

	Monday	Tuesday	Wednesday	Thursday	Friday
Mathematics	Work Set on TEAMS during bubble closure.	Introducing Weight and Mass White Rose Maths Sheets	<u>Measure Mass</u> <u>White Rose Maths Sheets</u>	<u>Compare Mass</u> <u>White Rose Maths Sheets</u>	<u>Measure mass in Grams</u> <u>White Rose Maths Sheets</u>
English	Work Set on TEAMS during bubble closure.	Research week! Pick an African animals to focus on this week. You are going to make a poster all about your animal. Today: Find a picture of your animal and draw it, label all of its features.	What does your animal look like? Write sentences describing what your animal looks like. Use commas, adjectives and similes.	Where does your animal eat? Write sentences about what your animal eats- can you describe what it eats?	Where does your animal live? Write sentences about where and how your animal lives then draw a picture of where it lives.
<b>Phonics</b> Look at your reading book. The sticker on the front will tell you what phonics phase you are on. Children on Accelerated Reader are Phase 5 or 6.	https://www.phonicsplay.co. uk/	https://www.phonicsplay.co.uk/	https://www.phonicsplay.co.uk	https://www.phonicsplay.co.u k/	https://www.phonicsplay.co.u k/

Other Activities:								
Monday	Tuesday	Wednesday	Thursday	Friday				
Work Set on TEAMS during bubble closure.	Art Last week you created 4 African pattern designs. From those 4 you need to pick your favourite to turn into a print (back at school) Re draw out your favourite print and explain why you are you going to use it for your printing.	<u>PE with Joe</u>	Art This week in English you have focused on an African animal. Using paint, crayon, pastels, pencils- or whatever you have at home create an A4 picture of your animal and include a patterned boarder like this one:	RE Muhammad and the Black Stone Watch the video about the Black Stone and then think about these question: What was the story about? What is the meaning of the story? Write a sentence about what happens in the story and draw a picture.				