





Class 2

Wednesday 22nd April

Daily Timetable

9:00-9:30 am 	P.E with Jo Wicks Or you might watch to join Ethan with the 100 laps of the garden! (see this week's page) Let me know if you do decide to do this.
9:30 – 9:45 am 	Mental Arithmetic Year 2 – Please play on TTRockstars Year 1 – This week we are practising our number bonds to 10. Today write the numbers 1 – 10 twice on pieces of cut up paper (20 numbers in total on 20 small pieces of paper). Turn them all upside down. Try and pair the numbers up. If you turn a card over which does not match the number you have (i.e. doesn't add up to 10) then turn it back over but remember where it is!
9:45 – 10:15am 	Look back at your sketch from yesterday. Spend a little bit of time making tweaks and edits to make it the best sketch you can do!
10:15 – 10:30 	Breaktime - have a healthy snack and play.

10:30– 11:00



Reading – Please note the changes below for RWI phonics.

Oxford Owl have made available for parents all the ebooks linked to each RWI level. This means we no longer need to upload the books to the webpage. Instead, please go to the webpage below. If you go onto 'ebooks' then you will need to register (this is free of charge) and then you will be able to access all the ebooks and choose the correct banded level for your child. Please note that the RWI phonics scheme is based on lots of repetition. Therefore, we usually read the same book about 3 or 4 times before moving onto a new book. For some children they may need to read it more than this to ensure they are completely fluent in reading the book (no sounding out).

<https://home.oxfordowl.co.uk/reading/reading-schemes-oxford-levels/read-write-inc-phonics-guide/>

This website also provides lots of other information for parents about phonics. It has other resources on here too should you wish to explore!

- For every phonics session, please continue to watch the set 3 speed sounds at 10:30 on the Ruth Miskin Youtube channel. Then read a book from the webpage detailed above.

Guided reading – for those of you in guided reading, please complete the guided reading task on the webpage.

11 – 11:15



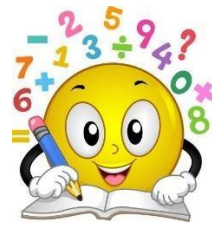
2nd Breaktime - have a healthy snack and play.

11:15 – 12:15

Maths – *To subtract money in tens and ones on a number line*

Success criteria:

1. *I can draw an empty number line*



2. *I can put the largest number at the end of the number line*
3. *I can create the jumps in tens and ones*
4. *I can number the jumps to find my answer*

- See my tutorial on how to use a number line to subtract in tens and ones.
- Answer your preferred set of questions using the number line method jumping back in tens and ones.
- If you don't feel confident using this method, use the method of just counting back in ones from yesterday and answer the first set of questions.

12:15 – 1:15pm



Lunchtime and playtime

1:15 -2:45pm



Experience – ‘A year of change’

To plan my haiku poem

Success criteria:

1. *I can create lines containing 5 syllables*
2. *I can create lines containing 7 syllables*
3. *I can use nature to inspire my ideas*

	<div data-bbox="568 86 981 539"> </div> <div data-bbox="1411 172 1980 392" style="border: 1px solid black; padding: 10px; margin-top: 20px;"> <p>Today we are working here. We are generating ideas. Tomorrow we will decide the best idea. It is important that we don't just think of one idea, we need to think of a few.</p> </div> <p>Watch my lesson which shows me formulating ideas for my haiku. Create ideas for your poem. Come up with as many ideas as possible for lines with 5 syllables and as many as possible with 7 syllables.</p>
<p>2:45pm</p> <div data-bbox="197 855 416 1078"> </div>	<p>Story time – join Mrs Clarke, the year 2 teacher at Seal CE Primary School for storytime. The teachers in key stage 1 across the Federation will be sharing the stories that we have recorded.</p>

Any questions, please email me at: jfermor@four-elms.kent.sch.uk

Have a great day ☺ I look forward to seeing your fabulous work.