

Hi everyone!

Enjoy the tasks sets today... as always these will be posted on the school website as well as the ClassDojo page. We hope you are enjoying ClassDojo, it has been so lovely to see the work you are all producing at home. Keep up the good work!

Take care, we miss you all!

The EYFS team 😊



Week 6 Day 3:

Continuation of Learning Activities for Early Years

Phonics:

- We are learning to segment and blend words and simple sentences.

Activities:

Revisit: Recap all Phase 2/3 sounds. Head over to www.phonicsplay.co.uk and access the website. Log in with details:

Username: march20 Password: home

Go to 'resources'- 'Phase 3' - 'flashcards speed trial'. Alternatively make your own flashcards and use those!

Apply: Play 'Phonopoly!' (A phonics version of Monopoly). The game board is attached below with all of the resources you will need. The purple board is Phase 3 and the orange is Phase 2). If you are a member of [Twinkl.co.uk](http://www.twinkl.co.uk) you can find all of the 'Phonopoly' resources on there.

All you need to add is a dice! Enjoy the game... I wonder who will win?

If you don't have access to a printer to play this game please feel free to access the Phonicsplay website and play some of the free games on there.



Week 6 Day 3:

Continuation of Learning Activities for Early Years

Literacy:

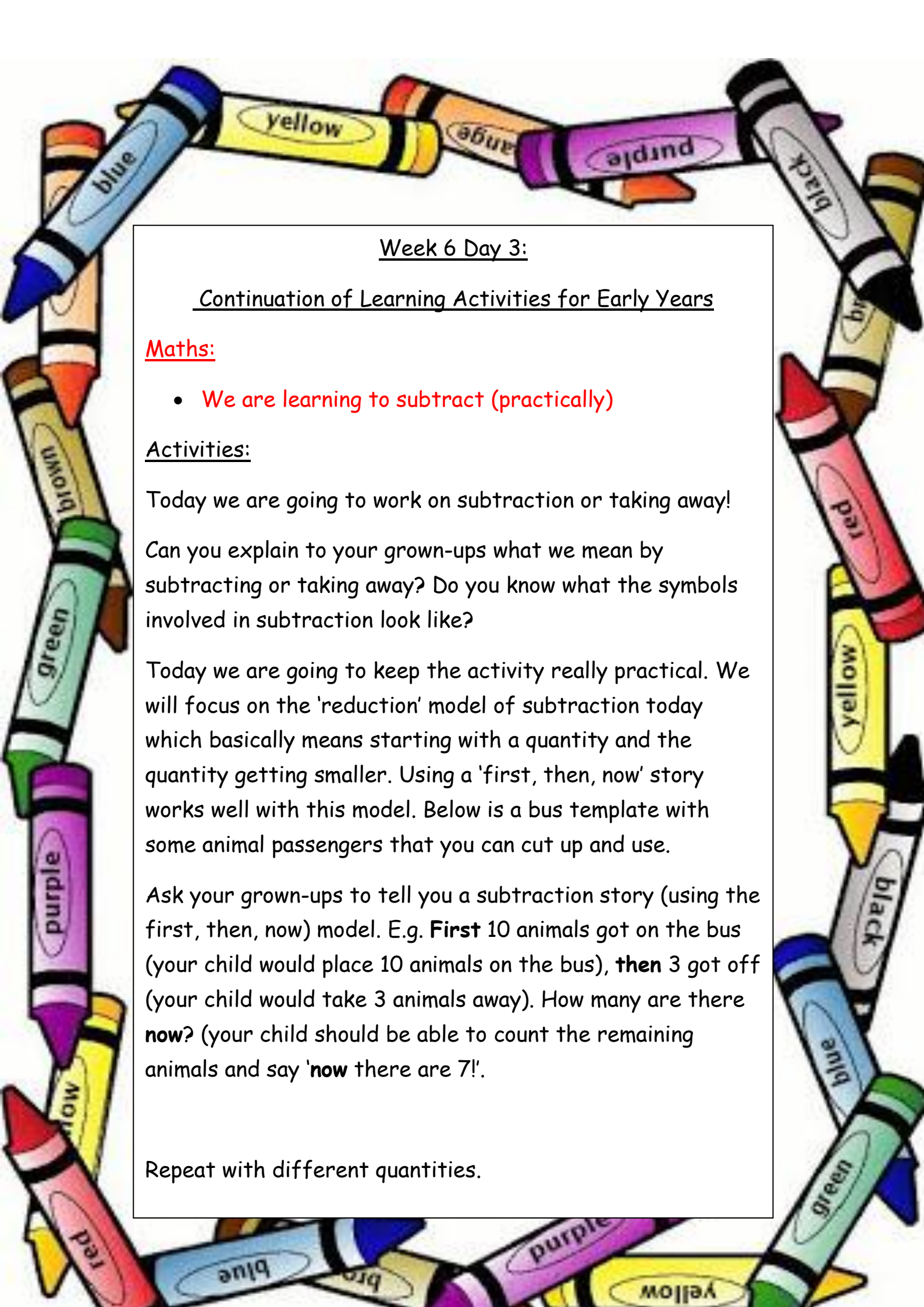
We are learning to write a sentence

Activities:

Please refer to the Talk for Writing EYFS booklet that has been uploaded to the School's website and Dojo page. Today you will be working on pages 20, 21, 22 and 23. You will be going on a bug hunt (if you are able to) and writing a creepy crawly fact-file!

If you are unable to leave your home/ do not have access to a garden then feel free to research different mini-beasts on the internet. Can you come up with some interesting facts for your fact-file?

What do we mean by a fact? What is the difference between fact and fiction?



Week 6 Day 3:

Continuation of Learning Activities for Early Years

Maths:

- **We are learning to subtract (practically)**

Activities:

Today we are going to work on subtraction or taking away!

Can you explain to your grown-ups what we mean by subtracting or taking away? Do you know what the symbols involved in subtraction look like?

Today we are going to keep the activity really practical. We will focus on the 'reduction' model of subtraction today which basically means starting with a quantity and the quantity getting smaller. Using a 'first, then, now' story works well with this model. Below is a bus template with some animal passengers that you can cut up and use.

Ask your grown-ups to tell you a subtraction story (using the first, then, now) model. E.g. **First** 10 animals got on the bus (your child would place 10 animals on the bus), **then** 3 got off (your child would take 3 animals away). How many are there **now**? (your child should be able to count the remaining animals and say '**now** there are 7!').

Repeat with different quantities.

Roll a dice!
If the number is even,
pick up a **chance card**.
If it is odd, pick up
a **challenge card**.

Start
Collect 5 points
every time you
pass start.

+10 points	chairs
+5 points	cork
Challenge	
+2 points	shock
+10 points	torch
+5 points	look

+2 points	check
+10 points	ladder
+5 points	soap
+2 points	quiz
+10 points	insure

+2 points	jog
+5 points	thick

Chance	
+10 points	churn
+2 points	van
+5 points	long
+10 points	town
+2 points	wax

Challenge	
+5 points	tight
+2 points	buzz

+10 points	pair
+5 points	week
+2 points	yell
Chance	
+10 points	beard
+5 points	main

Pick up a chance card. Good luck!	
Pick up a challenge card. Good luck!	

PHONOPOLY

Place your **challenge** cards here.

Place your **chance** cards here.



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1. Place your counters on start and write your names on the score card.
2. On your turn, roll the dice and move your counter around the board clockwise.
3. If you land on a coloured space, read the word correctly to score the points.
4. If you land on a challenge space, pick up a challenge card and answer the problem correctly to score the points.
5. If you land on a chance space, pick up a chance card for a trick or a treat!
6. The first player to reach 100 points wins!

Challenge



Read this
nonsense word:



dus

twinkl.com

Challenge



Read this
nonsense word:



zim

twinkl.com

Challenge

Read this
challenge word:

jackpot

twinkl.com

Challenge

Read this
challenge word:

rooftop

twinkl.com

Challenge

Read this
tricky word:

all

twinkl.com

Challenge

Read this
tricky word:

was

twinkl.com

Challenge

What sound is missing
from this word?

__ ips



twinkl.com

Challenge

What sound is missing
from this word?

c ____ ns



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Chance

Treat:

+ 10 points

twinkl.com

Chance

Treat:

+ 10 points

twinkl.com

Chance

Treat:

+ 10 points

twinkl.com

Chance

Treat:

+ 10 points

twinkl.com

Chance

Trick:

- 10 points

twinkl.com

Chance

Trick:

- 10 points

twinkl.com

Chance

Trick:

- 10 points

twinkl.com

Chance

Trick:

- 10 points

twinkl.com

Challenge

Read this
challenging word:

smokescreen

+ 5 points

twinkl.com

Challenge

Read this
challenging word:

soapbox

+ 5 points

twinkl.com

Challenge

Read this sentence:

**Float a carload of
oatcakes on your
longboat.**

+ 6 points

twinkl.com

Challenge

Read this sentence:

**Don't soak your
raincoat in old snow.**

+ 6 points

twinkl.com

Challenge

Read this question:

**Did Joan vote for Hope
in the poll?**

+ 7 points

twinkl.com

Challenge

Read this question:

**Do you both hold the golden
pillow on the throne?**

+ 7 points

twinkl.com

Challenge

What letters are missing to
correctly spell this word?

thr_____t

+ 8 points



twinkl.com

Challenge

What letters are missing to
correctly spell this word?

cr_____

+ 8 points



twinkl.com

Roll a dice!
If the number is even, pick up a **chance card**.
If it is odd, pick up a **challenge card**.



Start
Collect 5 points every time you pass start.



+10 points	mess
+5 points	gap
Challenge	
+2 points	din
+10 points	doll
+5 points	kit

Place your **chance** cards here.

PHONOPOLY


Place your **challenge** cards here.



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2. On your turn, roll the dice and move your counter around the board clockwise.
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6. The first player to reach 100 points wins!

1. Place your counters on start and write your names on the score card.
2. On your turn, roll the dice and move your counter around the board clockwise.
3. If you land on a coloured space, read the word correctly to score the points.

+2 points	oad
+10 points	off
+5 points	cot
+2 points	mat
+10 points	back
Challenge	
+5 points	can
+2 points	tin

+2 points	tap
+5 points	nag
Chance	
+10 points	sick
+2 points	pat
+5 points	dig
+10 points	neck
+2 points	pit

Pick up a chance card.
Good luck!



+10 points	rag
+5 points	dog
+2 points	pan
Chance	
+10 points	mug
+5 points	not

Pick up a challenge card.
Good luck!



Challenge



Read this
nonsense word:



hup

+ 5 points

twinkl.com

Challenge



Read this
nonsense word:



sog

+ 5 points

twinkl.com

Challenge

Read this
challenge word:

laptop

+ 6 points

twinkl.com

Challenge

Read this
challenge word:

fusspot

+ 6 points

twinkl.com

Challenge

Read this
tricky word:

the

+ 7 points

twinkl.com

Challenge

Read this
tricky word:

into

+ 7 points

twinkl.com

Challenge

What sound is missing
from this word?



_ u p

+ 8 points

twinkl.com

Challenge

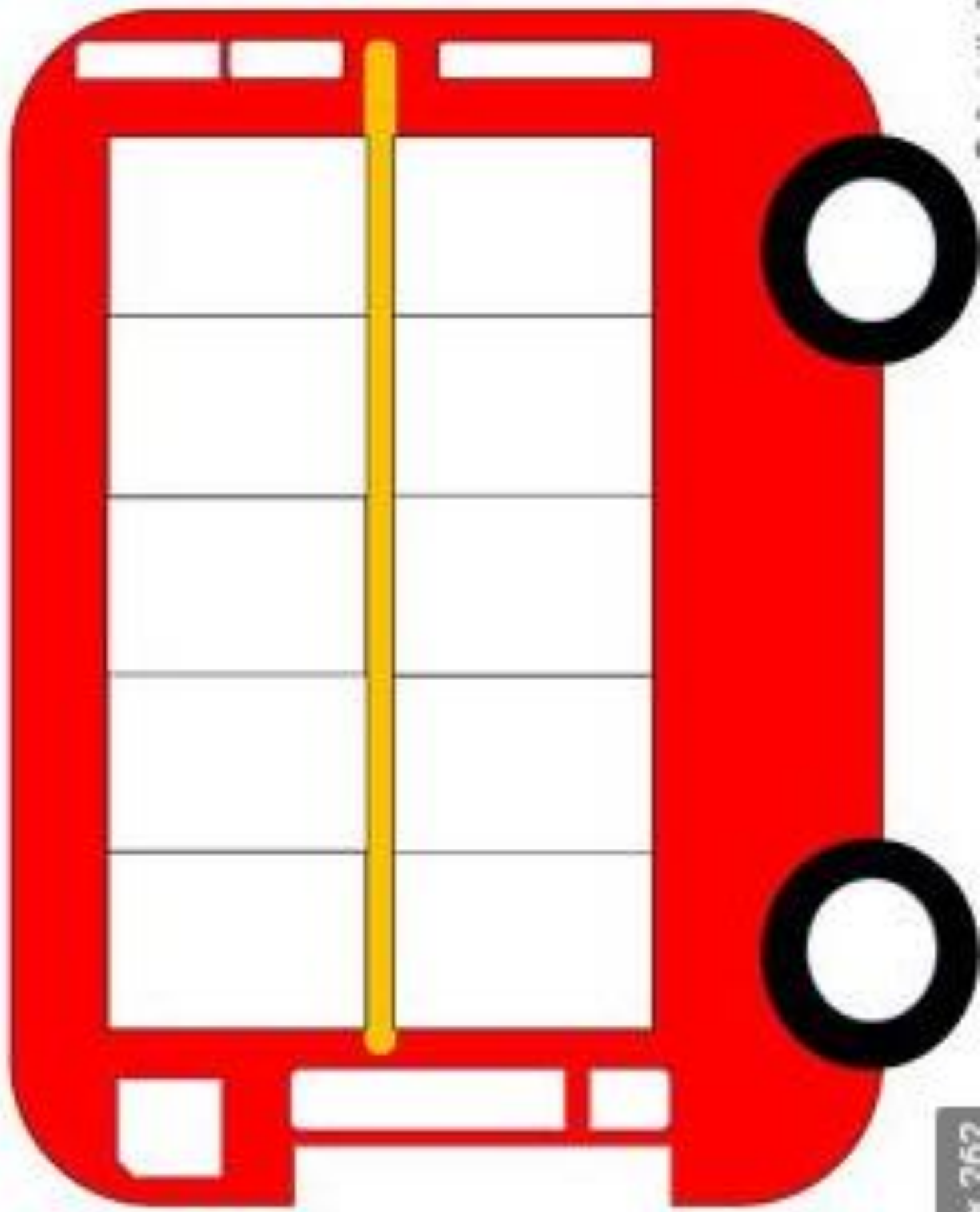
What sound is
missing from this
word?



l e _

+ 8 points

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