

Thongsley Fields Primary & Nursery School

Distance Learning Timetable

Use this timetable as a guide to appropriate learning while you are away from school – you can do any of the tasks in any order during the day.

If you get stuck, ask a parent or carer for help first and if necessary, send your class teacher a message on Tapestry.

Week 1	Maths Time	Activity	Story Time (on Tapestry) 	Phonics
Monday	<p><u>Subitising</u> Make some Subitising cards and practise identifying the number of objects without counting (see Tapestry for more information).</p>	<p><u>Name That Animal</u> Look at the photos on Tapestry and see if you can name all of the farm animals. What do you know about these animals? How many legs do they have? Can they fly? Do they have fur or feathers?</p>	Farmyard Hullabaloo	<p><u>Old Macdonald Had a Farm</u> Sing the song 'Old Macdonald Had a Farm'. How many farm animals can you make the sounds for? Video some of your singing and share it on Tapestry.</p>
Tuesday	<p><u>Picture Card Subitising</u> Look at the picture cards on Tapestry, scroll through them saying how many are in each picture without counting them.</p>	<p><u>When I Went to the Farm...</u> Have you been to a farm before? What did you see? Talk to someone at home about the animals that you saw on the farm. If you've not been to a farm, what do you think you might find there?</p>	We Went to Visit a Farm One Day	<p><u>What's in the Box?</u> Put 4 objects that make a noise into a non-clear box or bag (e.g. packet of crisps, squeaky ball, keys). Move the objects to the make their noise and work out what they are.</p>
Wednesday	<p><u>Photo Subitising</u> Using the photos on Tapestry, try to say how many objects are in each photo without counting them.</p>	<p><u>Draw/ Paint a Farm Animal</u> Think about what your favourite farm animal is, and have a go at painting or drawing a picture of it. Think about the colours that you will need to use and what shapes might be best for each part.</p>	The Runaway Tractor	<p><u>Where Are the Keys?</u> Look on Tapestry for more information on how to play this game. You will need a chair, some keys and a scarf (or something to cover your eyes with).</p>
Thursday	<p><u>Subitising Pairs</u> Make your own Subitising pairs, this could be with dots, stickers or pictures. Turn them over and see if you can match up 2 cards with the same number represented on each.</p>	<p><u>Pet Colouring</u> Go to Twinkl Go and enter the child login code PF8361. This will take you to some pet colouring sheets. Remember that you can colour with your finger or use the paint filler to fill areas of your picture.</p>	The Rhyming Rabbit	<p><u>What's the Missing Word?</u> Sing some familiar nursery rhymes but miss out some of the words at the end of the sentence, can your child fill them in?</p>
Friday	<p><u>Help Farmer Jane</u> Can you help Farmer Jane to count how many animals are in each of her fields on Tapestry? She needs speedy counters because those cheeky animals keep escaping!</p>	<p><u>Where Do I live?</u> Using the document on Tapestry can you draw a line between the animal and where it lives (you can do this on your phone/ tablet).</p>	Hairy Maclary from Donaldson's Dairy	<p><u>Activity</u> Use the phonics sheet on Tapestry and see what you can find that starts with an 'a' sound. Can you find anything else at home which starts with an 'a'?</p>

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Week 2	Maths Time	Activity	Story Time (on Tapestry)	Phonics
Monday	<p style="text-align: center;"><u>How Many Legs?</u></p> <p>Look at the pictures on Tapestry and count how many legs you can see altogether. Remember, some animals will have 2 and some will have 4.</p>	<p style="text-align: center;"><u>Pets</u></p> <p>Do you have any pets at home? Take some photos/ videos of your pets and tell us about them. If you don't have any pets, what would you like to have as a pet?</p>	 The Little Red Hen	<p style="text-align: center;"><u>Loose Part Animal</u></p> <p>Use some loose parts, these could be coins, stones, sticks, bottle tops, pieces of paper, or even food, to make a picture of a farm animal.</p>
Tuesday	<p style="text-align: center;"><u>Counting Animals</u></p> <p>Using the sheet on Tapestry, count how many animals are in each row.</p>	<p style="text-align: center;"><u>Animal Building Blocks</u></p> <p>Go to Twinkl Go and enter the code PF9623. Move the building blocks to create the animal picture. Remember that they are building blocks so you will need the bottom level first!</p>	Pig Gets Lost	<p style="text-align: center;"><u>Vegetable Printing</u></p> <p>Use some vegetables and paint to create some vegetable prints. You could cut shapes into the vegetable or just cut the vegetable in half.</p>
Wednesday	<p style="text-align: center;"><u>Farm Counting</u></p> <p>Use the 'Farm Counting' instruction sheet and the farm picture from Tapestry. Try to find all of the animals that it asks for and answer the other questions as well.</p>	<p style="text-align: center;"><u>Farm Home</u></p> <p>Have a go at creating a home for a farm animal of your choice. This could be a pond, a stable or a field. You could draw, paint, collage, build or use junk modelling to create your farm animal home.</p>	Dear Zoo	<p style="text-align: center;"><u>Follow the Path</u></p> <p>Go to Twinkl Go and enter the code PF0812. Move the minibeasts along the path with your finger, stay as close to the line as you can, and take your time.</p>
Thursday	<p style="text-align: center;"><u>How Many?</u></p> <p>Using the sheet on Tapestry, count how many of each object you can find (using the checklist).</p>	<p style="text-align: center;"><u>Play Farms</u></p> <p>Play farms at home. This could be with toy animals, soft toys, drawings of animals, or you could be an animal. Take on a role in your play.</p>	The Wonky Donkey	<p style="text-align: center;"><u>Making tracks</u></p> <p>Use some cars/ farm animals/ tractors that you have at home and roll them through paint, gloop (cornflour and water), shaving foam and look at the different tracks that you can make. Do they make lines or something different?</p>
Friday	<p style="text-align: center;"><u>Activity</u></p> <p>Look at the numbers, and have a go at drawing that number. You could draw circles, lines, animals, apples, fingers, squares, whatever you fancy.</p>	<p style="text-align: center;"><u>Farm Animal Building</u></p> <p>Make your own farm animal. This could be using blocks, construction toys, playdough, collage or maybe a paper plate. There are lots of lovely ideas on Pinterest.</p>	Silly Jack	<p style="text-align: center;"><u>Playdough</u></p> <p>Using playdough try and make your favourite farm animal. Think about how you can roll your playdough to make the right shape. How many legs does your animal have? Does it have a long neck? Does it have a tail? How could you make it's eyes?</p>