

JUNIOR PLANNING - 20th to 25th September 5 day plan **FANTASY WEEK**

These are all just suggestions and you can swap days, times and activities so that it suits you and your child.

Please contact your child's teacher with any questions or help. If you want you can share photos of what you have been doing at the end of the day or week through the class email list.


Free on-line Reading at Oxford Owl <https://www.oxfordowl.co.uk/for-home/find-a-book/library-page/>

<u>Suggested Times</u>	<u>Monday</u>	<u>Tuesday</u>	<u>Wednesday</u>	<u>Thursday</u>	<u>Friday</u>
Activity time	Cardio workout or try 10 star jumps, 10	Cosmic Yoga- Alice in Wonderland	Just dance - Aladdin	Make your own obstacle course . Try crawling under a blanket, over a stool, balance on a bucket, and throw bean bags into a pot.	Races: Get creative with the type of race. You can have a three-legged race, a one-legged race, a crab walk race, etc.
Academic time	<p>Writing: Create your own magical character pdf What is their name? Where does it live? What is their secret skill?</p>	<p>Spelling: Practise these common spellings</p> <p>Essential Spelling List 1 (10 words, 25% of writing) a I it the was and in my to we</p> <p>Essential Spelling List 2 (20 words; 15% of writing) at had of that up but he on then went for is she</p>	<p>Writing: Making your similes shine like the sun. Talk with your child about the pictures these similes paint. Then, challenge them to come up with their own similes by finishing the phrases below: Soar like a _____. As cunning as a _____. As dark as _____. As easy as _____.</p>	<p>Spelling: Practise these common spellings</p> <p>Essential Spelling List 4 (50 words; 10% of writing) again do next people time an first night put took around food no ran two big from now saw us by good off school very can has old see well come him only started what could house or their will dad if</p>	<p>Writing: Character profile use this sheet to help you describe a character that you know or have imagined. You could describe any of our characters from this week too!</p>

			<p>there when got me so they you</p> <p>Essential Spelling List 3 (30 words; 10% of writing) about be go into our after because going just out all came have like said are day her mum some as down his not were back get home one with</p> <p>Focus on the ones that are tricky for you</p>	<p>As sharp as a _____.</p> <p>As tall as _____.</p> <p>As fast as _____.</p> <p>As red as _____.</p> <p>As loud as _____.</p> <p>As _____ as a feather.</p> <p>Choose your best simile and draw a picture to illustrate this.</p>	<p>other them would did little over this your</p> <p>Focus on the ones that are tricky for you</p>	
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	<p>Creative time</p>	<p>Listen to the story: Not Your Typical Dragon</p> <p>Try to make a Dragon Breathing Fire Craft</p> 	<p>Listen to the story: Alice in Wonderland Cheshire cat</p> <p>Try to make a Cheshire cat</p> 	<p>Listen to the story: Aladdin Princess, Wizard and Adventurer's Hats Craft</p>	<p>Listen to the story: Unicorn day</p> <p>Try to make a Unicorn craft</p> 	<p>Listen to the story: Peter Pan</p> <p>Make some healthy Peter Pan party food</p> 
	<p>Lunch</p>					
	<p>Responsibility time</p>	<p>Make your bed</p>	<p>Help mum or dad make a delicious cup of tea and have a tea party with some treats</p>	<p>Vacuum the 'magic carpets' in your house</p>	<p>Brush your cat/dog or find some toys that could do with a brush or a wash</p>	<p>'Fly' around the house and put 10 things back in the correct place, for example, books on the bookshelf.</p>
	<p>Quiet time</p>					

	<p>Maths/ Science time</p>	<p>Addition maths game: make 20 This game is great for practising addition of numbers up to 10 or 20. <u>What you will need to play:</u> One or more players Post it notes with the numbers 0-10 (or 20) A large circle (this can be a hoop or a circle draw on paper)</p> <p><u>How to play:</u> Put the circle in the middle and place the post-its around the outside. This is a speed game in which players need to match the pairs of post-it notes which equal 20 and stick them in the circle. Time the player to see how quickly they can make all the pairs. This is then either the target time for the other player, or their own target time, if they are playing alone.</p>	<p>Science: 3 easy water experiments When you are done, try and mix your own 'tea' potion. Mint leaves are delicious in tea!</p>	<p>Addition and subtraction game: Guess my number In this game, children use information available to them to work out their mystery number. <u>What you will need to play:</u> 3 players – 2 playing and 1 leading A set of 1-10 digit cards. <u>How to play:</u> Lay the 10 cards face down on the table. Each player selects a card and without looking at it, holds it to their forehead, so the other player can see it. The child chosen to lead the game calls out a statement about the 2 cards, such as 'the 2 numbers added together equal...' Each child has to look at their partner's card to work out what their own number must be. The winner is the first one to call out the correct number.</p>	<p>Maths, paper, scissors This requires no set-up and is great for building fluency with addition and subtraction facts. <u>What you will need to play:</u> 2 players</p> <p><u>How to play:</u> Both players stand facing each other. Similar to the traditional game of 'paper, scissors, stone', players hold one hand out in front but this time call out 'maths, paper, scissors'. On 'scissors', they hold out any number of fingers. Players then have to race to add together the number of fingers they are holding out to the number of fingers the other player is holding out. The winner is the first player to call out the total. This can be adapted by having both children using 2 hands, to make larger numbers.</p>	<p>Maths: Digging for Buried Treasure For this activity, you will need: A sand play area or a portable container to hold sand (such as a large plastic bin or tub) Sand 10 to 20 "buried treasure" items such as rocks, sea glass or plastic animals Shovel Brush to dust off uncovered treasures (optional) Chalk Before this adventure can begin, you'll need to bury 10 to 20 treasures in the sand for your child to unearth during the activity.</p> <ol style="list-style-type: none"> 1. Once the treasures are buried, invite your child to dig for buried treasure in the sand. You might want to offer a plastic shovel or sifter to use for the search. 2. Ask your child to sort the treasures. Encourage your child to look closely at each of the items. You can suggest ways to sort (by type, shape, color or size)
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