**Home Learning Ideas**

http://nayland.suffolkschools.net/EasySite/setup/StyleNayland/images/brownpix.gif

http://nayland.suffolkschools.net/EasySite/setup/StyleNayland/images/shim.gif

* Visit your local library and read lots of different kinds of books
* Practise your jolly phonics sounds….42 basics and all of the choices….as many as you can. Use them to build long words e.g. chimpanzee! ELC has a super set of fridge magnet sounds with digraphs to add to the fun!
* Get your adult to stick magnets on the fridge to make a word at the beginning of the day, see if you can read it. During the day your adult can move the letters around, turn them upside down etc and you have to spot the mistake and put it right...cup, cpu, cnp, cud...
* Use the sound cards below...yellow side. Put six cheerios, smarties, jellies on six sounds. If you can read it, you can eat it!
* Set a timer for 1 minute...Use the yellow side of the sound card and ask you adult to say sounds and see how many you can find in the minute. Try to keep beating your record.
* Practise reading and spelling your ‘tricky words.’ Try sticking them up around the house and reading them as you pass. Then get an adult to say one of the words, spell it if you can or run and take a look. Don’t swap for more words unless you know the whole set. If you can learn twelve per week then you will know them all at the end of the holiday! Words on website.
* Rhyming...get an adult to write a simple word and you write a list of real and imaginary words that rhyme e.g. cat, mat, hat, zat...
* Rhyming...In the car each person takes a turn. First person says a word then each person says a word that rhymes until nobody can think of another.
* On a car journey/flight etc. play ‘I Spy…,’ make words out of number plates, read the numbers you pass, add the numbers up, play cards.
* Can you think of an alliterative adjective for places you visit e.g. lovely Leavenheath, naughty Nayland!
* Keep a journal of all the things you do. Stick in photos, tickets etc. If you have a very quiet day try making up your journal and see if your next teacher can spot which days are fact and which are fiction.
* Improve your memory by playing ‘In my suitcase I have…’ Each person has to add another item when it is their turn. This will really help your reading!
* Play alphabet games e.g. Miss Delaney’s cat is an adorable cat, Miss Delaney’s cat is a beautiful cat…or fruits, or TV characters…
* Wear an analogue watch and make learning to tell the time your Summer challenge. Start with o’clock, half, quarters…
* Use money to pay for your little treats for yourself, work out the total and the change by yourself or with a little help.
* Try ‘Rocket Writing.’ You have a choice of 5,6,7,8,9,or 10 minutes. Choose a subject to write about and spend at least 5 minutes talking and getting your first sentence ready. Use a timer…’Go!’ Write about your subject for the exact amount of time. Stop the timer and take as long as you want to polish your writing. You’ll be amazed at how much you can write in such a short time.
* Talking numbers…start counting on from a number a grown up says to you, say one more or one less than a number, two more or two less, ten more or ten less…use you number line or hundred square to help you.
* Use any of the ideas on the Century Card…see website.

**Parent Tips…**

* Agree an amount of learning time per day (e.g. 15 mins) and put a marble for each 5 mins in a container(e.g.total 21) . Every time you learn take out the correct number of marbles. Encourage your child to make the decisions about how long to spend each session so that a large amount of time is not left until the last day.
* Make good use of journeys, waiting time, rainy days etc. You do not need any/much equipment to play the games above.

**READ, READ, READ, READ, AND READ A BIT MORE!**

**Jolly Phonics Sounds**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **s** | **a** | **t** | **i** | **p** | **n** | **c** | **k** | **e** | **h** | **r** | **m** | **d** | **g** |
| **o** | **u** | **l** | **f** | **b** | **ai** | **j** | **oa** | **ie** | **ee** | **or** | **z** | **w** | **ng** |
| **v** | **oo** | **y** | **x** | **ch** | **sh** | **th** | **qu** | **ou** | **oi** | **ue** | **er** | **ar** | **\*** |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **ai** | **ay** | **a-e** | **\*\*** | **ee** | **ea** | **\*\*** | **ie** | **igh** | **y** | **i-e** |
| **oa** | **ow** | **o-e** | **\*\*** | **ue** | **ew** | **u-e** | **\*\*** | **er** | **ir** | **ur** |
| **or** | **au** | **aw** | **al** | **ar** | **\*\*** | **oi** | **oy** | **\*\*** | **ou** | **ow** |

**72 Tricky Words**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Set 1** | **Set 2** | **Set 3** | **Set 4** | **Set 5** | **Set 6** |
| I | you | one | why | saw | once |
| the | your | by | where | put | upon |
| he | come | like | who | could | always |
| she | some | have | which | should | also |
| me | said | live | any | would | of |
| we | here | give | many | right | eight |
| be | there | only | more | two | love |
| was | they | old | before | four | cover |
| to | go | little | other | goes | after |
| do | no | down | were | does | every |
| are | so | what | because | made | mother |
| all | my | when | want | their | father |

|  |  |  |
| --- | --- | --- |
| **x** | **3** | **x** |
| **12** | **13** | **14** |
| **x** | **23** | **x** |

* Cover numbers where one digit is double the other
* Ask questions using maths words, e.g. tell me a multiple of 10, a multiple of 5 that is more than 25, a multiple of 3 that is also a multiple of 6, ,
* Play 'What's my number.' One person chooses a number and the others ask questions e.g. Is it odd? Is it a 2 digit number? Is it less than 50....
* Play 'Guess my pattern' when one person starts to cover number and the other has to guess the pattern e.g. 6, 11, 16, 21....adding 5.
* Use the suare to practise co-ordinates...start on a number and give instructions e.g. move up 2, move right 3....what is your number. Increase the number of instructions for more challenge.
* Find all the numbers whose digit add up to 7, 10, 9 etc.
* Play 'Countdown' Pick any six numbers, ask someone to choose any number on the square. Use your 6 numbers and addition, subtraction, multiplication or division to get to the chosen number.

**Century Card and Ideas**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** |
| **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** | **19** | **20** |
| **21** | **22** | **23** | **24** | **25** | **26** | **27** | **28** | **29** | **30** |
| **31** | **32** | **33** | **34** | **35** | **36** | **37** | **38** | **39** | **40** |
| **41** | **42** | **43** | **44** | **45** | **46** | **47** | **48** | **49** | **50** |
| **51** | **52** | **53** | **54** | **55** | **56** | **57** | **58** | **59** | **60** |
| **61** | **62** | **63** | **64** | **65** | **66** | **67** | **68** | **69** | **70** |
| **71** | **72** | **73** | **74** | **75** | **76** | **77** | **78** | **79** | **80** |
| **81** | **82** | **83** | **84** | **85** | **86** | **87** | **88** | **89** | **90** |
| **91** | **92** | **93** | **94** | **95** | **96** | **97** | **98** | **99** | **100** |

**Start with....**

* Call out a number and the child points to it/places a counter on it (Bingo!)
* Call out a number and the child tells you 1 more/1 less/2 more /2 less
* Cover a number and the child has to work out what it is from the preceding and following numbers
* Put counters on the odd or even numbers
* Continue a pattern of covered numbers e.g.5s, 10s
* Give a number e.g. 6 and then a 'count on number' e.g. 3...what's the answer?
* As above with a 'count back number.'
* As above starting with a 2 digit number and count on a 1 digit number e.g. 23 and 4
* Cover numbers which have the same 2 digits
* Ask questions using maths words, e.g. tell me an odd number more than 5, tell me an even muber less than 67, tell me a number ending in 0
* Cover the pattern of 2s, then the pattern of 5s. Are any numbers covered twice? Why. Now try 10s or any other tables patterns.
* Cover the four numbers surrounding a number. Work out what they are from what you know...