

Home School packs

The following gives you general information to support you if your child is absent from school for a period of time due to the current situation.

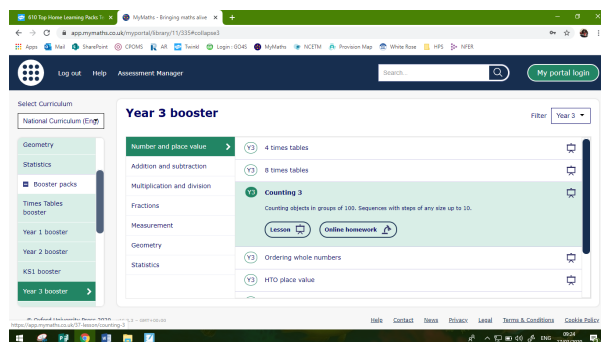
Please check year groups folders for specific work set for your child.

It is important to read with your child every day and to question them on what they are reading.

The reading bookmarks sent home with some year groups and will help you think of questions and to find out how well your child knows the books.

Vocabulary Questions with Victor <ul style="list-style-type: none">• What does this word/phrase/sentence tell you about the character/setting/mood?• By writing in this way, what effect has the author created?• What other words/phrases could the author have used here?• How has the author made you feel by writing...? 	Inference Questions with Iggy <ul style="list-style-type: none">• What do you think... means? Why do you think that?• Why do you think...?• How do you think...?• Can you explain why...?• What do these words mean and why do you think that the author chose them? 
Retrieval Questions with Rex <ul style="list-style-type: none">• Who are the characters in this text?• When / where is this story set? How do you know?• Which part of the story best describes the setting?• What do you think is happening here?• What might this mean? 	Prediction Questions with Pip <ul style="list-style-type: none">• Can you think of another story with a similar theme?• Which stories have openings like this? Do you think that this story will develop the same way?• Why did the author choose this setting? Will that influence the story? 
Summarising Questions with Sheba <ul style="list-style-type: none">• What is the main point in this paragraph?• Sum up what has happened so far in X words or less.• Which is the most important point in these paragraphs?• Do any sections/paragraphs deal with the same themes? 	Compare, Contrast and Comment with Cassie <ul style="list-style-type: none">• What is similar/different about two characters?• Explain why... did that.• Describe different characters' reactions to the same event.• Is this as good as...?• Which... is better and why? 
Be an Author with Arlo <ul style="list-style-type: none">• What does the word... tell you about...?• Find two ways that the author tells you...• What do you think the author meant by...? 	<ul style="list-style-type: none">• Which words do you think are most important? Why?• Which words do you like the most? Why?• How has the author made you feel happy/sad/angry/frustrated? 

Mymaths



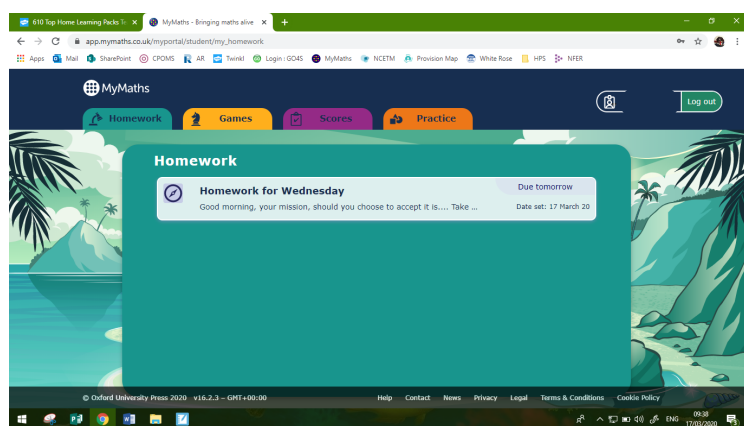
We will be able to set mymaths homework even if the school is closed.

There are also lots of games and booster packs, as indicated above, that children can explore and use.

Please ensure that the children work through the **lessons** first and then go on to the homework.

The lessons will ensure that they fully understand the concept before trying to complete the task.

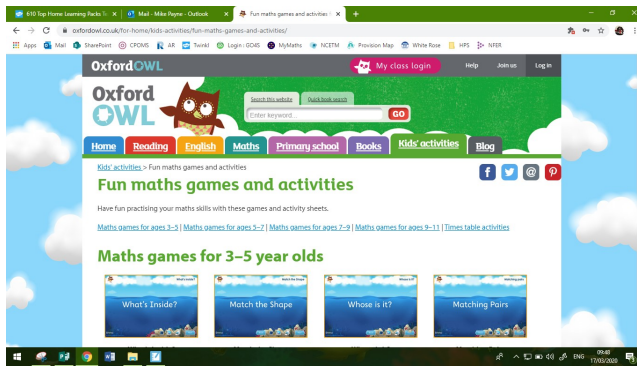
If your child finds an activity difficult then you could look at the work for the previous year or for the following year group if it is not challenging enough for them.



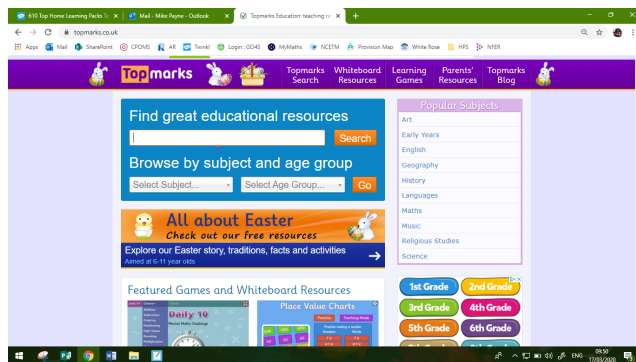
Homework and activities can also be set through the mymaths portal.

We are able to send messages and ask children to complete certain tasks if needed.

The activities appear in the main screen, as above, and will show the teachers when they have been completed.



<https://www.oxfordowl.co.uk/for-home/kids-activities/fun-maths-games-and-activities/>



<https://www.topmarks.co.uk/>

As well as using TTracks stars to practice timetables, Oxford Owl and Topmarks are two very good websites with some fun online games that can be accessed following the links above.

They are free to use and link to different areas of learning for each year group.

Parent Guide

How can I use this with my children?

Encourage your child to learn their times tables with these fun maths games. A range of ideas are described, from dominoes and colour by times table to games that don't need any equipment.

How does this help my children's learning?

This resource contains an excellent selection of games and activities designed to encourage your child to learn their tables, while having fun. Suitable for all learners from year 2 upwards.

Ideas for further learning:

Roll two dice and count up according to the number rolled, for example if 6 and 3 are rolled, count up in 9s, if 4 and 3 are rolled, count up in 7s. Keep practising to improve your child's speed.



Games Ideas

Fizz Buzz

Choose 'fizz' for multiples of a number (e.g. 3), and 'buzz' for multiples of another number (e.g. 5). Starting with 1, players take it in turns to say the next number. However, each time a multiple of 3 or 5 is reached, the player must say 'fizz' or 'buzz' instead of the number. If the number is a multiple of both 3 and 5, the player must say 'fizzbuzz'.

For example: one, two, fizz, four, buzz, seven, eight, fizz, buzz, eleven, fizz, thirteen, fourteen, fizzbuzz

You could try other multiples or adding another multiple for a more complex game.

Times Table Tennis

Choose a times table to focus on. Take it in turns to say the next number in the times table sequence. You could pretend to serve and pass a tennis ball between you or use a real one.

Times Table Corners

Label different areas/corners of your garden with 2, 5 and 10. Shout out a number. If the number is a multiple of 2, 5 or 10, your child must go to the matching area.

Fastest Times Tables Facts

Choose a times table to focus on and have a competition to see who can write down the times tables facts the fastest. You can decide whether to write the number sentences out in full (e.g. $1 \times 2 = 2$, $2 \times 2 = 4$, $3 \times 2 = 6$) or just the numbers (e.g. 2, 4, 6).

Times Tables Snap and Matching Cards

Create a set of cards with separate times table facts and answers. Challenge your child to find the matching cards in a game of snap. Alternatively, place the cards face down and take it in turns to turn over two cards. If the cards match, the player keeps the cards. If they don't match, turn the cards back over and the next player takes their turn.

Multiplication Dice Game

How to play:

1. Roll a pair of dice.
2. Multiply your 2 numbers.
3. Colour you answer on the grid.
4. The first person to colour 4 in a row wins!

18	12	24	8	10	24	6	15
36	30	12	9	2	5	4	18
4	24	4	8	6	8	15	3
10	12	25	15	20	6	16	8
36	12	12	30	5	12	5	30
10	25	1	9	5	6	10	20
18	20	9	10	16	15	4	3
1	30	4	20	2	3	6	15



**Write a book review
for a friend.**



Classroom
secrets

123

Find 10 coins.



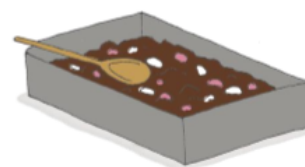
What is the total?

**Make calculations
using some of these
coins.**

Classroom
secrets



**Make a cake with
an adult.**



**Design a poster to
advertise your
product!**

Classroom
secrets

Ensure children accurately punctuate their sentences. Discuss ideas for descriptive phrases that children could use to add extra detail.

Discuss the value of each coin. Discuss strategies for adding and create calculations, for example: $\pounds 1 + 50\text{p} + 2\text{p} = \pounds 1 \text{ and } 52\text{p}$.

When tasting, discuss ideas for adjectives that can be used. Look at different advertisements and discuss things you like and dislike.

123

**How many times
tables questions
can you answer in
30 seconds?**



**Can you beat your
record?**

Classroom
secrets



**Go on a number
hunt.**



**Create calculations
using the numbers
you have found.**

Classroom
secrets



**Find objects to
make arrays.**



**Show each
calculation in the 8
times table.**

Classroom
secrets

Give children quick fire multiplication questions from the 2, 3, 4, 5, 8 and 10 times tables.

Discuss different places to collect numbers. Encourage children to create addition, subtraction, multiplication and division calculations.

Discuss how the arrays add a row of 8 each time, so calculations can be answered by repeated addition $\rightarrow 8 + 8 + 8$ (shown above).



Choose your favourite fairy tale and write an alternative ending.



Classroom secrets

Talk about what needs to be included in the story. Talk about different endings and how the events could be changed.



Choose a book title. Act it out in front of your family.



Can they guess your book title?

Classroom secrets

With a friend or family members, take it in turns to play. Choose different children's books, and act out without speaking.



Read a magazine article.



Write:

- 3 new things you have learnt.
- 2 things you want to research.
- 1 thing you liked about it.

Classroom secrets

Provide articles that your child might find interesting. Read the text together. Explain any unfamiliar words. Discuss ideas for the questions together.

123

Generate a 2-digit number.



How many ways can you partition this number?

Classroom secrets

Roll a dice twice to generate a 2-digit number. Discuss how this number can be partitioned. Can the number be partitioned into more than 2 parts?



Design your own board game.



Write instructions to explain how to play.

Classroom secrets

Discuss games that children like to play and ideas that they can take from this to create their own. Talk about the layout and features of instructions.



Draw a picture of your favourite animal.



Create a fact file to share with a friend

Classroom secrets

Discuss what different resources could be used depending on what is available, for example: paint, pencils or collage. Discuss where/how to find facts.