



Week 10 Working from home Menu - Notes 15.6.20

Hello Class 1,

On the weekly menu of activities, I have highlighted in green the activities we intend to complete in school this week. If you are working from home all week please ignore the highlighted green colour and just complete the activities as normal.

This week (15.6.20) we will be looking at 'One Springy Day' – a Percy the Park Keeper story by Nick Butterworth.

English 1

Grammar –This week we are looking at what a suffix is.

– Look at [BBC bitesize website, KS 1, subject – English, punctuation and you will find a guide \(video\) for a suffix](#)

Look at the guide (video), play the quiz and then complete the castle worksheet using these different suffixes ... -ing -ed -er

English 2

Watch the video on 'You Tube' where the author Nick Butterworth reads another of his stories from Percy the Park Keeper 'One Springy Day'

[One Springy Day - A Percy The Park Keeper story read by Nick Butterworth](#)

Then answer these questions ...

- Can you think of 3 things that are the same in 'The Rescue party' and in 'One Springy Day?'
Can you think of 3 things that are different?

- Which story did you enjoy the best? Why?

Nick Butterworth has written at least 18 different stories about Percy the Park Keeper and his animal friends ... and this week we are going to think of a new idea for a Percy the Park Keeper story.

Use these numbered stages to help you plan and write your story.

These are just a few ideas ... I am sure you can think of many more ...

1, Have a really good think about the setting (the park). What is in the park? Woods, a pond, grass areas, a children's play area, a picnic area, a maze What season is it? What is the weather like? Is it early morning or late at night?





 **2,** Who are your characters going to be? (we need to have Percy) but which other animals

 are going to be in your story? Think of some UK animals, they could be the same ones as in

 Nick Butterworth's stories but you could also add new ones ... maybe a frog? a lizard or even

 a fish? (to link with our science work).

 **3,** Use the planning sheet to **draw** your story ideas. Drawing your ideas will help you

 remember your story sequence and details.

 **4,** Using your plan write your own story. Start at the beginning by describing the setting and

 the characters.

 -Remember a good 'story start' sentence (One sunny day, One cold frosty night)

 **5.** Then write the middle of your story ... are the animals playing a game, having a picnic,

 going for a swim, climbing trees, having a birthday party ...

 - Remember to use adjective words (colour, size or description words) to add detail to your

 story. Eg The small brown rabbit ...

 - Remember to use conjunction words (and, so but, because) to join ideas together.

 - Remember to use time conjunction words (first, next, then, after a while, last)

 -Remember to use punctuation (capital letters, full stops ? or !)

 -Remember to use your best handwriting with the correct letter formation and size.

 **6,** Make sure your story has a happy ending ... we all like happy endings!

 **7,** Read your story to yourself and **check check check chicks** for any mistakes.

 I know that is a lot to remember but take a small part of the story at a time, keep checking

 back and look at your plan often.

 **Art** - Nick Butterworth illustrates his own books. In our art activity this week you are going

 to be the illustrator for your story. Remember to draw lots of details for your setting and

 characters ... the illustrations will really help you to tell your story to your audience!

 And finally

 **8,** Read your story to someone else. Use a clear voice and lots of expression, put on voices

 for the different characters ... You could video yourself! and have lots of fun!

 I can't wait to read or see your videos of your wonderful stories ... and see what ideas for

 adventures you have come up with!

 Maths –This week we will learning how to use 'Addition within 100' in our 'using numbers'

 task. To warm up our number brains



Play some of these 'ICT games' on addition '100 hunt' and '+10 depth charger' You will find them on the [ICT games free website](#).

Then are 2 activities to complete this week.

1. 100 square addition game (can you do the challenge?)

2. Number square jigsaws

Length –

Go to [BBC bitesize daily lessons, I want to learn Maths, lessons 18th and 19th May](#) These 2 lessons are about length and measuring. There are 2 worksheets from 'Headstart Primary' to complete, I have put these on to our Class 1 website link.

Please remember to complete the **daily mental maths** short sessions as these are really important for maths and number confidence. Continue with 'Timestable Rockstars' website to practice your times tables with speed!

Science – Last week we looked at the animals in 'The Rescue Party' story, these were mammals and birds. This week we are going to find out about reptiles, amphibians and fish.

Go to '[DKFindout](#)' website, [subjects, animals and nature](#), and then look at [reptiles, amphibians and fish](#) to find out more about each type of animal.

Can you find out which reptiles, amphibians or fish live in the UK or in UK seas?

French – This week we are learning some songs in French. There are a few to choose from so just choose your favourite and learn that.

Keeping in touch

Please remember you can send me pictures of your lovely work on our Class 1 email. Please make sure that it is the Class 1 email otherwise it may not reach me.



class1info@cropwellbishop.notts.sch.uk

I hope you have fun with these activities this week. Stay safe and keep well.



Mrs Bulmer