# Year 1 Home Learning Tasks W.B: 08.06.2020

Hello Year 1,

Well done for some wonderful work last week and thank you to all of you who have uploaded tasks to Class Dojo. Please do continue to do this regularly and keep in touch!

For this week:

This week we are looking at creative writing. I was very impressed with your factual writing last week and this week we are going to put a bit of a different twist on our story telling skills. We have done acvities like this in school before and the children really enjoyed them so I am hoping you will find them fun at home too!

Attached to this week's tasks are three 'Storytelling Prompts Games'. You can choose one and pick all parts of your story from one, or pick and mix from all three! They have settings, characters and props and this is all about creating a fun and imaginative story! Use the prompts to help build up your story – the only thing you will need to think about is what the characters will get up to! Remmeber to try and use the structure of a story mountain, including beginning middle and end. The images below will show you the structure of a story mountain.
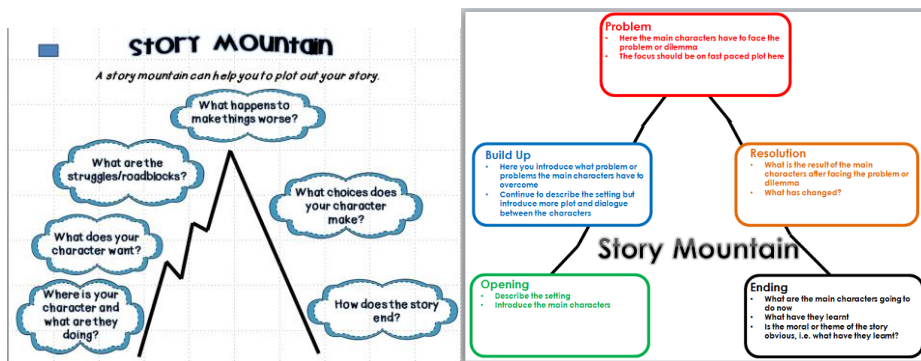
You may wish to do this across the week, instead of writing it all at once in one day! Remember little and often is key to keep young minds motivated and focused!

Suggested Structure:

Monday – Look at the prompts and choose your good character/setting. Write a simple description of the good characters/settings chosen.

Tuesday – Recap yesterday's prompts chosen, Choose your bad character and props (you may want more than one). Write a simple description of these and begin to think about what problem/event your characters are going to face in your story.

- Wednesday – Using the story mountain structure – write the beginning of your story. This should include introducing your main characters and the setting, as well as the build up to your problem.
- Thursday – Recap your beginning and write the middle. Remember to use the story mountain structure! The middle should be where the most happens, the big event/problem and including a new character.
- Friday – Recap your story so far and write the ending. Remember the ending should be where all characters and introduced and the problem is resolved to bring the story to an end! Please upload your story to Class Dojo to be marked as this week's marked piece of work!

Phonics/Reading

Keep accessing Lexia each day too. We recommend 10-15 minutes each day!

Please keep continuing to access the 'Letters and Sounds for home and school' on YouTube Daily at 10.30am.

Maths

Please continue to access White Rose home learning for Maths. There are lessons and activities on here daily. These lessons follow on from what we were learning when we were last in school. I will prompt you to these throughout the week. This week is all about Counting in 2s, 5s and 10s, this is the first step of multiplication for young children, so this is a very key skill! I look forward to seeing you complete these daily activities – make sure to upload your Friday Maths challenge when it is complete!

https://whiterosemaths.com/homelearning/year-1/

If you find things tricky remember it is always good to practice with practical resources first! I will send you some extra bits to go with counting in 2s, 5s and 10s over the week on Class Dojo!

Geography

Please keep up your daily weather checks and comparisons of here and the USA from last week's project! Don't forget to record them daily using a few words or the weather symbols!

Computing

SCRATCH

As we continue learning at home, you will be spending more time using technology such as laptops, computers, iPads and tablets. All of this is great practice of your computing knowledge and skills. Please remember to always do this safely!

For more information on Online Safety in particular please access these little tasks with your grownups.

https://www.thinkuknow.co.uk/parents/Support-tools/home-activity-worksheets/5-7s/

For this week's Computing challenge, we will be focusing on algorithms. Remember algorithms are a set of instructions that can be implemented in to a device. You can continue to access the Barefoot Resources that I have mentioned previously. On here you can complete any of the mini missions that will help you practice writing and making your own algorithms. https://www.barefootcomputing.org/homelearning

Your new task for this week is to access SCRACTH. This is a website that we use across school to construct and use algorithms. You can access it on this link: https://scratch.mit.edu/

Once on this website you can click 'Start Creating' from there you can choose a 'Sprite' this is the character you can program.
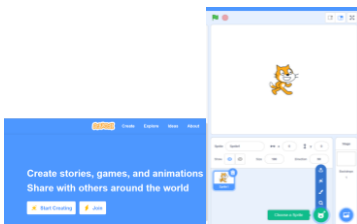
From here, I would like you to explore all of the options along the left hand side to build up an algorithm. Make sure you start with the button shown here so that when you press the green flag your algorithm will start!
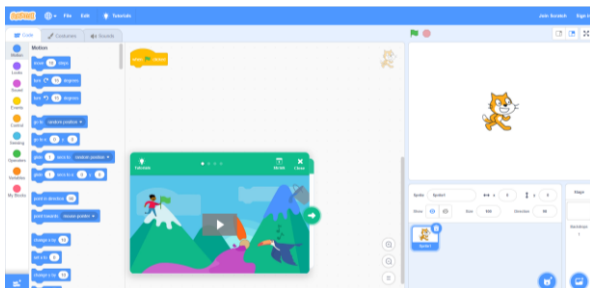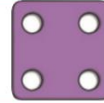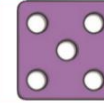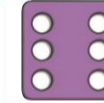
 You can then build up the blocks to create your own algorithm like the one shown here!
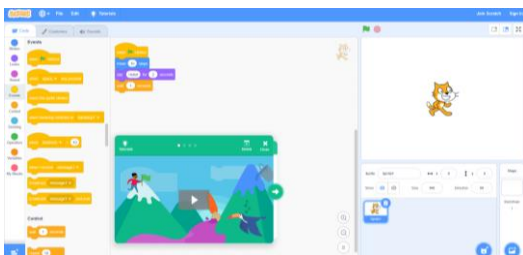
 If you can, please upload a screen shot or picture of you creating your algorithms and enjoy exploring SCRACTH! Please remember to practice safe internet use and ensure your grownups knows what you are doing and when you are accessing the computer and the internet! Happy programming!
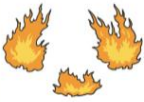
My Fairy Tale Storyboard

	•	••	•••	••••	•••••	••••••
Setting	castle	tower	cottage	forest	bridge	sea
Good Characters	mermaid	prince and princess	fairy	frog prince	children	gnome
Bad Characters	witch	pirate	wolf	wizard	giant	dark fairy
Prop	magic wand	apple	potion	mirror	spinning wheel	treasure chest

twinkl visit twinkl.com

My Superhero Storyboard

twinkl	•	••	•••	••••	•••••	••••••
Setting	school	icy lake	city	forest	volcano	castle
Good Characters	superhero	superhero	fire hero	dog hero	green hero	ice hero
Bad Characters	villain	plant villain	gentleman villain	blue villain	cat villain	monster
Prop	fireballs	bone	water blaster	star wand	storm cloud	ice cubes

My Pirate Storyboard

	⚀	⚁	⚂	⚃	⚄	⚅
Key word	frightening	funny	crazy	lonely	mystery	stranger
Setting						
Character						
Prop						

A planning template that you may find useful:

Setting _____
_____
_____
_____

Good
Characters _____
_____
_____
_____

Bad
Characters _____
_____
_____
_____

Prop _____
_____
_____
_____