## St Joseph's Blackhall

## Week beginning 11.01.21



| Phonics   | Maths   |
|---|---|
| Explore Phonics Play Phase 1 games.                                   | Counting  |
| Username: jan21   | Count to 10 while jumping. 1 jump is 1.                                 |
| Password: home  | Choose a colour, set a timer and see how many things you can            |
|   | collect that are that colour. When the time is up count how many        |
|   | items you have. You can then change the colour. Which colour do         |
|   | you have the most of?   |
| Sound Bingo   | Recognising Numbers   |
| Use the <u>PowerPoint</u> to play sound bingo.                        | Log onto Purple Mash and search Number Paint Projects.                  |
| <u>Bingo cards</u>  | Choose a number and complete the task.                                  |
|   | Don't forget to save your work.   |
| I Spy   | Number 1  |
| Remind your child of the different animals in the story. Emphasis the | Watch this <u>Numberblocks</u> episode                                  |
| initial sound of each animal. Play I Spy.                             | Complete <u>One Wonderful World</u> task.                               |
| 'I spy with my little eye something beginning with c'                 |   |
| 'cat'   |   |
| Which animal?   | Number 2  |
| Use these <u>cards</u> or toy animals if you have at home.            | Watch this <u>Numberblocks</u> episode.                                 |
| Describe one of the animals can your child guess which animal? Take   | Number Two <u>Odd One Out</u>   |
| turns.  |   |
| You Can't Catch Me  | Make and Play   |
| Read the story of The Gingerbread Man with your child. Encourage      | On this <u>website</u> you can make and play with your own Numberblock. |
| your child to join in with the repeated phrases. Get them to make up  | Have fun. Can you make number 1 and 2?                                  |
| voices for the different characters.                                  |   |







