

## First level Remote Learning Activities

### Literacy

Learning Goal (What learning do you want the children to focus on?)	Learning Task (What does the learner need to do to complete the activity?)	Learning Prompts (Add questions and prompts that will help guide the learners with the activity)	Further Information (worksheet/ Websites/ reference links etc)
To describe a setting.	Think about something you have recently read/watched and describe the setting.	<p>The setting tells the reader when and where a story takes place. Here are some questions you may want to use with your child to help them identify the setting of a story.</p> <ul style="list-style-type: none"> <li>Where does the story take place?</li> <li>When does the story happen? Is it in the past, present or future?</li> </ul> <p>Ask your child to think of something they have read or watched recently. Ask them to draw a picture of the setting and include some descriptive words to support this. Remind them to consider the following points in their completed picture/story</p> <ul style="list-style-type: none"> <li>Where does the story take place? How do you know?</li> <li>Is the story set in past, present or future? How do you know?</li> </ul> <p>Ask your child to talk about their picture/story. What have they included to help identify the setting?</p>	<a href="https://www.bbc.co.uk/bitesize/articles/zcxnm39">https://www.bbc.co.uk/bitesize/articles/zcxnm39</a>
To create a character description	Think about your favourite movie character i.e. spiderman, batman etc. and write a character description. What adjectives can you use to describe your character?	<p>Discuss a story or movie that has a character with 'heroic' qualities. Ask your child:</p> <ul style="list-style-type: none"> <li>Who is the hero in this story?</li> <li>What does the hero look like?</li> <li>What do they wear? Do they have a special uniform?</li> </ul>	



		<ul style="list-style-type: none"> <li>Do they need special equipment?</li> <li>What qualities do they have which make them the hero of this story?</li> </ul> <p>Create your own character with heroic qualities.</p> <ul style="list-style-type: none"> <li>Create a picture (or two) of how you see these 'heroes?'</li> <li>Can you write at least a few sentences about this 'hero?'</li> </ul> <p>Can you include details about why this person is a 'hero?'</p>	
To create a poster	<p>Can you research and make a poster about a person from your local area.</p> <p>Think about the layout of a poster and what information you will need to include.</p>	<p>Think of a well-known person from your area, either past or present, or a well-known place of interest in your local area. The person could be someone who is famous nowadays - a sports person, a musician or someone on TV. It might be an inventor, or someone who is locally well-known for charity work. The place could be a historical monument, well-known park or a tourist attraction. Or it could be your favourite place to visit in your area. Think of three interesting facts about your chosen person or place. Ask adults at home to help you could research this.</p> <ul style="list-style-type: none"> <li>Make a poster to show what you have found out.</li> <li>Remember to draw a careful picture and add a title.</li> </ul>	
To retell a story	<p>Choose your favourite story and using a variety of different props, retell the story in your own way.</p> <p>What characters are in the story? Where did the story take place? What happened in the story?</p>	<p>You could make character masks, dress up and act out yourself (get your family involved), use playdough to make the characters, use teddies, Lego etc.</p> <p>Photograph or video your story</p> <p>Challenge: rewrite the story</p> <ol style="list-style-type: none"> <li>Change the characters</li> <li>Complete a story map (beginning, middle and end)</li> <li>Rewrite story</li> </ol>	

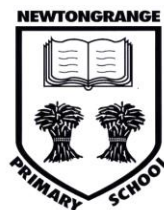


## Maths and Numeracy

Learning Goal (What learning do you want the children to focus on?)	Learning Task (What does the learner need to do to complete the activity?)	Learning Prompts (Add questions and prompts that will help guide the learners with the activity)	Further Information (worksheet/ Websites/ reference links etc)
To explore numbers to 100.	Play the topmarks.co.uk numeracy game 'hit the button' to practise addition, subtraction, multiplication and division.	Can you beat your score every time you play. Practise your addition, subtraction, multiplication and subtraction skills.	<a href="https://www.topmarks.co.uk/maths-games/hit-the-button">https://www.topmarks.co.uk/maths-games/hit-the-button</a>
To sort objects into different groups	Sorting objects into different groups. You could use socks, toys	Eg: sort socks into size, colour, patterns and type	Challenge: Make a bar graph with your findings.
To decode simple message	Can you use different symbols to create a message.	<p>People sometimes use pictures, symbols and codes to send messages. For example, we use emojis on our mobile phones to send ideas and thoughts.</p> <ul style="list-style-type: none"> <li>• Can you use pictures or symbols to create a simple message? For example, for the sentence 'I love sunny weather' you could draw a picture of an eye, a heart and then the sun.</li> <li>• How many different ideas can you create?</li> <li>• Now let's try using a simple code. Write the numbers 1 – 26 in a list, one below the other. Beside each number, write the letters of the alphabet in order. So 1 = A, 2 = B, 3 = C etc.</li> <li>• Try writing your name using this code. Instead of using the letters, use the number beside the letter. For example, Abby would be 1,2,2,25</li> <li>• Can you decode this message? 8,1,22,5 12,15,20,19 15,6 6,21,14 23,9,20,8 3,15,4,5,19!</li> <li>• Now use the numbers to write a secret message to someone else in the house. Remember to put a comma between each number and leave a space between words.</li> </ul>	Record your findings.



To explore coins up to £2.	Can you explore how different combinations of coins can be used to pay for goods and what change should be given.	<p>For this activity you will need a receipt from a supermarket shopping trip, your online shopping order or you could use a supermarket online site to find prices.</p> <ul style="list-style-type: none"> <li>• Ask your child to you find items costing less than £2.</li> <li>• Encourage your child to make price labels for the items they have chosen.</li> <li>• Help your child to order the items from the cheapest to most expensive.</li> <li>• Talk about how many of the items you could buy for £1.</li> <li>• Talk about what the new prices would be if, for example, all items cost 9p more or 9p less.</li> <li>• Help your child to find the total cost of all the items or the difference between the most expensive and the cheapest item.</li> </ul>	
To read and count numbers	Play a game of counting tennis. Start at a random number (0-100) and count forwards and backwards between the players.	<p>You can use any object to pass between players. Start from a different number each time.</p> <p>Challenge 1 – count backwards</p> <p>Challenge 2 – count in 2s, 5s, 10s etc.</p>	<p>Counting to 100.</p> <p><a href="https://www.youtube.com/watch?v=0TgLtF3PMOc">https://www.youtube.com/watch?v=0TgLtF3PMOc</a></p>



## Learning Across the Curriculum

Learning Goal (What learning do you want the children to focus on?)	Learning Task (What does the learner need to do to complete the activity?)	Learning Prompts (Add questions and prompts that will help guide the learners with the activity)	Further Information (worksheet/ Websites/ reference links etc)
To complete a design challenge.	Can you design a robot to help you with jobs around the house. Think about what our robot will need and why.	<p>Think about some of the jobs that have to be done around the house. For example, making the beds, washing windows or brushing our teeth.</p> <ul style="list-style-type: none"> <li>• Can you design a machine or robot that could help with one of the jobs around the house? Draw and label your design to show what the different parts of your machine and what they do.</li> <li>• Use your imagination to think of a good name for your invention.</li> <li>• Write a few sentences about your invention. What can it do and how you would use it? How would it help around the house?</li> <li>• You could try to make a model of your invention using whatever materials you can find (junk, recycling materials, etc.)</li> </ul>	<p>Watch the youtube link to draw a self-portrait.</p> <p><a href="https://www.youtube.com/watch?v=3ouiumHlnmA">https://www.youtube.com/watch?v=3ouiumHlnmA</a></p>
To record discuss and record information.	Think about the different members of your family and create a family tree.	Create a family tree. Discuss the different members of your family. Can you show how people connect to each other using a tree diagram. You can add photographs and gather additional information to create a short biography for members of the family. You can write this down or have a discussion.	
To collect and record information.	To complete a bird watching session. What birds do you see everyday? Can you record this information in a bar graph.	Choose an outdoor spot that is easily accessible where you and your child will be able to see the birds that visit. Ask your child to choose a 15 minute period of time in the day. At the same time every day for 5 days in a row, go to your outdoor spot so that your child can keep a count of how many birds they see during that time. Suggest they record this information in a table. After 5 days, talk to your child about the difference in the number of birds visiting each day. Encourage them to	<a href="https://www.rspb.org.uk/birds-and-wildlife/wildlife-guides/birdwatching/">https://www.rspb.org.uk/birds-and-wildlife/wildlife-guides/birdwatching/</a>



		display this information in some way. For example, they could draw a pictogram or make a bar chart.	
To use digital technologies to explore how to search and find information	Can you investigate using the internet what your ideal pet would be?	What does your pet need? What does it eat? Where does it sleep?	<p>Here are some websites to get you started:</p> <p><a href="https://www.rspca.org.uk/adviceandwelfare/pets/dogs">https://www.rspca.org.uk/adviceandwelfare/pets/dogs</a></p> <p><a href="https://www.edinburghzoo.org.uk/young.scot/get-informed/national/how-to-take-care-of-a-pet">https://www.edinburghzoo.org.uk/young.scot/get-informed/national/how-to-take-care-of-a-pet</a></p> <p>You could display your work as a poster, or talk through the information you have found.</p>
To develop my movement skills through practice.	Practise your throwing and catching skills using a ball or soft object.	<p>Children will need:</p> <ul style="list-style-type: none"> <li>• a ball of any size or a soft object that can be thrown and caught like a rolled up pair of socks</li> <li>• a target such as a bucket, wheelbarrow or box.</li> </ul> <p>With their ball or small object, children can try the following:</p> <ul style="list-style-type: none"> <li>• Bounce and catch with two hands and/or throw into the air and catch with two hands.</li> <li>• Bounce with one hand and catch with one hand and/or throw into the air with one hand and catch with one hand. For more challenge, use alternate hands.</li> <li>• Walk and then jog performing the same actions as above.</li> <li>• If using a ball, can children keep bouncing the ball off the ground basketball style using one hand before doing the same walking and jogging.</li> </ul> <p>Children may be able to make up their own movements, for example moving the ball or object around their waist, in a figure of 8 through both legs, throwing over their head and catching behind them.</p>	