



Class One - Here is your home learning menu for our topic: The Gruffalo. 18/5/20

Language, Literacy and Communication	Mathematics and Numeracy	Science and Technology
<p>Book of the week: The Gruffalo by Julia Donaldson BBC Iplayer - The Gruffalo Make your own characters from The Gruffalo. You could draw them, print them out (see link attached) or you might even have some soft toys that you could pretend are the characters -a snake sock puppet would be great! Hide the characters around your house or garden and retell the story in your own words, imagine you are the little brown mouse going for a walk. One of your grown-ups could be the Gruffalo! Can you remember the story sequence?</p>	<p>Practise writing your numbers</p> <p>Please remember that Hamilton Maths use links to Youtube. Reception children should not be unsupervised on Youtube.</p> <p>Hamilton Trust - Week 7</p> <p>Topmarks symmetry game</p>	<p>Gruffalo crumble</p>
<p>Use lots of adjectives to describe the Gruffalo. Remember that adjectives are describing words, they tell us what he looks like and describe his personality e.g orange eyes, slimy black tongue and he is really mean. Read the description below and see if you can find the adjectives and then come up with some of your own. There are lots of other characters in the story, have a go at describing some of them too. (underneath this planning).</p> <p>You could include these words in a sentence. The Gruffalo is The Gruffalo has</p>	<p>Pre-reception ideas: Practise counting – you can count everything in the house or when going for a walk. When you bake and make snacks/cakes/biscuits with children, count out spoonful's of flour etc, use measuring scales to look at numbers When doing the washing, pair up socks. How many socks do you have? Sort out their toys by height. Hold things and find out what is heavy and what is light? Encourage your child to help you to set the table counting place settings. Practise writing your numbers Sing the BBC number rhymes</p>	<p>Shadows Please remember never to look directly at the sun. Go outdoors in the morning on a sunny day. Point to your shadow and draw round it.What is making the shadow? Go outside at lunch time and do the same. Where is the sun? Is your shadow bigger or smaller? Why do you think that is? How can you make the shadows move or change by, for example, jumping up and down or running around? Look at the shadows made by different objects. Can you draw 2 of them? What colour will they be? Ask a grown up to help you. Can you make these shadows with your hands? What will you need to make the shadow?</p>



At the end of the story, the Gruffalo runs away because he is frightened of the mouse!
But where does the Gruffalo go? Write about where he goes and what he does next. If you think he runs to his home, what does it look like?

Use your imagination! You could draw a picture of where he lives too. When writing your sentence(s), say your idea out loud and keep reading your writing to check it makes sense.

Add speech bubbles to the illustrations shown in the book.

Making 10



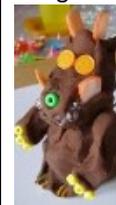
Can you use objects around your house to make the number 10 in lots of different ways? Try to use addition and subtraction language (add, plus, takeaway, minus, equals) whilst making it.

Can you make a shop at home?
Use items from around your home to display in your shop. This could be; toys, fruits or tinned foods. With the help of an adult, you will need to make a price list for the items.
Ask an adult or older sibling to model using the target language (pence, cost, how much, how many) in role as shopkeeper you as the customer. Swap roles so that you then become the shopkeeper serving.
Begin by using pennies.
Reception - To make this activity harder -
Use real coins, can you buy an item from the shop and pay with the correct coin?
If you buy two items how much will that be? eg 10p add 5p equals 15p ($10 + 5 = 15$)
Can you work out how much change you will need if paying for a 5p item with a 10p coin?

[Topmarks - coins game](#)
[Topmarks - Toyshop money game](#)

Funky Fingers ideas:

Make a Gruffalo (or another character) out of play dough



Can you roll the playdough and make a snake?
How long is your snake? Can you make a shorter snake?
Can you make a thin snake? Can you make a thick snake?

These activities are suggestions for you to develop Fine motor skills:

- Tracing and stencil activities
- Colouring in activities, staying inside the lines.
- Dot to dots
- Drawing letter shapes in the air to music
- Copying over letter shapes
- Write with chalk, crayons, finger paints, pencils, pens etc.
- Write letters in the air with eyes shut.
- Water painting on outdoor walls with a paintbrush.

Look at the illustrations in the book and find out about all of the different animals shown.
How many different animals can you find in the story?

In the story the mouse keeps talking about the Gruffalo's favourite food.
Use the mouse's ideas and your own to make a menu for the Gruffalo.

Length –
On your daily walk collect sticks. If you are unable to do this you can collect different length objects from your house.
Say how many you have found.
Choose two sticks and say "This one is **longer** than this one". "This one is **shorter** than this one".
Choose more than two sticks and say which is the **shortest** and which is the **longest**.



[Nrich - Length activity](#)

Gross Motor skills:

- Play mouse and Gruffalo tag. The mouse has a tail (tuck a sock or ribbon in the child's waistband) and the Gruffalo has to chase the mouse and steal the tail.
- Make the house of the mouse, owl, snake and fox in the garden or around the house. How fast can you run around from each one? Can you run like a Gruffalo? Can you run like a mouse? Ask your child to stand at one house. Tell them to run to one of the others.

Humanities	Health and well being.	Expressive Arts
<p>In the story the Mouse meets lots of his friends. When you go for your daily walk use your senses. What can you see? What can you hear? What can you smell? Write a list of what you see, smell and hear as you walk. Can you draw a picture to go with your list?</p>	<p>Use a ball to practise pushing, throwing, catching and kicking. You could start by using a large ball and then challenge yourself to do the same but with a smaller ball.</p>	<p>Draw or paint your own imaginary creature. Create a life-size picture of the Gruffalo, using the description in the text. Where does it live? How is it adapted to live in that place?</p>
<p>Talk about the kind of home you live in, is it a house, flat or bungalow? What are the features of your home? How many rooms does it have? How many windows? Can you draw a picture of your home?</p>	<p>Think about what you would do if you met the Gruffalo? How would you be feeling? Would you try to trick the Gruffalo like the mouse did? What would you say? Discuss the ideas and possibilities together.</p>	<p>Songs and Rhymes Sing the BBC number rhymes S4C Cyw Songs Out of the Ark - School Closure Free songs/music</p>
<p>Draw a picture of their favourite place to go for a walk; just like the mouse did in the story. Can you talk about your favourite place? Can you find your favourite place on a map?</p>	<p>This link tell you the story of Dotty the Nurse. Dave the dog is worried about Coronavirus.</p>	<p>Provide some den making materials and challenge your child to create a 'Gruffalo Cave (den)'. Read the story inside.</p>

Reception children will have work uploaded to their JiT account. Please look for the folder which says – The Gruffalo - 18/5/20



If you would like any additional work to complete at home, please send me a Dojo message. I enjoy seeing the work that you have completed at home. Please upload it to Just2Easy on Hwb or send me a photo on Dojo. Thank you.

Please remember this is only a guide and some ideas! I completely understand that everyone has different commitments and really do fully appreciate your support during this unprecedented time!

Shadow ideas:

