

## Reception Curriculum Summer Week 3

<b>Wellbeing</b>	<b>Question: Can I think myself happy?</b> Does focusing on happiness make you happy? Is it possible to “think” yourself into being happy all the time by positive thinking?
<b>‘Thought for the day’</b>	<b>Activity:</b> Keep a happiness diary: record one thing every day that made you happy and one thing you are thankful for. Notice how it makes you feel and behave.
Great Eight	Try the Great Eight Challenges – fun challenges suitable for the whole family! See below.

Here are the curriculum activities for the week. You can do them in any order you choose.  
Try to do these this week as next week’s activity will follow on in each subject.

	Day 1 Activity	Day 2 Activity	Day 3 Activity	Day 4 Activity	Day 5 Activity
<b>Topic</b>	<p><b>Expressive Arts and Design</b> <b>Junk Modelling</b> Listen to the story of <a href="#">‘The Little Mermaid.’</a></p> <p>Have a go at making and decorating a mermaid tail out of cardboard and an adult’s sock! <b>(See below.)</b></p> <p><b>Friendship</b> If you met a merman or mermaid while swimming in the sea and they didn’t speak English, how would you make friends with them?</p>	<p><b>Physical Development</b> <b>Den making</b> Can you make a mermaid/merman underwater cave using materials from around your house? <b>(See example below.)</b></p> <p><b>Role play</b> Imagine that you are a mermaid/merman swimming around your underwater cave. Suddenly you come across another sea creature.... Which creature do you come across? Act out what happens in your den and perform your play to a family member.</p>	<p><b>Understanding The World</b> <b>Floating and sinking</b> How do fishing boats stay afloat? What materials are the best to use when designing a boat? Can you make your own boat out of junk modelling? <b>(See examples below.)</b></p> <p>Fill the sink or the bath with water.</p> <p>Does your boat float?</p>	<p><b>Physical Development</b> <b>Fine motor skills</b> Using beads, pasta, paints, ribbon, string or any other materials that you have at home, can you make a necklace or bracelet for a mermaid? <b>(See examples below.)</b></p> <p>Mermaids like to plait their hair. Can you weave a plait using strips of material, ribbon or string? <b>(See examples below.)</b></p>	<p><b>Communication and Language</b> <b>Story bowl</b> Collect different small objects from around your house and place them in a bowl. What’s in the bowl? Can you create a story using the objects inside the bowl? Tell your story to a family member.</p> <p><b>PSED</b> <b>Excellent learners</b> Choose your favourite Home Learning activity that you have completed this week. Why have you chosen this piece of work? Can you upload it to See Saw to show your teacher?</p>
<b>Physical</b>  <b>Keep active every day</b>	<p><b><a href="#">Jumping animals activity</a></b> (See facts below) Look at each animal. Measure out a jumping distance. How many jumps does it take to get to the animal distance?</p>	<p><b><a href="#">Jumping sequence</a></b> (See activity cards below.) Using the animal jumps from yesterday and today’s movement cards can you choose 5 to make a sequence?</p>	<p><b><a href="#">Jumping sequence</a></b> Can you remember your sequence from yesterday and repeat it? Can someone in your family copy it? See how many different sequences you can make.</p>	<p><b><a href="#">Jump to the beat.</a></b> Play your favourite song. Can you jump using the animal jumps or sequence in time to the beat.</p>	<p><b><a href="#">Beat your score</a></b> Pick one of the animal jumps. How many can you do in 30sec? Write down your score. Have a rest and then time yourself again, can you beat your score?</p>





Here are some fun challenges suitable for the whole family.

## Summer Week 3

1. To talk about	Would it be better to go into the future or the past? Why?
2. To do	Jump as many times as you can in a minute. Try and beat your record every day this week
3. To investigate	What happens to your sense of taste when you hold your nose?
4. To find out more about	A monarch
5. To design	A banquet for a King or Queen
6. To learn	To identify three or more types of tree Think about their shape, the shape of their leaves, bark.
7. To draw	The view from your window
8. To create	A small model of your bedroom or a room in your home Use a cereal box/shoe box, household items.

# Support and Resources:

## Day 1 Topic:

### Mermaid tale



Draw and cut out a mermaid fin. Decorate with paints, pens, glitter, tissue paper or any other materials that you have at home. Tape your mermaid fin to a sock. You might need to borrow an adult sized sock!



## Day 1 Physical:

### Animal jumping cards

Rabbit 2m 70cm (2.7m)

Rabbits have extremely strong hind legs which allow them to leap great distances.

They can also jump up to 1.2m high.



Kangaroo 12m



They hop with their powerful hind legs and long feet.

One hop can move a kangaroo forward four times its own length.

The longest recorded kangaroo jump was measured at 12 meters in a single leap, but only from powering along – not from a standing start.

Frog 10m

Many frogs can jump at least 30 times their body length

Some smaller species of tree frogs can jump 50 times their length - this is the human equivalent of jumping the length of a football field without a running start.

The longest frog jump on record measured just over 10m.



Mountain Goat 3m 65cm (3.65m)

Mountain goats spend their days jumping from cliff to cliff.

They have cloven hooves with two toes spread to improve their balance as they pick their way up and down the mountainside.



They can jump 3.65m in a single bound.

**Day 2 Topic:**  
Den making examples



**Day 2 Physical:**  
Movement cards

Can you start on two feet and land on two feet?



Can you start on one foot and land on the same foot?



Can you jump as far as you can?



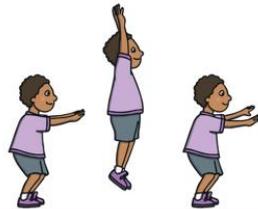
Can you jump in a star shape?



Can you start on one foot and land on the opposite foot?



Can you jump as high as you can?



Can you start on two feet and land on one foot?



Try swapping to land on your other foot.

Can you start on one foot and land on two feet?



### Day 3 Topic:

#### Junk model boat examples



**Junk modelling resources:** glue, scissors, paper, tape, string, paint, pens and empty packaging and container

### Day 4 Topic:

#### Jewellery and plait examples

