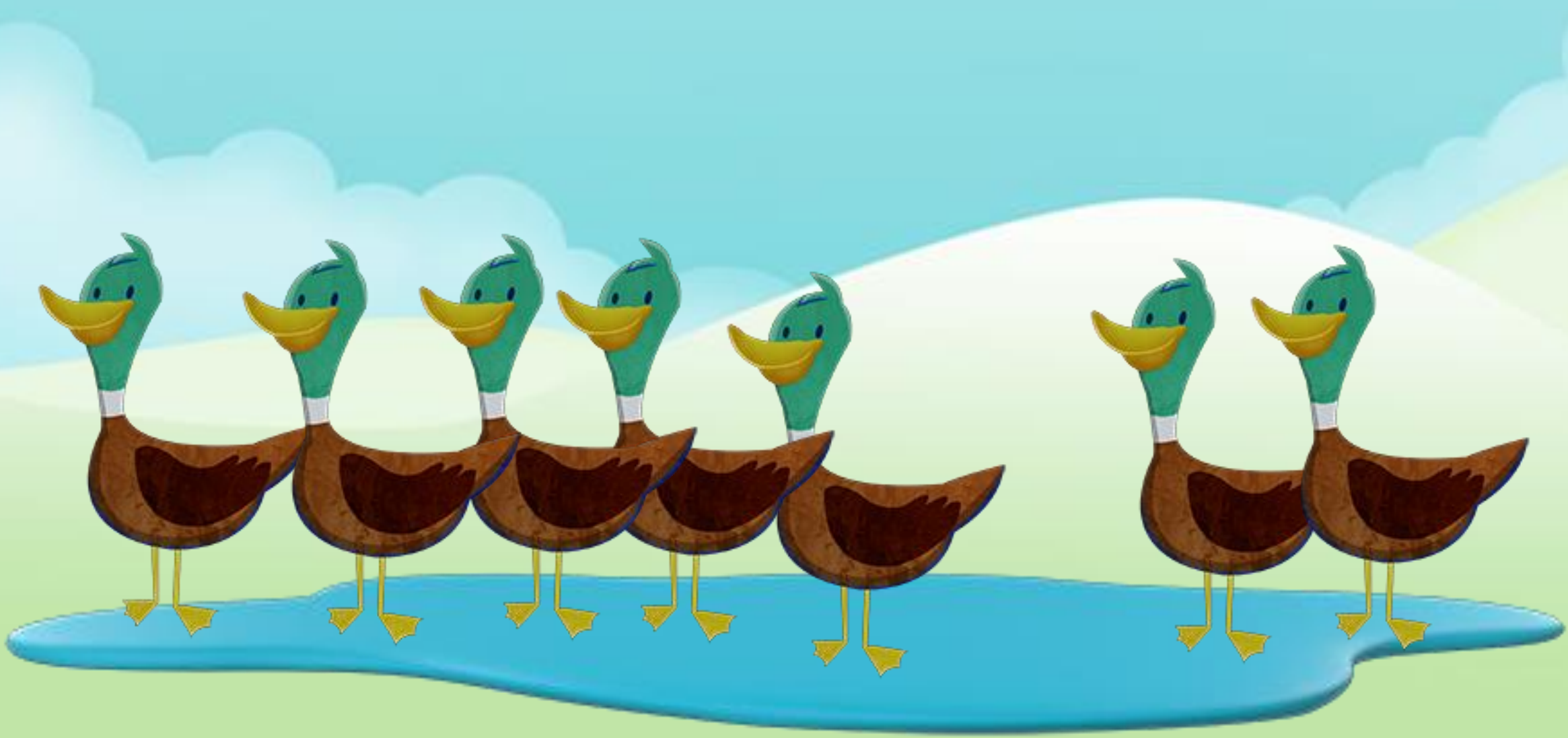


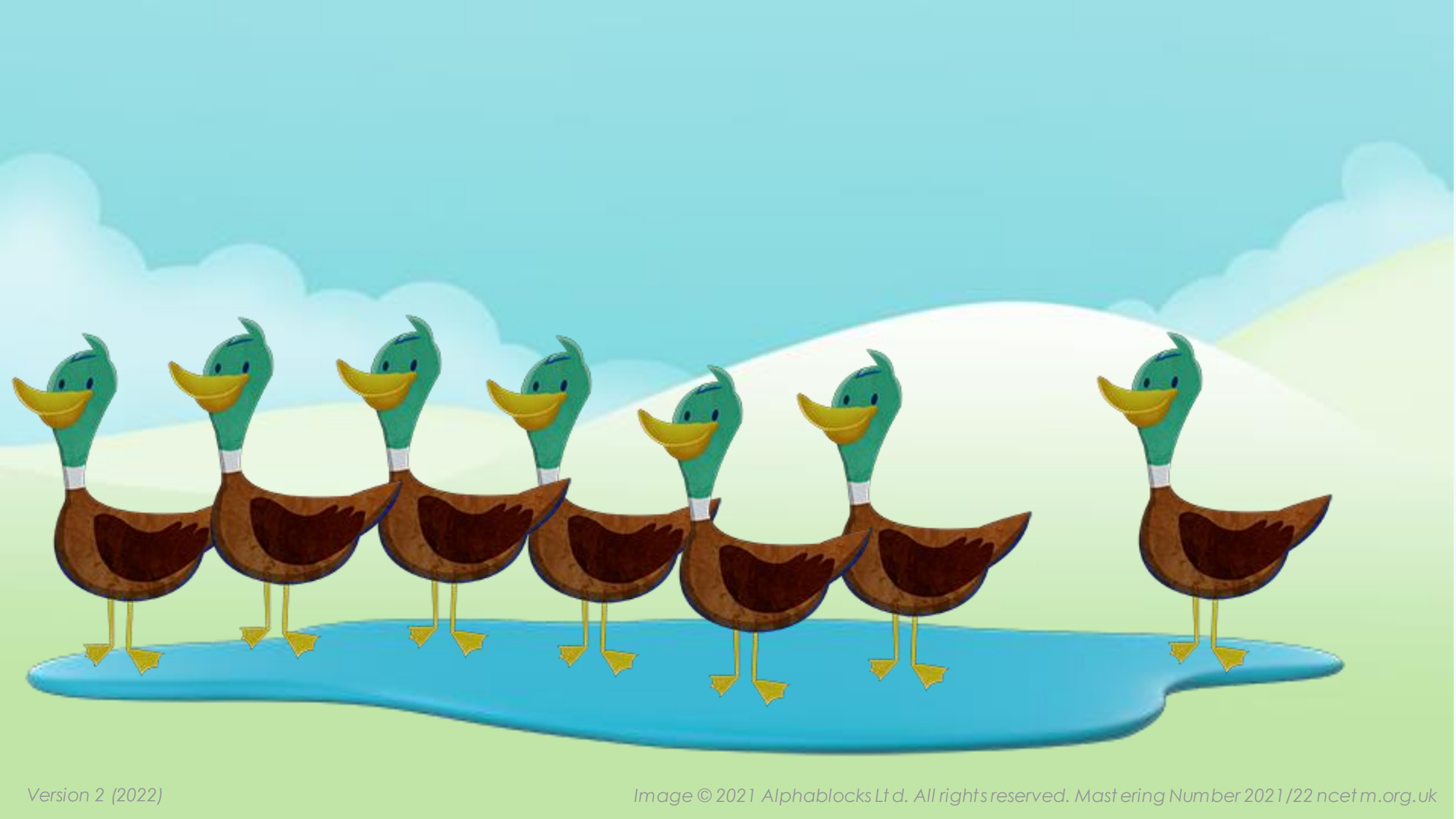
Sometimes the
ducks fly away!

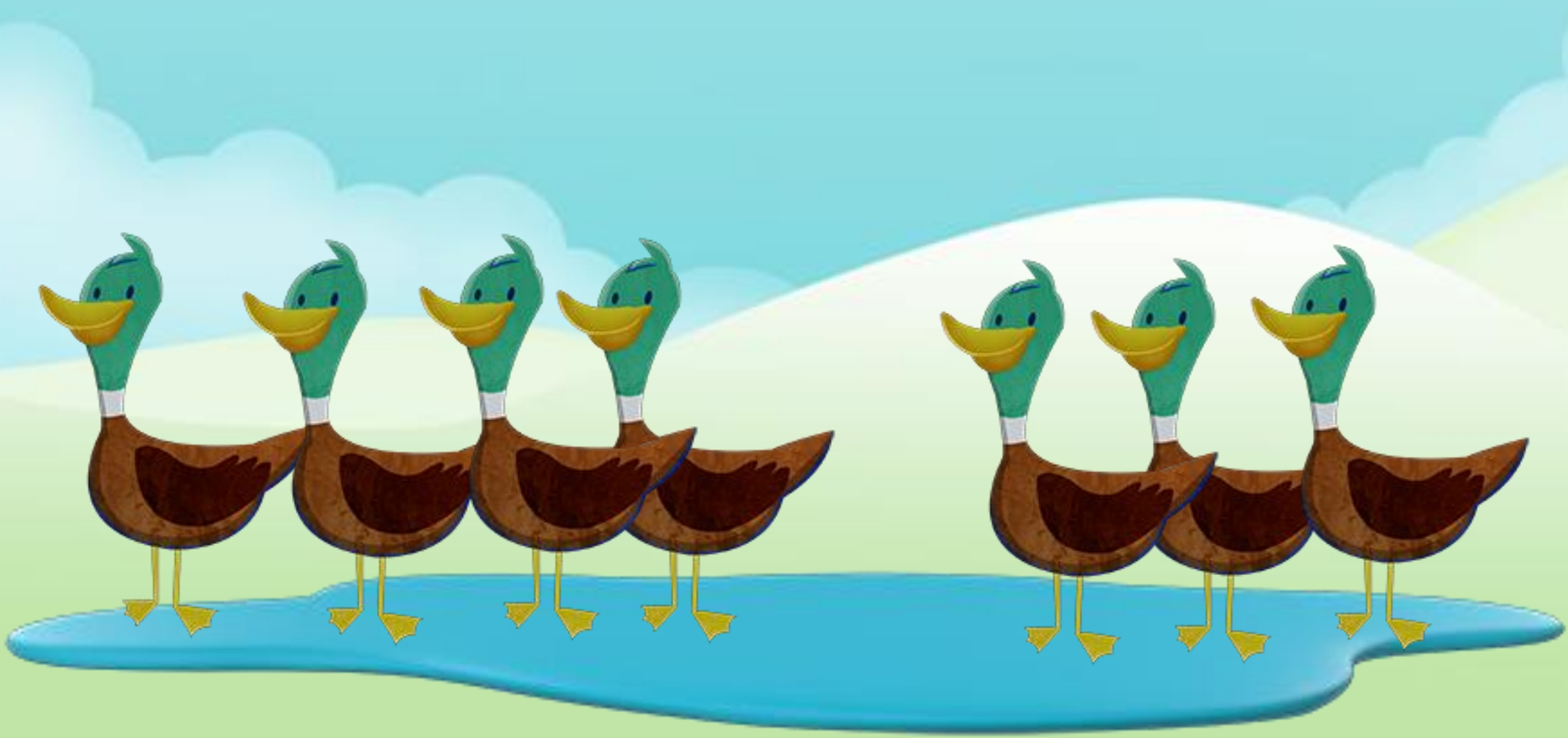


Can you help me? Say
how many ducks have
flown away.









Snack time

2.30 - 2.45pm





Home time routine

End of day School Prayer

Heavenly Father,

Thank you for our school.

Help us to develop our roots of faith and respect,

So that we accept challenge, develop confidence
and be inspired to learn,

So that we may grow in the love of God,
prepared for our future.

Amen.

Christian values

- What is our class Christian Value?
- Why do we have this value at our school?
- What does it say in the Bible about our value? Who said these things that we find in the Bible?
- Can you tell me a story in the Bible where we can learn about our Christian Value?
- What is our school vision?
- What does that mean?
- Where has the light come from? How can we make it grow?
- What do we do to let our light shine?
- At our school we grow in God's love. What does that mean?
- Why do we say our school prayer?
- What are we saying to God when we say our prayer?