Windmill Hill Academy Year 1- Spring 1

Learning Activities: Your child has the opportunity to complete activities linked to their current learning concept, if they wish. Below is amenu for them to choose from. They may choose as few or as many as they want to complete. If you do complete any of the project activities this half term, please can your child bring them in at the end of term. The following activities are mostly linked to our 'Civilisation' Learning Concept about How do we know so much about the Great Fire of London.

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I enjoy	Level of difficulty			
	Easiest			Hardest
I enjoy Maths LI: To understand how to represent numbers in different ways.	Practise counting up to 1-20 accurately. Practise counting sets of real objects and recording the number there are.	Choose a number between 10 and 20. How many different ways can you represent that number? Draw these as pictorial representations. (Ideas - bead string, tens frames, tens and ones, counters, numicon, and numberlines).	Practise saying the days of the week and the months of the year in order. Begin to learn to write them in order too.	Practise finding totals of amounts of money (up to 20p) using 1p, 2p, 5p and 10p coins. Create your own role-play shop. Which coins will you use to pay?
I enjoy writing LI: To use description to create interesting sentences.	Write a list of rhyming words. Use them to create sentences.	Write a list of adjectives to describe an imaginary alien. Write descriptive sentences or a poem about your alien. (My alien)	Write your own story about a aliens Or Write your own story about a living during the Great Fire	Write facts and information about the Great Fire of London
I enjoy painting, drawing and visualising. LI: To include increasing detail and accuracy when drawing.	Draw a picture of the Great Fire of London	Draw or a pattern	Create a pattern using a foam tile	Use different materials to create a collage picture of a the Great Fire of London
I enjoy hands on activities. LI: To be able to attach / join materials together.	Design and create your own boat.	Make a picture frame for your portrait painting. hoice - a story, a poer	Make a model of a house from 1666. n. a letter or make a	Make an alien