Learning Overview for week ending 15th November

Communication, Language and Literacy

- Consolidating all phonemes taught to date
- Learning the digraphs at the end of a word ff,ss,ll and initial j, v,w,x,y
- Using objects to hear the initial phoneme (sound) in words and words ending with the digraph II, ff, ss
- Writing the graphemes (letters) for all phonemes taught
- Learning to read tricky words as, has, his, put, pull, full, and
- Reading sight words had, dad, it, at, in, on, dad, mum, can, not, got, up, back, big
- Practising oral blending through sound talking words then blending eg adult says c-a-t, child copies c-a-t and then blends cat.
- Blending to read cvc (consonant vowel consonant) words.
- Learning to tell the story of The Gingerbread Man – thinking of words to describe the gingerbread man's appearance and personality.
- Exploring our Autumn treasures

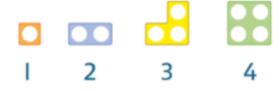
Ideas for activities to do at home

- Play I spy the grapheme (letter) ... at home, outside or when looking at a book.
- Play teachers using the phonics cards sent home. Make three letter words for your child to sound talk then blend.
- Enjoy snuggling up and reading books to your child.
- Celebrate your child's ability to read by asking them to read their eBook.
- Practise chant counting starting at zero.
 Count as you walk up and down stairs.
- Encourage counting in everyday life see KIRFs handed out at parents evening.
- Ask your child to tell you about bonfire night and Remembrance Day.
- Complete the activities set on mathletics Count to 5, How many?, Collect the shape
- Please encourage your child to put on their own coats and help them to learn how to turn sleeves the correct way.

Please add any comments to the WOW star if you see or hear your child make reference to any of the above learning. We will share these in school and then stick it in your child's learning journals.

Maths

- Counting on from 0 in ones to 15, then 20.
- Counting back from 10 to 0.
- Subitising 1, 2, 3, 4 using collections of objects and dot patterns on dice, dominoes and dot cards.
- Rolling dice to see who lands on the pattern 4 first – this game is called dotsy.
- Looking at two set of objects (up to 5) saying which has more or fewer.
- Exploring facts for 3 and 4 using Numicon and dot patterns on dice.
- Sorting dot patterns and other visual representations for number, stating whether these show 4 or not 4.



Observations from home

