Marlboxough Pximary Academy

## Daily non-negotiables:

1) Reading - 30 minutes Group I:

- Phonics sounds
- Spell the words
- Read to an adult Group 2:
- Phonics sounds
- Spell the words
- Read to an adult
- Reading skills - Reading for fun!

2) Spelling - 20 minutes
3) P.E. - Joe Wicks (LIVE at 9 am) or Cosmic Kids.

## Maths

Multiplication sentences using the ' $x$ ' symbol

Watch the vider, complete the activities and check your answers.


Write a recount
Use your plan to help you write a recount about a fun day in half term.

Remember to:
-Write in time order using vocabulary like first, then, next
-Use the past tense
-Make it exciting! Use a word mat to help you.
Practise your handwriting and spellings. Ask an adult to test $y$ ou and don't forget to share on Class Dojo.

## PSHE



Fun Fxiday Challenge: Play the safe/unsafe board game

## Multiplication sentences using

 the $\times$ symbol(1) Complete the sentences.
a)


There are $\square$
equal groups with
in each group.

b)
 in each group.

c)

in each group.

(2) Complete the table.

The first one has been done for you.

| Addition | Multiplication |
| :---: | :---: |
| $2+2+2+2$ | $4 \times 2$ |
| $5+5+5$ |  |
| $3+3+3+3+3$ | $2 \times 10$ |

3 Complete the pattern.
$5 \times 2=5+5=\square$
$5 \times 3=5+5+5=\square$
$5 \times 4=5+5+5+5=\square$
$5 \times 5=$ $\qquad$ $=\square$

What comes next?




## Adjectives

| People | O bjects | G orod feelings | Bad feelings | Size | Time |
| :---: | :---: | :---: | :---: | :---: | :---: |
| adorable <br> adventurows <br> aggressive <br> annoying <br> beautiful <br> caring <br> confident <br> clumsy <br> confident <br> considerate <br> excitable <br> glamorows <br> grumpy <br> happy <br> helpful <br> important <br> intimidating <br> obnoxious <br> $\sigma d d$ <br> talented <br> thoughtless <br> timid <br> handsome | bright <br> clear <br> distinct <br> drab <br> elegant <br> filthy <br> gleaming <br> grotesque <br> long <br> magnificent <br> preciows <br> sparkling <br> spotless <br> strange <br> unsightly <br> unusual <br> valuable | braue <br> calm <br> cheerful <br> comfortable <br> courageous <br> determined <br> eager <br> elated <br> encouraged <br> energetic <br> excited <br> exuberant <br> fantastic <br> fine <br> healthy <br> joyful <br> pleasant <br> relieved | angry <br> annoyed <br> anxious <br> ashamed <br> awful <br> bewildered <br> bored <br> confused <br> defeated <br> defiant <br> depressed <br> disgusted <br> disturbed <br> divzzy <br> embarrassed <br> envious. <br> frightened <br> hungry <br> lonely <br> scared <br> terrified <br> worried | big <br> colorssal <br> enormous <br> gigantic <br> great <br> huge <br> immense <br> large <br> little <br> long <br> mammoth <br> massive <br> meagre <br> mighty <br> miniature <br> minuscule <br> petite <br> puny <br> short <br> tall <br> teeny <br> tiny | ancient <br> brief <br> early <br> fast <br> late <br> modern <br> old <br> quick <br> rapid <br> short <br> slow <br> swift <br> young |



You will need:
A disposable drinking cup
Pipe cleaners
mouth, a pom-pom nose or anything else you want. 3. You may wish to add pipe cleaner antennae, a monster of the cup. It can look as crazy as you like! Stick googly eyes (or draw your own!) onto the front around the outside of the cup. Use the glue to stick this down. 1. Take your drinking cup and cut some coloured paper or felt to fit Instructions

> Scissors Glue
Sticky tape
Pom-poms
Googly eyes
Coloured paper/felt
and put it in your worry monster.
Follow the instructions below, write down your worry on a piece of paper up so you no longer need to worry about them! Worry monsters are great because they read your worries and munch them own worry monster. If you sometimes worry about things like Milton, you may like to make your My Worry Monster



## Safe or Unsafe? Board Game

6. The winner is the first person to reach the finish square. 'aı nof длачм answers are right, you get to move forward two spaces. If they think you what could be changed to make it safe. If the other players think your safe or unsafe. If the card shows something unsafe, you have to explain
7. Look at the picture of the card and say whether the card shows something
'p.מכ $\mathfrak{D}$ dn גכ!
8. Roll the dice and move your counter along the board that number of squares. 2. Decide who will go first. It could be the youngest player, or you could all
roll the dice and the person with the highest score goes first. 1. Each player should put their counter on the start space. :suoupon.ıรsuI

> - Dice

- Safe or Unsafe? Picture Cards
- Safe or Unsafe? Board Game Playing Board
A game for 2-6 players.
You will need:


