Learning tasks for the week beginning Monday 10th May

Complete as many of these tasks as are you able to. I would love to see a picture of your work! You can tweet it to me at @DosbarthSilver on Twitter.

Any words in blue with a line under them can be clicked on to take you to a website or other link to help with your learning. If you find you cannot click on the links on here, visit Twitter where I will also post the links to make them easy for you to use! The theme this week is all about the beach and our story this week is The Lighthouse Keeper's Lunch. You can listen to the story here: https://www.youtube.com/watch?v=46wCRq50Wwg.

Can you make a lunch for the lighthouse keeper that would be safe from the seagulls? Perhaps you could pack it in something to stop the seagulls stealing it. Write a list of all the foods you would pack for the lighthouse keeper. Can you write a recipe to make the foods you pack?

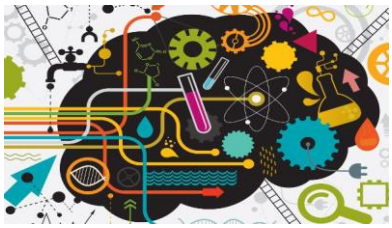
Each month in school we learn about a right that children have. Our right this month is: 'You have the right to relax, play and take part in a variety of activities.' What games have you been playing at home? Tweet a picture and use the hashtag #Adamsdownstayathomegames

When you are out taking your daily exercise, look around you and decide which of them are natural and which of them have been made by people. Can you think of any other things that you didn't see on your walk?

natural

manmade

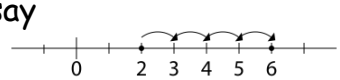
Can you think of a solution to Mr Grinley's problem in the story of The Lighthouse Keeper's Lunch?
How could he keep his lunch safe?
Can you design a way for Mr Grinley to get his lunch without the seagulls eating it first?



Practise adding three numbers together. Find number facts that you already know to help you first. For example, when trying to solve 5 + 4 + 6 you already know that 4 + 6 = 10 so you only need to calculate 10 + 5. Use this game to help you.

Saturday 15th May is the International Day of Families. Who is in your family? Can you draw and write about your family? You could learn to write their names and perhaps you could write about what they are like, too. Are they kind, funny, helpful?

Use a number generator and add one to the number that you are given. Remember when you are finding 'one more', the answer is always the *next* number you would say when counting. You are 'counting on'.



Practise finding the number pairs that make 10 with this game. Move the correct pipe to make a pipe that is 10 squares long. Then tap the wheel to turn the water on and free the whale.

Helpful Links and Websites

- Watch some videos from Mr Thorne's Phonics channel on YouTube.
- Use these handwriting videos and Sky Writer on ICTgames.com to help you to practise your handwriting.
- Read a book (or listen to someone read a book to you). You could visit Oxford Owl to find stories to read online for free. You do not need a class login – you can register for free as a parent.
- Practise reading and writing your key words. Start with Phase 2. When you can read or write all of those, try to learn some of the words in Phase 3, then Phase 4 and Phase 5. You could also use videos. Here are some songs for Phase 2, Phase 3 and Phase 4 to help you.

Phase 2 to 5 Tricky Words

Phase 2	Phase 3	Phase 4	Phase 5
I	he	said	oh
no	she	have	Mrs
the	we	like	people
to	me	so	their
go	be	do	called
into	you	some	Mr
	are	come	looked
	her	little	asked
	was	one	could
	all	were	
	they	there	
	my	what	
		when	
		out	

twinkl
visit twinkl.com

- Don't forget to practise counting forwards and backwards in 1s, 2s, 5s and 10s. Use the songs from Jack Hartmann YouTube channel to help you.

Maths

- This week we are practise adding numbers.
- When adding three numbers, look for known number facts first, for example doubles or pairs that make 10. If there are none of these, find the total of the two larger numbers first and then add the final number to the total of the two numbers that you added first.
- Practise using the 'counting on' method. Children will tend to begin counting at 1 as that is how they first learned to count. When adding, it is more efficient if they start counting at the larger number and 'count on' to add the second number on. For example, to solve 6+3, your child should hold up three fingers and start counting at 7, folding a finger down with each new number that they say: 7, 8, 9. In this way, they find the total.
- Don't forget to practise your Big Maths tests. The Learn It questions are the same each week, but in a different order. This is important as it makes sure your child is actually reading the question, not just remembering the order in which to write the answers.

Big Maths BEAT THAT!

LEARN ITS Challenges!

Steps 1, 2 & 3

Name:
Class:
Date:

Step 1

1 + 1 =

2 + 2 =

Step 2

5 + 5 =

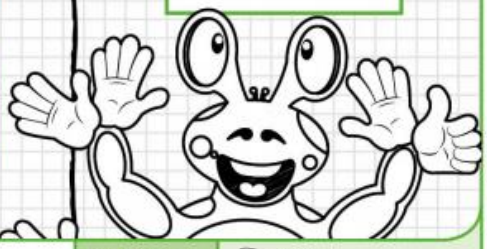
3 + 3 =

4 + 4 =

Step 3

2 + 3 =

2 + 1 =



Andrell Education

MY BEAT THAT! SCORE WAS .....

SET: 3 | Score:

Big Maths BEAT THAT!

LEARN ITS Challenges!

Steps 4, 5 & 6

Name:
Class:
Date:

Step 4

4 + __ = 10

3 + __ = 10

1 + __ = 10

5 + __ = 10

2 + __ = 10

Step 5

6 + 2 =	7 + 2 =
5 + 3 =	2 + 9 =
6 + 3 =	4 + 2 =
5 + 2 =	4 + 3 =

Step 6

7 + 7 =
6 + 6 =
9 + 9 =
8 + 8 =

Andrell Education

MY BEAT THAT! SCORE WAS .....

SET: 3 | Score:

Big Maths BEAT THAT!

LEARN ITS Challenges!

Steps 7, 8 & 9

Name:
Class:
Date:

Step 7

10 x 7 =	10 x 6 =
2 x 10 =	4 + 8 =
10 x 9 =	3 x 10 =
10 x 8 =	3 + 9 =
5 x 10 =	7 + 4 =
9 + 4 =	8 + 3 =
10 x 10 =	10 x 4 =
1 x 10 =	

Step 8

4 x 5 =	6 + 5 =
5 x 5 =	5 x 7 =
7 + 6 =	8 + 9 =
3 x 5 =	8 + 7 =
5 + 4 =	5 x 1 =
9 x 5 =	5 x 6 =
5 x 2 =	5 x 8 =
10 x 5 =	

Step 9

8 + 5 =	2 x 4 =
1 x 2 =	7 x 2 =
2 x 9 =	3 x 2 =
7 + 9 =	6 + 8 =
5 + 7 =	2 x 2 =
9 + 6 =	2 x 6 =
2 x 8 =	10 x 2 =
5 x 2 =	9 + 5 =

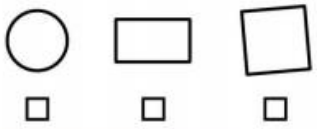
Andrell Education

MY BEAT THAT! SCORE WAS .....

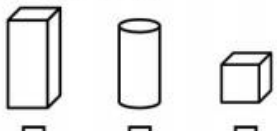
SET: 3 Score:

SAFE 6 SET: 4 /10

1 Tick the rectangle



2 Tick the cuboid



3 Use the least coins to make 12p

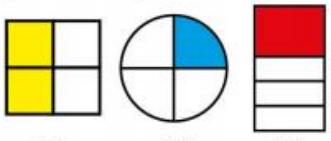
4

Half past 10 ☐

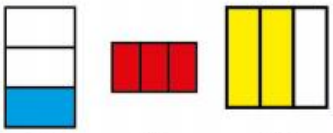
Nine o' clock ☐

Half past 4 ☐

5 Tick if one quarter is shaded



6 Tick if one third is shaded

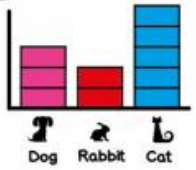


7

Balls	𝍸 III
Blocks	𝍸 𝍸 I
Buttons	𝍸 I

How many balls?

8



How many rabbits are there?

9 Write the next 2 numbers

16 18 20

10 8 + 🚗 = 10

🚗 =

MY LAST SCORE?! ..... HAVE I BEAT THAT?! .....

Big Maths BEAT THAT!

Andrell Education

The Big SAFE Challenges!

BEAT THAT!

CLIC 6 SET: 2

Name:

Class:

Date:

1. 37

2. Place in order
15 12 18 10

3. Complete the sequence
6, 8, ☐, 12, 14

4. Complete the sequence
90, 100, ☐, 120, 130

5. Circle the even numbers
11 16 20 23

6. Complete the sequence
23, 24, 25...
☐, ☐, ☐, ☐

7. 6 + 3 =
0 1 2 3 4 5 6 7 8 9 10

8. 7 - 2 =
0 1 2 3 4 5 6 7 8 9 10

9. Count backwards
37, 36, 35,
☐, ☐, ☐

10. Count backwards
54, 53, 52,
☐, ☐, ☐

The CLIC Challenges!

Andrell Education

MY LAST SCORE?! ..... HAVE I BEAT THAT?! .....

10

BEAT THAT!

CLIC 7 SET: 1

Name:

Class:

Date:

1. Complete the sequence
300, 400, ☐
☐, 700

2. Write the fact family for:
8+6=14
.....
.....

3. Double
34 is

4. Double
70 is

5. Half of
70 is

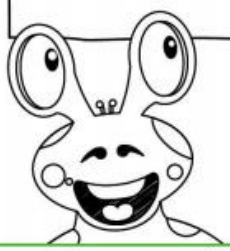
6. 16 - 1 =

7. 16 + 3 =

8. 16 + 7 =

9. 16 - 3 =

10. 16 - 7 =



The CLIC Challenges!

Andrell Education

MY LAST SCORE?! ..... HAVE I BEAT THAT?! .....

10