



# Foundation

## Learning Grid for week beginning: 15.6.20



All of our activities have been designed to try to avoid the need for printing of any kind, although of course you can print if you want to. Remember, you should always check with an adult before using the internet and remember to tell an adult if you see something that makes you feel uncomfortable. There's further guidance from the NSPCC [here](#).

Maths		English		Theme	Physical	Social
Arithmetic	Further tasks	Reading	Writing			
<p>Arithmetic: keep building your fluency in mathematics by answering 1 part of the arithmetic pack each day. Remember, you can copy the equations on to some scrap paper before you answer each one.</p> <p>The focuses for this week are:</p> <p>Arithmetic 1 – Addition and subtraction</p> <p>Arithmetic 2 - Doubling</p> <p>Arithmetic 3 – Number bonds to 10</p> <p>Arithmetic 4 – Sharing between 3 and 4</p> <p>Arithmetic 5 – Missing numbers to 20.</p>	<p>This week we are learning to count in twos. Counting in twos means we are adding two each time.</p> <p>Activities:</p> <ol style="list-style-type: none"> <li>1. Have a go at counting in twos using a number line to help you (you will find a number line below, along with some more information about this).</li> <li>2. We can also use hundred squares to help us count in 2s. You will find a hundred square below, or you can find an interactive one <a href="#">here</a>. Have a go at 'splattling' or colouring in the numbers you would say if you were counting in twos, starting with two. When you have done this, can you see a pattern? What do all of the numbers you have coloured in end with?</li> <li>3. Listen and sing along to a counting in twos song <a href="#">here</a>.</li> <li>4. Now have a go at the counting in twos word problems below. (A great idea if you find this a bit tricky is to draw pictures to help you; for example, if the question is about ducks with two wings, draw the given amount of ducks and count all of their wings.)</li> </ol>	<p>Aim to read for 20 minutes every day, with an adult when you can.</p> <p>Ebooks links: MyOn – <a href="#">click here</a> Collins – <a href="#">click here</a> Oxford – <a href="#">click here</a></p> <p><b>Phonics and tricky words:</b> Phonics sounds of the week: 'ea' ('read for a treat') 'oy' ('boy with a toy') 'ir' ('bird in a skirt') You will find some words that contain these sounds below, to practise reading.</p> <p>Tricky words of the week: <b>so do some</b> Have a go at reading and writing these words, individually and in sentences.</p> <p><b>Reading activity:</b> A few weeks ago you read a story about a dog called Max; this week Max is back with a new adventure and you can read it or listen to it <a href="#">here</a>. When you have listened to the story, have a go at the 'Quiz time' questions on page 7. Remember to answer them using full sentences.</p>	<p>Keep practising orally retelling 'The Three Billy Goats Gruff', with your chosen accompanying actions. Try to do this every day.</p> <p>This week it is time to innovate 'The Three Billy Goats Gruff'; this means making a change to the story. A simple change you can make is to change the troll in the story to something else that that you think might live under the bridge (a goblin, a crocodile etc. Use your imagination). You might also choose to make other changes, but remember that the story should still make sense. Once you've decided the change you are going to make, don't forget to make the change on your story map too.</p> <p>After you have decided what to change in the story, have a go at writing this as a sentence. For example: "Who goes trip trap over my bridge? I'll eat you up!" growled the goblin.</p>	<p>The Three Billy Goats Gruff: Hopefully last week you enjoyed making the three billy goats from playdough or clay. This week your challenge is to make one of the goats –or maybe even all three – out of junk modelling materials you can find at home.</p> <p>Some of you have been doing some fantastic drawings at home. This week if you would like to practise drawing cartoon goats, you will find some instructions below. Try to copy the example below, then see if you can draw two more: one that is smaller and one that is bigger, so that you have drawn all three goats from the story.</p> <p>Below you will find a page containing 6 goats, all of different sizes. Have a go at cutting them out as neatly as you can, then ordering them by size, from smallest to biggest. If you can't print them off, draw your own 6 goats of various sizes and cut them out. Try to use the words 'small', 'smaller', 'smallest', 'big', 'bigger', 'biggest' and 'medium' when discussing the goats.</p> <p>PSHE: Last week you thought about everything you use in your house to keep yourself clean. Have a look at the keeping clean I Spy sheet below: did you think of all of those ways to keep clean? You might like to cut these pictures out or draw them yourself and write next to each one what it is a picture of and how and why we use it to keep different things clean.</p>	<p><b>TRAVEL TOKYO</b></p> <p>Keep logging your family's activity <a href="#">here</a>!</p> <p>This week, complete at least two from: -Pirates -Kendama -Quick Change</p> <p>Below you will find 4 athletics cards. See how many shuttle runs, speed bounces, push ups and spotty dogs you can do this week. (Remember it can all be added to your Travel Tokyo activity log).</p>	<p>Sunday is a very special day: it's Father's Day. This week make a special card of homemade gift for your Dad or Grandad to show them how much you love them.</p> <p>Set up a treasure hunt around your house or garden for the people you live with. Help them out by drawing a map and writing some clues, to help them find the treasure that you hide.</p> <p>Everyone worries from time to time. This week you might like to make your own worry monster, who can gobble up your worries. You will find instructions for this below. (Remember to share your worries with someone at home too –they will always want to help you if they can.)</p>



# Arithmetic 1

## Part 1 – Addition and subtraction

a.)  $4 + 5 =$

b.)  $9 - 6 =$

c.)  $8 + 2 =$

d.)  $5 - 4 =$

e.)  $10 + 3 =$

f.)  $6 + 2 =$

g.)  $9 - 9 =$

h.)  $11 + 5 =$

i.)  $12 + 2 =$

j.)  $13 - 6 =$



# Arithmetic 2

## Part 2 –Doubling

a.) Double 3 is

b.) Double 5 is

c.) Double 4 is

d.) Double 7 is

e.) Double 2 is

f.) Double 8 is

g.) Double 6 is

h.) Double 10 is

i.) Double 9 is

j.) Double 11 is



# Arithmetic 3

## Part 3 – Number Bonds to 10

a.)  $0 + \square = 10$

b.)  $4 + \square = 10$

c.)  $3 + \square = 10$

d.)  $8 + \square = 10$

e.)  $10 + \square = 10$

f.)  $6 + \square = 10$

g.)  $7 + \square = 10$

h.)  $1 + \square = 10$

i.)  $5 + \square = 10$

j.)  $9 + \square = 10$

k.)  $2 + \square = 10$



# Arithmetic 4

## Part 4 – Sharing between 3 and 4

a.) 8 shared between 4 is:

b.) 6 shared between 3 is:

c.) 3 shared between 3 is:

d.) 12 shared between 4 is:

e.) 12 shared between 3 is:

f.) 9 shared between 3 is:

g.) 4 shared between 4 is:

h.) 16 shared between 4 is:

i.) 15 shared between 3 is:

j.) 18 shared between 3 is:

Hint: look at the question carefully to see if you need to share between 3 or 4. If you are using Bar Models to help you, you will need one Bar Model with 3 parts and one with 4 parts.



# Arithmetic 5

## Part 5 – Missing numbers to 20

Fill in the numbers that are missing between 0 and 20.

- a.) 0, 1, 2, 3, , 5, 6, , 8, 9, 10, 11, , 13, 14, 15, 16, 17, 18, 19, 20
- b.) 0, 1, , 3, 4, 5, , 7, 8, 9, , 11, 12, , 14, 15, 16, 17, , 19, 20
- c.) 0, 1, 2, 3, , 5, 6, 7, , 9, 10, , 12, 13, , 15, 16, 17, 18, , 20
- d.) 0, , , 3, 4, , 6, 7, 8, , 10, 11, 12, 13, 14, , 16, 17, , 19,

Now you need to spot which numbers are missing. Copy the sequence out but add in the missing numbers. (Circle the numbers that were missing from the original sequence).

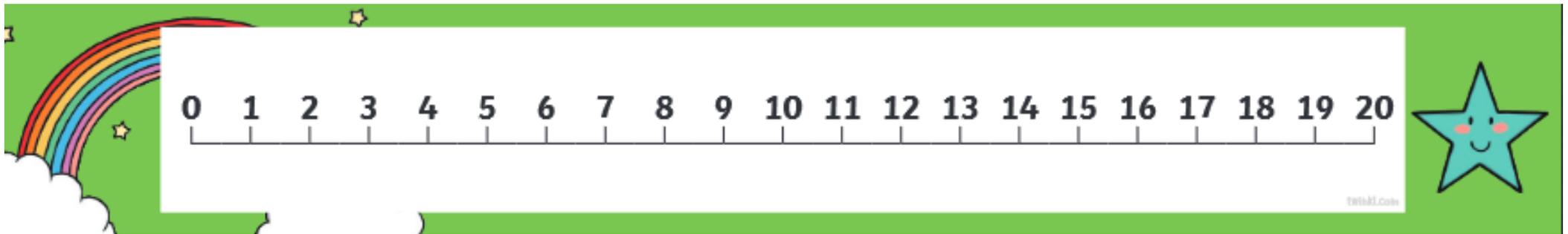
- e.) 1, 2, 4, 5, 7, 8, 9, 11, 12, 14, 15, 16, 17, 18, 20
- f.) 0, 1, 3, 6, 7, 8, 10, 11, 12, 13, 15, 16, 18, 19, 20
- g.) 1, 2, 3, 5, 8, 9, 12, 15, 17, 19
- h.) 0, 1, 3, 5, 7, 9, 11, 13, 15, 17, 19



# Further Maths Tasks

## Using a number line to count in twos

When we count in twos we are adding two each time, which means instead of doing one jump to the next number on the number line, as we did when we were adding one to find the number one more than a given number, we have to do two jumps on the number line. Another way to think of this is that we have to skip over a number each time. Start with your finger on 0, then jump it to the next number and then the next number (two jumps): the number that your finger lands on is the next number you will say when counting in twos. Keep going until you reach the end of the number line.



Now have another go: this time write down the numbers that your finger lands on.

## Using a hundred square to count in twos

We can also use a hundred square to help us count in twos. However, with a hundred square, there is no zero, so we can start with our finger on the number two, then do two jumps to the next number. When we reach the end of the line we have to go down to the next line and back over to the left (remembering that we are doing two jumps. One jump from 10 takes us down and across to 11, but two jumps from 10 take us to 12). This takes a little bit of practise. Give it a try.

### 100 Square

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

 visit [twinkl.com](https://www.twinkl.com)

## **Counting in twos – word problems**

- 1.) A duck has 2 wings. How many wings do 3 ducks have?
- 2.) A dog has 2 ears. How many ears do 5 dogs have?
- 3.) A hen has 2 legs. How many legs do 4 birds have?
- 4.) A cat has 2 eyes. How many eyes do 6 cats have?
- 5.) A robot has 2 arms. How many arms do 7 robots have?



# Phonics

## Words using 'ea', 'oy', 'ir'

<b>ea</b>	<b>oy</b>	<b>ir</b>
sea	boy	sir
seat	toy	girl
bead	joy	bird
read	oyster	shirt
meat	royal	skirt
treat	annoying	birth
heap	destroy	first
least	enjoy	third
steam	Roy	thirsty
repeat	Floyd	thirteen

# Writing Tasks and Resources

## Model Text

### Three Billy Goats Gruff

Once upon a time there were three Billy Goats Gruff.

Early one morning they woke up and wanted to cross the bridge to eat some fresh green grass.

First Baby Goat went trip trap over the bridge.

“Who goes trip trap over my bridge? I’ll eat you up!” growled the Troll.

“I’m Baby Goat. Wait for my older brother, he is far fatter than I.”

So the Troll let Baby Goat pass by.

Next Middle Goat went trip trap over the bridge.

“Who goes trip trap over my bridge? I’ll eat you up!” growled the Troll.

“I’m Middle Goat. Wait for my older brother, he is far fatter than I.”

So the Troll let Middle Goat pass by.

Finally, Big Goat went trip trap over the bridge.

“Who goes trip trap over my bridge? I’ll eat you up!” growled the Troll.

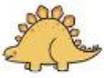
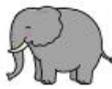
“Oh no you won’t!” said Big Goat.

Big Goat pushed the troll into the water with a mighty SPLASH!

Finally, the three Billy Goats ate the fresh green grass and lived happily ever after.

## Sound Mats

# Phase 2 Sound Mat

s 	a 	t 	p 	i 	n 	m 	d 
g 	o 	c 	k 	ck 	e 	u 	r 
h 	b 	f 	ff 	l 	ll 	ss 	

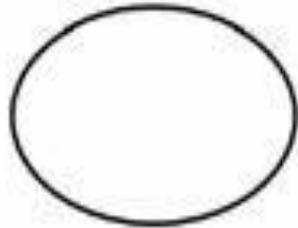
# Phase 3 Sound Mat

j 	v 	w 	x 	y 	z 	zz 	qu 
ch 	sh 	th 	ng 	ai 	ee 	igh 	oa 
oo 	oo 	ar 	or 	ur 	ow 	oi 	ear 
air 	ure 	er 					

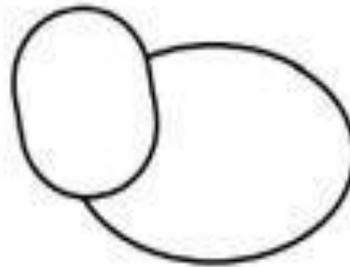


# Theme Tasks

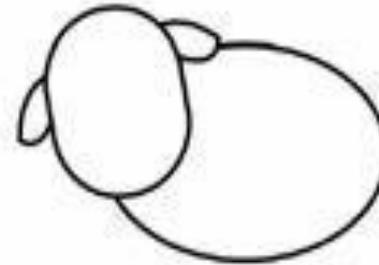
## Learn to Draw a Goat



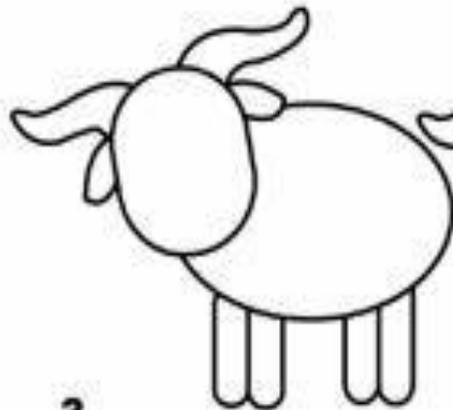
1



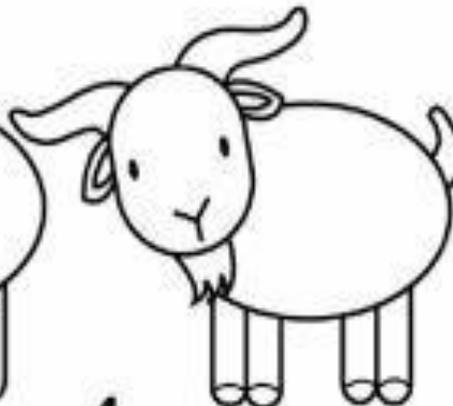
2



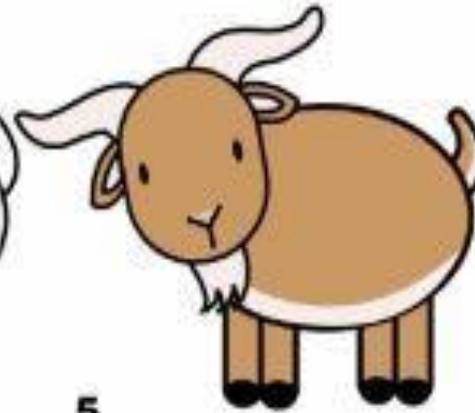
3



3

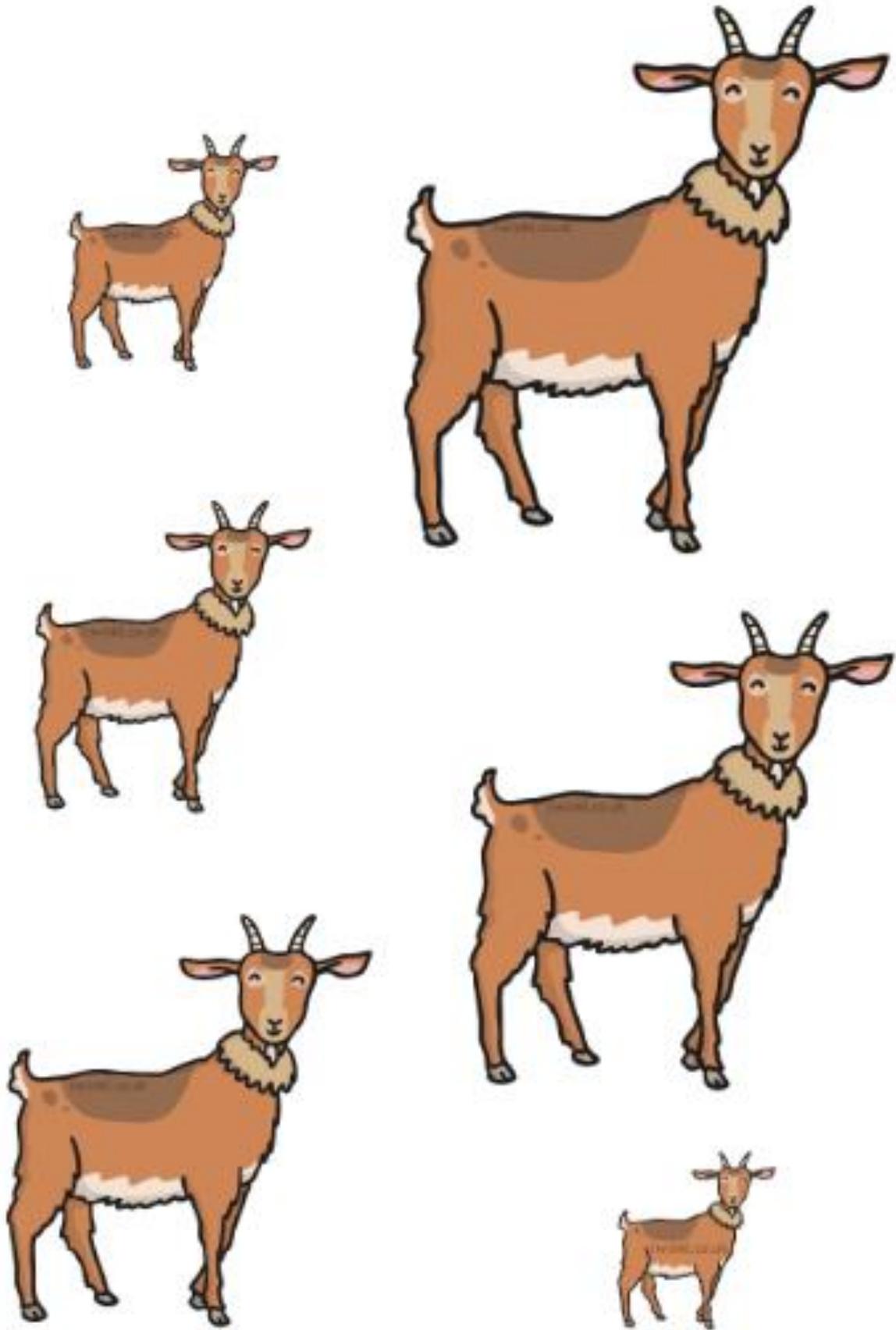


4



5

**Size ordering**



# Keeping Clean I Spy

I spy with my little eye:





# Physical Tasks



**TRAVEL  
TOKYO**



The Tokyo 2020 Games may not be happening this year but we can still get active.

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Get Ready! Our school is getting active with Team GB and Paralympics GB by joining the Travel to Tokyo challenge. We want you to travel the distance to Tokyo by getting active as a family. There are weekly school prizes to be won too!

**FIND OUT MORE** – [here](#)

**LOG ACTIVITY** – [here](#)

**KEEP TRACK OF PROGRESS** – [here](#)

We will be encouraging the entire school community to travel the distance to Tokyo by getting active.

We have turned each year into a **Travel to Tokyo team** (EYFS Team, Year 1 Team, Year 2, Year 3, Year 4, Year 5 and Year 6). All the physical activity your family does at home will count towards their journey to Tokyo. All they need to do is record their activity on our easy-to use **Log Activity page**. Which team can travel the furthest?

There are lots of ideas for getting active on the **Travel to Tokyo website**. You don't need lots of equipment or space – playing in the garden or having a dance off to your favourite song – if it gets their heart pumping, it all counts!

10 Mins



# PIRATES

海賊  
Kaizoku

Adventure



## Activity type

Home

Away

Indoor

Outdoor

## Equipment

None

## How to play

**1**

Agree who will be the captain. The captain gives orders that the other players - the crew - must follow:

**A. Scrub the deck** - bend down and pretend to scrub the floor.

**B. Climb the rigging** - stretch up and pretend to climb a rope ladder.

**C. Dance the hornpipe** - do a dance hopping from one leg to the other.

**D. Bail the boat** - swivel and pretend to scoop up water in a bucket.

**E. Captain's coming** - stop and stand to attention.

**2**

Practise the actions first. Then shout them in random order. Who can get them right every time?

**3**

Play for 2 minutes. Swap captains and play again.

## Variations

- Have fewer or more orders.
- Make up your own actions.
- Add moving to the sides of the space: port (left), starboard (right), bow (front), stern (back).

## Challenge yourself

- How quickly can you follow the orders?
- Can you put more effort into your actions?
- Can you keep going for longer?

## What next?



**Try something similar**  
sailing, surfing,  
canoeing, rowing



**Try something different**  
basketball, football,  
hockey, goalball



Log your activity and find more Tokyo Ten activities and resources at [getset.co.uk/travel-tokyo](https://getset.co.uk/travel-tokyo)

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TRAVEL  
TOKYO



SPORT  
ENGLAND  
LOTTERY FUNDED

#TravelToTokyo

10 Mins



# KENDAMA

タンデムライド

Kendama

Ball Games



## Activity type

Home

Away

Indoor

Outdoor

## Equipment

- 1 plastic or paper cup for each player
- 1 small ball for each player (e.g. crumpled paper or a table tennis ball)

## How to play



2

Shake the cup to toss the ball into the air. Try to catch it again in the cup.

4

How many times in a row can you catch the ball in the cup?

5

Set yourself a new challenge.

1

Each player has a cup and ball. Place the ball inside the cup. Hold the cup in one hand.

3

Start slowly. Don't throw the ball too high. Keep practising until you can catch it.

## Variations

- Attach the ball to the cup with string or tape to make it more like Japanese Kendama.
- Pass the ball between two cups, one in each hand.
- Toss the ball to a partner who catches it with their cup.

## Challenge yourself

- Can you throw the ball higher?
- Can you make more catches in 30 seconds?
- Can you use your other hand?

## What next?



### Try something similar

Badminton, table tennis, tennis, squash



### Try something different

Swimming, diving, surfing, windsurfing



Log your activity and find more Tokyo Ten activities and resources at [getset.co.uk/travel-tokyo](https://getset.co.uk/travel-tokyo)  
For more tennis-related activities ideas try [getset.co.uk/aceit](https://getset.co.uk/aceit)

[getset.co.uk/travel-tokyo](https://getset.co.uk/travel-tokyo)



#TravelToTokyo

10 Mins



# QUICK CHANGE

クイック・チェンジ  
Kuikku chenji

Walk and run



## Activity type

Home

Away

Indoor

Outdoor

## Equipment

- Mixed items of clothing in different sizes
- Timer

## How to play



## Variations

- Play as a race against another team.
- Place the clothes at intervals along a line, i.e. the second item is farther away than the first, and so on.
- Take the scarecrow to the clothes each time instead of bringing the clothes to them e.g. by making a human chair or wheelbarrow.

## Challenge yourself

- Can you collect more items of clothing in the time?
- Can you travel in different ways, e.g. hop instead of run?
- Can you increase the distance between the scarecrow and the pile of clothes?

## What next?



### Try something similar

Athletics, cross-country running, orienteering, power walking



### Try something different

Judo, karate, taekwondo, wrestling



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TOKYO



SPORT  
ENGLAND  
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# Athletics cards

## Shuttle Runs

Equipment = 2 Cones

Set the cones up like the picture below making sure there is a gap of 8 paces between the cones.

Run from one cone to the next cone and back again. This counts as one lap!

Count how many laps you do.



## Speed Bounce

Equipment = 1 skipping ropes

Place skipping rope on the floor

Jump across the skipping rope line and back again.

Count how many you can do!



## Press ups – Half

Equipment – 1 soft mat

Place mat on the floor.

Get onto all fours on the mat. Hands should be shoulder width apart and hips slightly wider than a right angle.

A press up is when your elbows bend at a right angle.

Count how many you can do.



## Spotty Dogs

No equipment

Move arms and legs in opposite directions to each other.

Count how many you complete!





# Social Tasks

## My Worry Monster

If you sometimes worry about things like Milton, you may like to make your own worry monster.

Worry monsters are great because they read your worries and munch them up so you no longer need to worry about them!

Follow the instructions below, write down your worry on a piece of paper and put it in your worry monster.

### You will need:

A disposable drinking cup

Coloured paper/felt

Pipe cleaners

Googly eyes

Pom-poms

Sticky tape

Scissors

Glue



### Instructions

1. Take your drinking cup and cut some coloured paper or felt to fit around the outside of the cup. Use the glue to stick this down.
2. Stick googly eyes (or draw your own!) onto the front of the cup. It can look as crazy as you like!
3. You may wish to add pipe cleaner antennae, a monster mouth, a pom-pom nose or anything else you want.
4. Write any worries that you have on a piece of paper and feed it to your monster! If you want to, you could talk to a friend or a member of your family about the worry that you fed to your monster.

If you don't have a plastic cup you could use a toilet roll tube with a piece of cardboard stuck to the bottom.



