

Week 2 Weekly Planner Kindy

Dear parents, you will need access to a digital device to complete some of the following activities. In the English and Maths lessons, parents and students have particular roles. Please see our support videos on our website to help you with the parent roles.

Monday/ Thursday	Morning		Middle		Afternoon
Task	English		Mathematics		Integration
	<p>Story: Polar Bear Polar Bear What Do You Hear? by Bill Martin</p> <p>Looking at the front cover ask your child to tell you what other animals might be in the story and what place those animals would belong to, i.e. the zoo.</p> <p>As you read take note of the rhyming words (ear/hear) with your child.</p> <p>Discuss the sounds the animals make.</p> <p>Activity 1: After reading, act out the story pretending to be the various animals.</p> <p>Activity 2: You may wish to change the story by adding your own animals, i.e. 'Dog, what do you hear? I hear a cat meowing in my ear.'</p> <p>Animal sounds (Week 2 videos)</p>	Brain Break	<p>Practise: Name writing on the laminated sheet provided at the beginning of the year, with whiteboard marker (in the fine motor kit).</p> <p>Game</p> <p>Subitising: Refer to 'Mathematics in Kindergarten's sheet. This should be a short sharp activity (no longer than two minutes).</p> <p>Using the dice formation cards (Subitising – count with your eyes) in the zip-lock bag in the Home Packs, show each one briefly to your child and ask how many dots they see. Start with lowest numbers first (one to three) so that your child can recognise up to at LEAST three objects/dots over time.</p> <p>Activity 1: Number Hunt: Using the numbers in the zip-lock bags, find the number of objects around the house to match each digit up to 10. Refer to 'Mathematics in Kindergarten' sheet for the Principles of Counting to support your child in gathering the correct number of objects for each group.</p> <p>Songs: Counting song 1-10 Counting Zoo animals</p>	Brain Break	<p>Activity 1: Environmental Sounds: Take time to listen and identify sounds outside and inside your house. If you need to, create sounds for your child to identify, such as, dishes in the sink, the kettle boiling, someone walking on tile etc.</p> <p>Rest Time</p> <p>Activity 2: Create your own environmental sounds using objects around your house and garden. For example, a stick onto a gardening tool or pot plant, pots and pans and feet on the ground. Get creative!</p> <p>Cutting: Choose from the cutting pack.</p>

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Tuesday/ Friday	Morning	Middle	Afternoon
Task	English	Mathematics	Integration
	<p>Practise: Name writing on the laminated sheet provided at the beginning of the year, with whiteboard maker (in the fine motor kit).</p> <p>Picture Talk Using the picture 'Zoo Scene' ask the questions supplied from the sheet Zoo Scene Semantic (comprehension) Questions.</p> <p>Both picture and questions are provided in the Home Resources Pack</p> <p>Support your child in answering difficult questions, through providing a choice of answer, rewording the question or breaking the question into smaller section.</p> <p>Tips are provided on the other side of the question sheet under: Tips for Teaching Semantics to Children.</p> <p>Songs: Elephant song Counting Zoo animals</p>	<p>Game 1: Subitising: Refer to 'Mathematics in Kindergarten' sheet. This should be a short sharp activity (no longer than two minutes).</p> <p>Using the dice formation cards in the zip-lock bags in the Home Packs, show each one briefly to your child and ask how many dots they see. Start with lowest numbers first (one to three) so that your child can recognise up to at LEAST three objects/dots over time.</p> <p>Game 2: Place the number cards one to 10 (from the zip-lock bag), randomly in front of your child. Ask your child to show the number stated. Reverse this by asking your child to state the number when shown a digit.</p> <p>Number Song: Five Little Monkeys</p> <p>Sing the song with actions and discuss the number of monkeys after each section of the song, i.e.</p> <p>How many monkeys still on the bed? How many monkeys have fallen off?</p>	<p>Game 1: Mirror Image: Join palm to palm with your child and have your child mirror your movements.</p> <p>Game 2: Move Your Body Parts: Ask your child to move just a certain body part at a time, imitating you: 'turn your head side to side', 'wiggle your nose', 'snap your fingers', 'open and close your mouth', 'blink your eyes', 'twinkle your fingers', 'tap your toes'.</p> <p>Rest Time</p> <p>Game 3: Scarf Toss: Using a light scarf or piece of material, toss in the air and catch on different body parts.</p> <p>Action Song: Boom Chicha Boom</p>