

# Class 1 Home learning

Thursday 11.11.2021

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- Maths
- We will use the same concrete materials and pictorial representations to subtract but with a greater emphasis on the subtraction being the inverse of the addition.
- The children will carry out subtractions, write the number sentences, then perform the related addition sum in order to see that they are opposite (inverse) calculations.
- EG, solve  $9-4$  and find the total. Write  $9-4 = 5$ , then they will add  $5 + 4$  and find the total, then write  $5 + 4 = 9$
- The children will work on calculations within 20, according to their ability

## Phonics

Phase 3-pupils in red group

Practise reading the high frequency words **off, can, had, back** p91–93.  
Teach **'w'** using phonics

Segmenting for spelling:  
Phoneme frame p88 – **will, win, wag, web.**

Matching exercise p95 to read the following question:  
Is the vet hot?

Phase 5-

Teach alternative pronunciation of **'ow'** p136: **frown, clown, down, town, brown.**  
Teach reading of polysyllabic words using alternative pronunciations of **'ow'** p142: **downtown, clowning, downstairs.**

Using a format similar to Best bet p147, ask children to listen to the words, write and sort them into the correct phoneme box: **glow-worm, window, rowing-boat downtown how**

Writing sentence p149.  
Slow down!

English

A continuation of Wednesday's writing the Autumn poem.

Can any improvements be made?

Can any describing adjectives be added?

Read the poem to themselves-do they like the way it sounds? Do they like their word choices?

Have they started each letter with a capital letter?

Have they included any rhyme?

Have they included any alliteration-words that start with the same letter, eg The wet, windy and wild day.

Decorate the edges of the poem with Autumn images

# Art

We are looking at the artwork of Wassily Kandinsky this half-term  
We will look at this picture of his:

We will focus on all the different lines that he has used, the thickness, how he got them so straight/curved

We will then explore making images using lines of varying thickness, zig-zags, curves, swirls to produce an image



PE

We are focussing on achieving good height when jumping

Here's a simple idea

