

# Year R - English - Week 2



	Day 1 Activity	Day 2 Activity	Day 3 Activity	Day 4 Activity	Day 5 Activity
<b>Reading for pleasure</b>	Make sure you have some quiet time for daily reading of something you've chosen. Extra reading books can be found on <a href="#">Oxford Owl</a> website. Please click on the dropdown age box or levels box for different books. Also ask a grown up or older sibling to read to you. You can also find stories being read at <a href="#">Tàta Storytime</a> .				
<b>Phonics</b>	Read Write Inc Lessons at home: <a href="#">SET 1 at 9:30</a>		Read Write Inc Lessons at home: <a href="#">SET 2 at 10:00</a>		<a href="#">Phonics Play</a> for additional phonics games
	<u>Challenge 1:</u> Look at the "I spy..." sheet below. Play "I spy..." identifying the pictures by its initial sound.	<u>Challenge 2:</u> Looking at the "I spy..." sheet below. Pick some words from the sheet and write the word of some of the things you can see E.g. pig, sun	<u>Challenge 3:</u> Using your set 1 sounds write a sentence. You could pick a picture from the "I spy..." sheet to write about.	<u>Challenge 4:</u> Look at the first 5 set 2 sounds below. Pick a set 2 word (or more) from the list below and use in a sentence. E.g. I sleep at night	
<b>Spelling</b>	Revise last week's words. <b>a, I, it, is, at</b> Try writing them in a tray of salt or flour.	Revise last week's words. <b>am, as, be, in, to</b> Try writing them in a tray of salt or flour.	Revise last week's words. <b>and, the, do, no, go,</b> Try writing them in a tray of salt or flour.	Revise last week's words. <b>she, he, you, my, we</b> Try writing them in a tray of salt or flour.	Revise last week's words. <b>by, are, all, like, so</b> Try writing them in a tray of salt or flour.
<b>Handwriting</b>	Penpals Unit 20 (see below) Practising letters <b>h</b> and <b>m</b>	Penpals Unit 21 (see below) Practising letters <b>k</b> and <b>p</b> .	Penpals Unit 23 (see below) Practising letters <b>h, i, t, b, u, n</b> and <b>p</b>	Penpals Unit 25 (see below) Practising letter <b>c</b>	Penpals Unit 26 (see below) Practising letters <b>a</b> and <b>d</b>
<b>Writing:</b>	Access the Reception home learning page for the story "Ten Little Superheroes".  <b>Create a Superhero</b> Draw your own Superhero (Remember the story "Supertato", your superhero could be an animal/fruit/vegetable). Write around your superhero key words to describe his/her powers. If you can write a sentence to describe your superhero.	<b>Design a Superhero Logo</b>  Now you have created your own Superhero he/she needs their own logo which is their symbol and can be used on their suits and cars.  Think about the shape of your logo, the colours. Why have you chosen the colours you have?	<b>Create a Villain</b>  Every Superhero has to try and stop a Villain who would like to take over the world. What is your Villain's name? What powers does your Villain have? How can your Villain be defeated? Draw/write about your Villain.	<b>Write a story about your Superhero</b>  Using words and pictures create a story for your Superhero. How will your story begin? What happens to your Superhero? What does the Villain do? How does your Superhero save the day? Read/retell your story to a grown up or sibling.  Story starters: "Once upon a time..." "One rainy day..." "Along long time ago..." "In a city faraway..."	

Use your set 1 and set 2 sound mats to support your writing.  
 Remember some words are tricky words and you cannot use your sounds.  
 Remember finger spaces, capital letter at the start of your sentence and full stops at the end of the sentence.



a	as	go	his	like	old	some	want
all	at	has	<b>I</b>	look	of	the	was
and	be	have	is	me	said	then	we
are	by	he	in	my	she	there	you
am	do	her	it	no	so	they	your

Tricky words (Red words in bold)

Tricky words = cannot be spelt correctly using the usual representation of sound e.g. "is" will be pronounced but not spelt "iz".



Speed Sounds Set 1

m 	a 	s 	d 	t 
i 	n 	p 	g 	o 
c 	k 	u 	b 	f 
e 	l 	h 	sh 	r 
j 	v 	y 	w 	th 
z 	ch 	qu 	x 	ng 

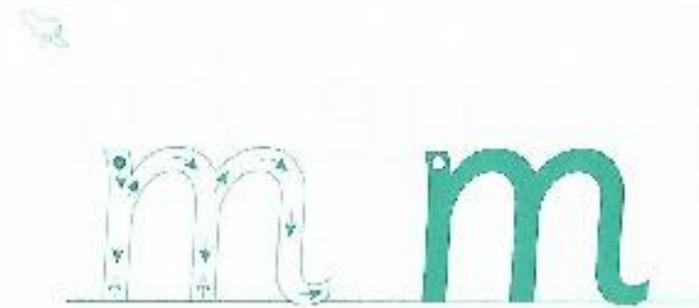
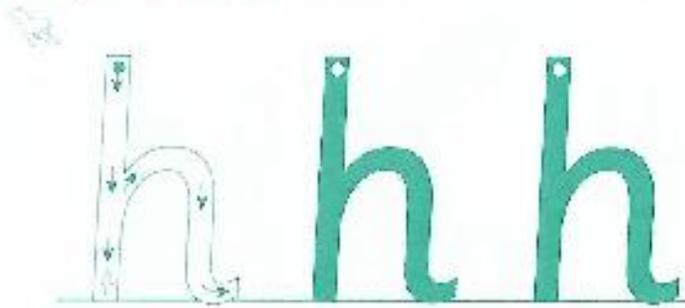
Speed Sounds Set 2

ay  may I play?	ee  what can you see?	igh  fly high	ow  blow the snow	oo  poo at the zoo
oo  look at a book	ar  start the car	or  shut the door	air  that's not fair	ir  whirl and twirl

Speed Sounds Set 3

ea  cup of tea	oi  spoil the boy	ou  shout it out	oy  toy for a boy	
a-e  make a cake	i-e  nice smile	o-e  phone home	u-e  huge brute	aw  yawn at dawn
are  care and share	ur  nurse with a purse	er  a better letter	ow  brown cow	ai  snail in the rain
oa  goat in a boat	ew  chew the stew	ire  fire, fire!	ear  hear with your ear	ure  sure it's pure

1 Finger trace. Say the sound.



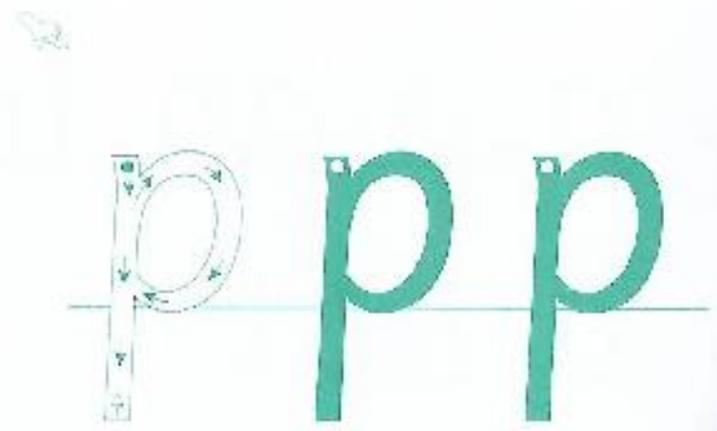
2 Pencil trace.



3 Write.



1 Finger trace. Say the sound.



2 Pencil trace.



3 Write.



1 Finger trace. Say the sounds. Read the words.



2 Pencil trace.



3 Write.



1 Finger trace. Say the sound.



2 Pencil trace.



3 Write.



1 Finger trace. Say the sounds.



2 Pencil trace.



3 Write.



# I spy with my little eye



# Speed Sounds Set 2

Speed Sounds Set 2

ay



ay

Practise reading

Read in Fred Talk, then read the word

play

day

may

way

say

spray

Speed Sounds Set 2

ee



ee

Practise reading

Read in Fred Talk, then read the word

see

three

been

green

seen

sleep

Speed Sounds Set 2

igh



igh

Practise reading

high

night

light

fright

bright

might

Speed Sounds Set 2

ow



ow

Practise reading

Read in Fred Talk, then read the word

blow

snow

low

show

know

slow



poo at the zoo

oo

Practise reading

too

zoo

food

pool

moon

spoon

# Hero Words

brave noble reliable kind

mighty daring mask

strong clever bold

fearless cape selfless



# Villain Words

sneaky cape terrible nasty

evil cloak dangerous

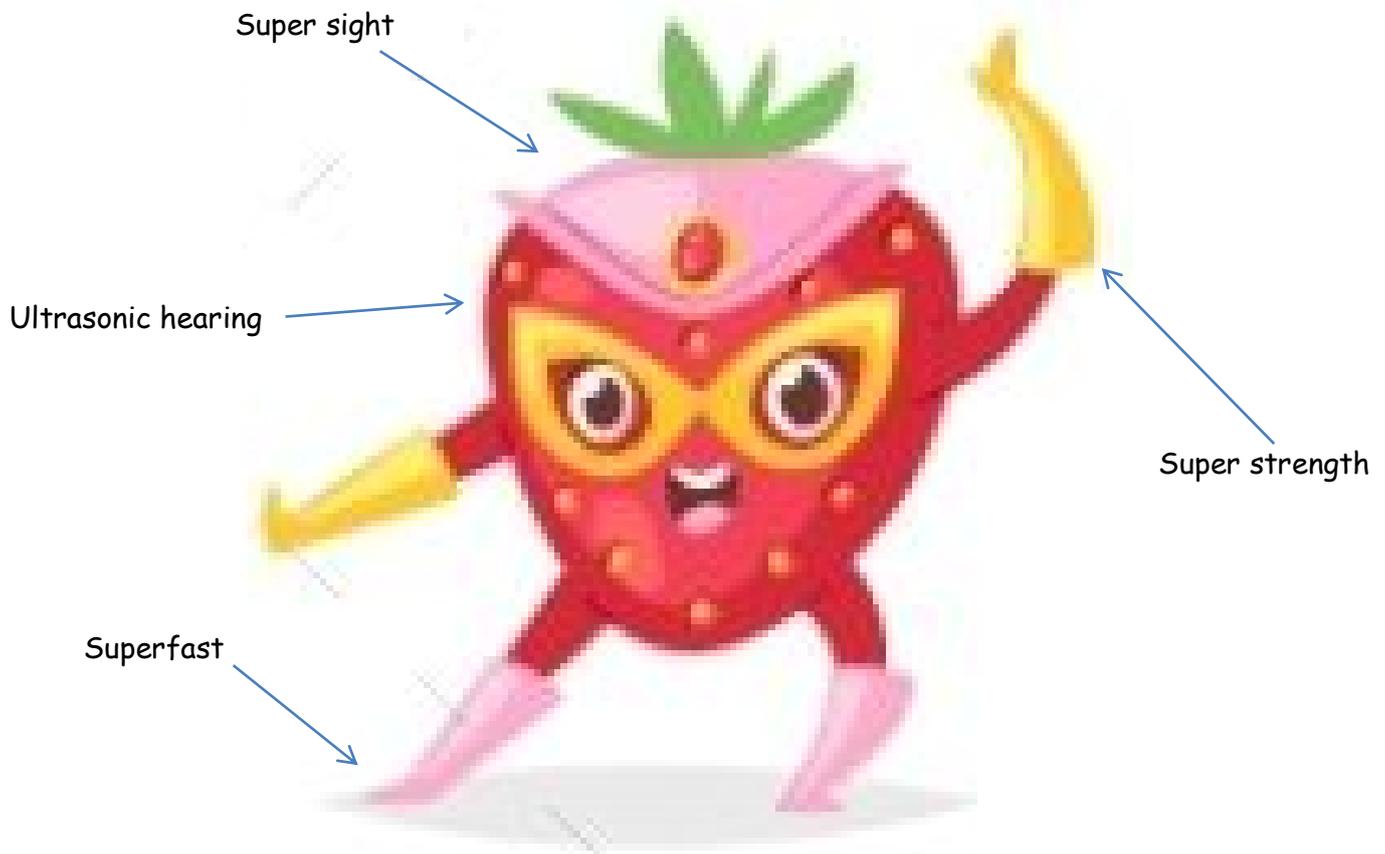
corrupt clever selfish

cackle cruel wicked



# Design a Superhero

This is Superberry!



Superberry is super strong and can lift cars.  
She can run faster than a cheetah.  
Superberry can also see through walls and can hear  
the tiniest whisper.

## Create a Superhero Logo



My logo looks like a strawberry because my Superhero is called Superberry and is a strawberry. The green represents the leaves and a crown.

# Create a Villain

## The Mixer



The Mixer captures different fruits and puts them in a cup so he can chop them up. He can be stopped by turning off the tiny switch on his back.