

SHERWOOD PRIMARY SCHOOL

YEAR 1 REMOTE LEARNING PLAN

Tuesday 19th January 2021



CORE LEARNING TASK FOR ENGLISH

Yesterday you did a great job of sequencing the story 'Stuck' by Oliver Jeffers.

What happens at the beginning of the story?

Task

Today you are going to write the beginning of the story in your own words up until the pot of paint gets stuck in the tree. Remember to use capital letters, full stops and finger spaces.

Challenge: Can you add some exciting adjectives to describe the different objects?

We look forward to seeing your work on Seesaw.

CORE LEARNING TASK FOR MATHEMATICS

Yesterday you ordered the weight of objects using the vocabulary lightest and heaviest.

This morning, we would like you to use a weighing scale or balance you have at home. Weigh different using the vocabulary grams and kilograms.

When you have found the weights of the different items put them in order from heaviest to lightest. Make sure you label how heavy each item is.

KEY VOCABULARY

Maths – tens, ones, partition,

English – unbelievably, ridiculous, favourite, wouldn't

Challenge - These words appear in the beginning of our story and are very tricky to spell! Have a practise before you start writing and see if you can spell them correctly in your writing today.

WIDER CURRICULUM TASK



Jumping Dice PE Home Learning

Time to Learn:

- Play with a partner, take turns to roll a dice.
- Look at the number you have rolled and then complete the correct jumping exercises:

Roll a 1 = Perform twenty star jumps
Roll a 2 = Perform twenty tuck jumps
Roll a 3 = Perform twenty pencil jumps
Roll a 4 = Perform twenty jumps with a ½ turn
Roll a 5 = Perform twenty jumps with a full turn
Roll a 6 = Perform twenty squat jumps

- The first player to complete all of the activities listed above is the winner.

Can you keep trying even if you feel tired?



Perform ten 'repetitions' on each station instead of twenty.

Play for three minutes. The player who has completed the highest number of exercises wins.

Think of some different jumps to try? Change the numbers on the dice to represent your own jumping ideas.