





Maths:

Can you sequence daily activities (using visuals) for example: wake up, breakfast, get dressed etc.

Parents and/or carers - can you talk about the time with your child.

Begin to explore temperature - hot and cold. Link this to the weather - when its cold I need a hat and a coat!

Independent Life Skills:

Can you get yourself dressed in the morning?

Can you brush your teeth or your hair?

How can you help make breakfast?

Can you find your shoes?

Sensory Regulation

Find a safe, cosy space or make a den. Take some of your favourite things with you - how do you feel?

Practice some movement songs with a partner such as 'row, row, row your boat' or 'round and round the garden'

English:

Choose your favourite toys - can you tell us why they're your favourite?

Explore stories about animals.

Can you describe different animals or identify where they live?

Science:

Identify animals that live in gardens or parks - what can you see? Find out where they live and what this looks like...

Explore "forces" such as pushing and pulling at the playground - on a swing or down a slide, pushing up on a seesaw etc.

Free Choice

Show us your favourite places...

Physical Activity/Well-Being:

Find your body parts using songs like head, shoulders, knees and toes!

Practice rolling or throwing a soft ball.

Can you stretch up high or touch your toes? Maybe practice some hopping or jumping!

Foundation Subjects:

Explore toys from the past such as a yo-yo, spinning top, wooden train set, xylophone, cup and ball game, wooden building blocks or a rocking horse!

Create a simple map of your local

PSHE:

Explore toys and games involving fire engines, police cars, doctor kits or dress up...

Spend some time outside and explore nature...how does this make you feel?

Please upload evidence to EfL.

If you are unable to then either:

- ✓ email your class teacher.
- ✓ send an eschools message to your class teacher.
- ✓ or you can bring it in the old-fashioned way.

Thanks for your support in continued learning.

