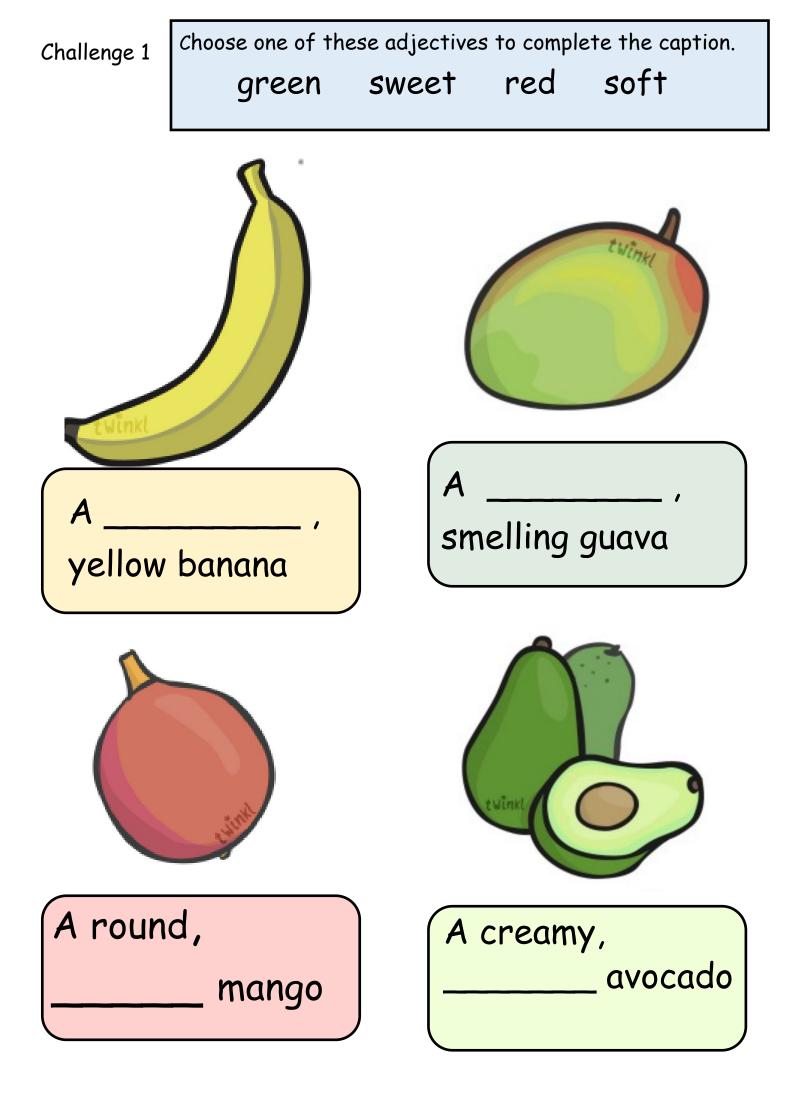
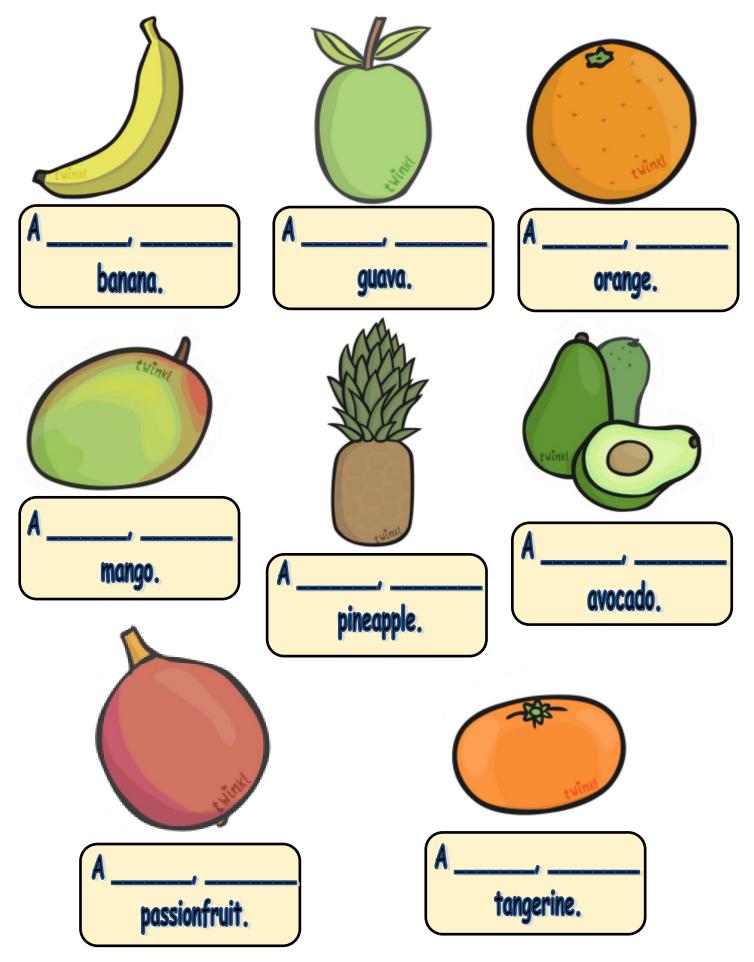
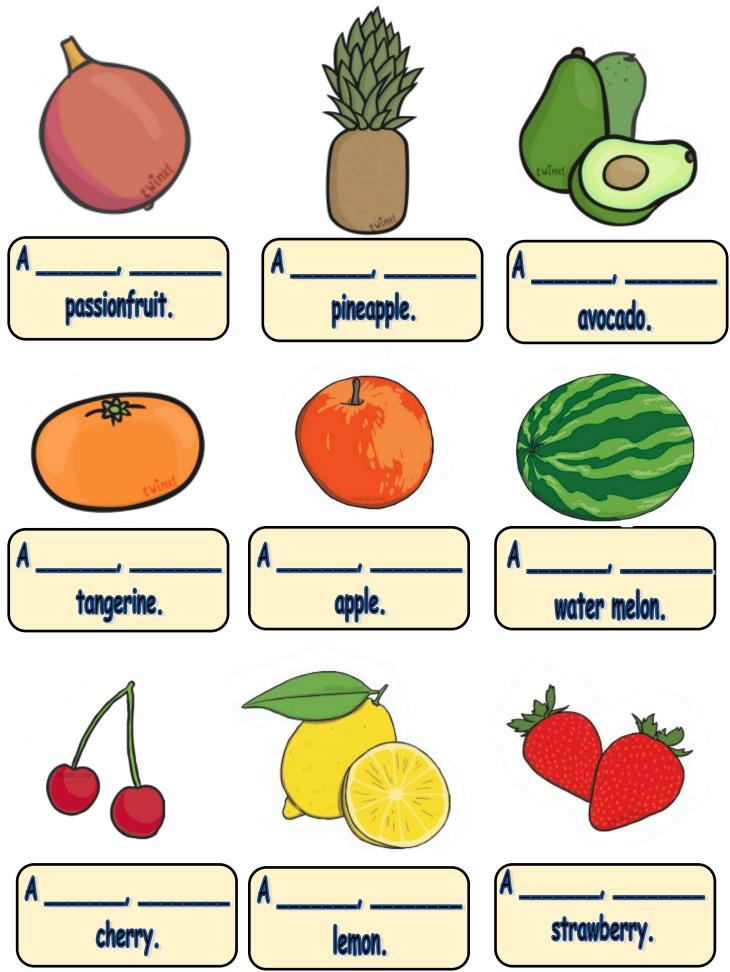
Please find todays learning tasks below. The table below explains the tasks and you will find the resources underneath.

Year group	: Reception	Date: Wednesday 3rd June	
	Challenge 1	Challenge 2	Challenge 3
English	Listen to the story; Handa's Surprise by Eileen Browne, this time as you listen, see if you can hear how the fruit is described, we call these words adjectives.	Listen to the story; Handa's Surprise by Eileen Browne, this time as you listen, see if you can hear how the fruit is described, we call these words	Listen to the story; Handa's Surprise by Eileen Browne, this time as you listen, see if you can hear how the fruit is described, we call these words adjectives.
	E.g. red, pointy, sharp, black	adjectives.	E.g. red, pointy, sharp, black
	Can you complete the sheet, I have given you the names of some of the fruit from the story but you need to choose the correct adjective from the box at the top of the page and write it into the box with the caption underneath each fruit.	E.g. red, pointy, sharp, black Can you complete the sheet, I have given you the fruit but need you to match up the adjectives that were used in the story to describe them.	Can you complete the sheet, I have given you a few of the fruits from the story and some extra that you can decide what the best adjectives could be. You will notice that I have left spaces for two adjectives before each fruit.
	See if you can read the words you have written.	The final fruit, the tangerine doesn't get described in the story but I'm sure you can decide on the best two adjectives for this fruit.	E.g. A juicy, red apple.
Phonics/	Please visit Oxford Owls to	Please visit Oxford	Please visit Oxford Owls to
Reading	read a book and Phonics play has some super phonic games	Owls to read a book and Phonics play has some super phonic games	read a book and Phonics play has some super phonic games
Maths	Create a countdown game for outside by chalking the numbers 10–0 leading towards a rocket. Provide a dice with the numbers 1,2 & 3. The children roll the dice and jump back from 10 to 0. The 10 first to reach the rocket shouts blast	Play a game of Snakes and Ladders but start at the biggest number rather than the smallest. Use the dice 1,2,3, remember to go down the down the ladders and the snakes if you land on any of them. The first to reach 1 is the winner.	Read the instructions first about playing the Frog game and then prepare the pieces you will need. As the instructions say it is very important that the children talk through what they are doing as they take frogs from their board.
	off to win the game.	I have attached a snakes and ladder board for those of you that don't already have one.	
Wellbeing	Grown-ups could you either provide some strips of paper or the child could cut strips out for themselves. Encourage your child to explore paper weaving. Grown-ups you could assist or do one of your own alongside your child. See if you can create a basket just like Handas. You could either draw/paint some fruit or print and cut some out from a google image search, you could place these onto the top of your basket.	In the story, Handa's basket has been made by weaving together materials. Use strips of paper and have a go at weaving paper together and then ask your grown- up to cut it into the shape of a basket. Can you draw or paint some of the colourful fruit that Handa put into the basket and place it into the basket you have weaved. You should have a lovely picture that you can photograph and send to me.	In the story, Handa's basket has been made by weaving together materials. Use strips of paper and have a go at weaving paper together and then ask your grown-up to cut it into the shape of a basket. Can you draw or paint some of the colourful fruit that Handa put into the basket and place it into the basket you have weaved. You should have a lovely picture that you can photograph and send to me.

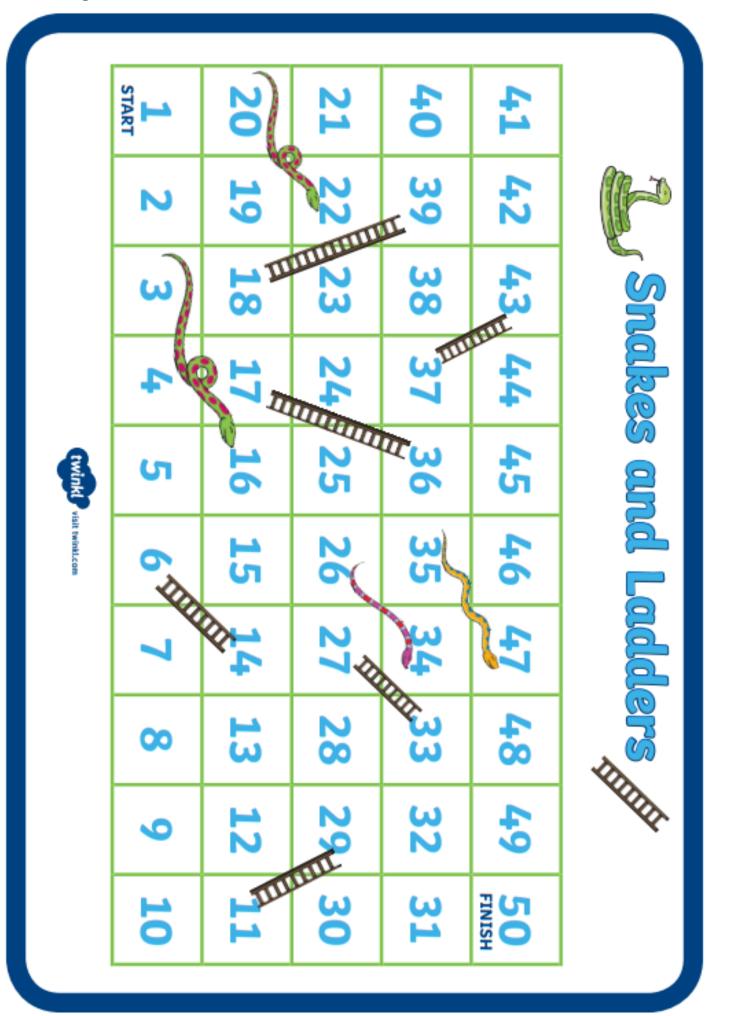


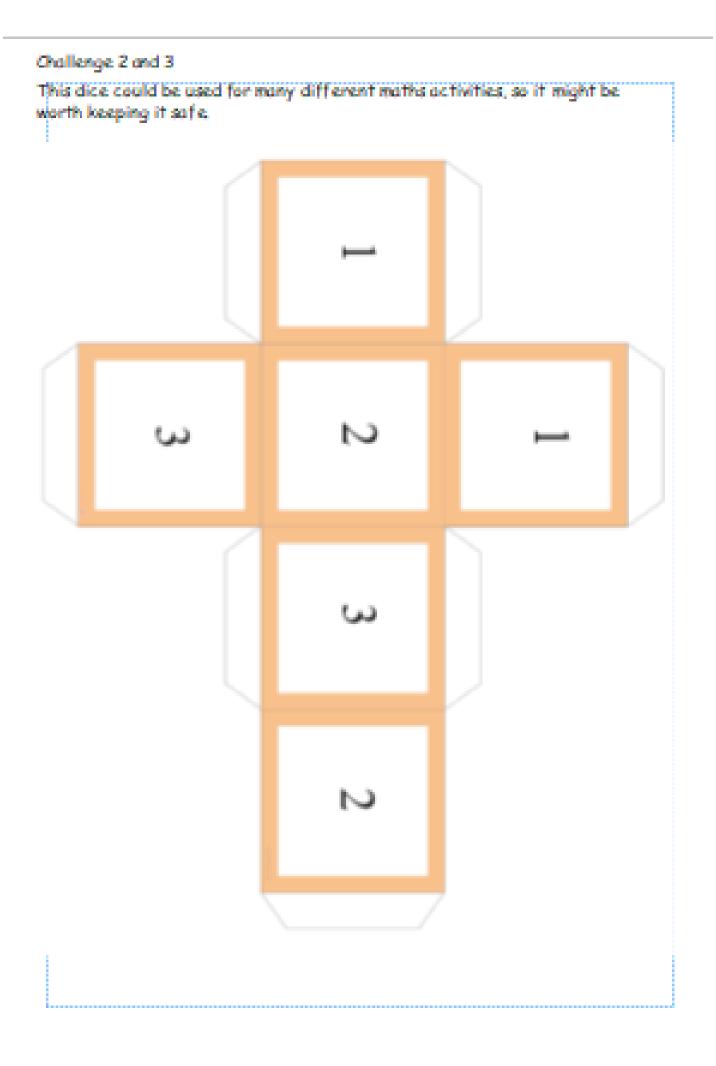
Challenge 2





Challenge 2





Frog Pond Subtraction Game

Try this frog pond game to practise subtraction as you take away frogs from your lily pad and help them jump into the pond.

This is a game for two players.

How to Play

- Begin by giving each player a lily pad board. Place ten frog counters into the boxes shown on each board.
- Place the pond board in the middle of the playing area.
- Choose a player to start the game and roll the dice.
- The number shown on the dice is the number of frogs to take away from your lily pad and jump into the pond.

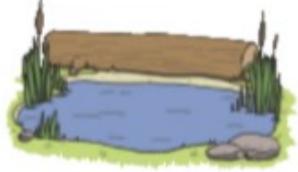




. The player then needs to say a sentence about the subtraction. For example,

'I had ten frogs. Two jumped into the pond. Ten take away two is eight.' Count the frogs that are left on your lily pad to help work out the answer.

- Play then passes to the next player. Continue the game by taking turns to roll the dice and take away frogs from each lily pad.
- The winner is the first person to help all of their frogs to jump into the pond. You need to roll the exact number on the dice to win the game and take away all of the frogs from your lily pad. For example, if you have only one frog left on your lily pad, you need to roll a one on the dice to win the game. If you roll a different number to the number of frogs left on your board, play passes to the next player.



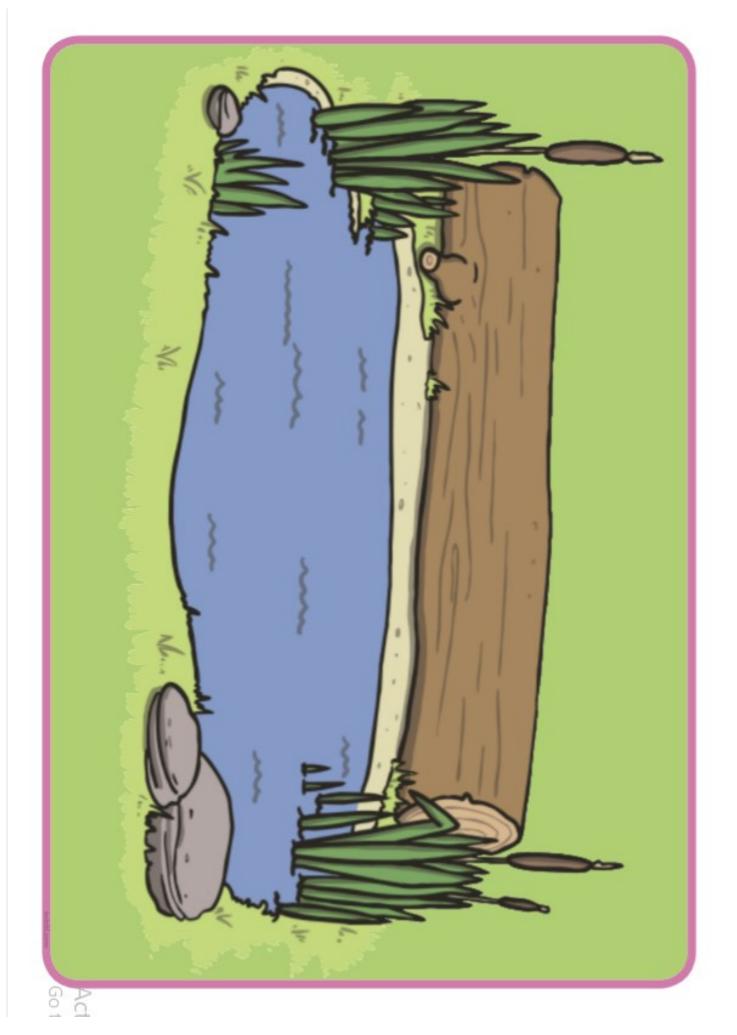




Challenge 3 cont...



Challenge 3cont....



Challenge 3 cont....

