



BRINGING LEARNING ALIVE!

Basic Skills Home Learning Pack

English

EYFS/ KS1 Phonics: Phonics is the first step to children learning to read and write, so depending on the stage of development of your child, phonics activities may need practicing at home. These will include recognising graphemes and phonemes (letters and their sounds), using word mats to learn statutory words and using a phoneme frame to practice writing words. This all goes hand in hand with home reading.

Spelling: Spelling lists are sent home every Monday by your child's class teacher. You will find these in your child's spelling book. These are assessed every Friday in school. Help your child learn these by using the read, write, cover, check sheets in the book.

Handwriting: Children must be able to form their letters and numbers accurately and consistently and should be able to do so by the end of year 1. Once they have established this, they need to learn to join these letters. The laminated handwriting sheets and dry wipe pen in the pack offer easy practice. Simply set your child words/ phrases or a sentence to practice and help them to ensure letters sit/ stand on the line, are correctly joined and consistently formed and sized. It is very important to ensure your child has the correct pencil grip and sits at a table to write.

KS1 & 2 Grammar: Grammar and punctuation are important elements of writing. Children need to know grammatical terms e.g. adjectives, conjunctions, etc. and be able to manipulate their use in writing. Use the grammar bookmark as a glossary of terms and play the grammar games to support writing development.



Basic Skills and Your Role

At Shield Row Primary school we believe that the acquisition of basic skills is the foundation of all learning. Basic skills are the tools we use to learn other things. This Home Learning pack is designed to allow your child to practice and consolidate these skills at home with you. Securing them will make all other aspects of learning easier, therefore practice is essential.

As we all know, children lost a lot of learning time over lockdown and this has left gaps in children's skills and knowledge. We have invested a lot into these packs and we ask that you invest in them too. We appreciate how busy the weeks can be, but your child needs you to make time to support them. 10 minutes per day can make all the difference!

These packs are designed for use as and when you can – but this does need to be frequently.

Let's work together!

Maths

Inside this pack you will find a breakdown of key **basic skills in maths** to show which term we focus on which skills.

Between September and December we target Autumn term skills, between January and Easter we target Spring term skills and between Easter and July we target Summer term skills. For maximum impact, please focus on skills in-line with school.

These skills are typically addition, subtraction, doubling, halving, multiplication, division, ordering numbers and understanding place value. We have included a 0-9 spinner, playing cards (to be used as digit cards), tens frames, double sided counters, maths mats and a bank of activity templates.

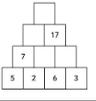
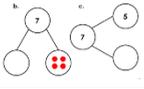
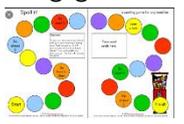
Times Tables: Children are expected to know all of their times table facts by the end of year 4. Any practice of times tables is beneficial. Children should be able to say their tables off by heart, answer quick fire questions e.g. $6 \times 8 =$ and know their corresponding division facts e.g. if $6 \times 8 = 48$ then $48 \div 8 = 6$.

Video clips: Teachers will upload video clips to Seesaw showing you different ways you can use these resources, sometimes setting challenges.

To get you started there are some ideas on the back of this page.

We hope you find these resources very useful.

Resources and Activities

Resources	Activities
<p>0-9 spinner</p> 	<ul style="list-style-type: none"> Spin to create digits and add/ subtract e.g. $U + U = (8 + 6 =)$ or $TU + U = (43 + 6 =)$ or $TU - TU = (38 - 17 =)$ Spin a number and double it/ spin twice make a 2 digit number and double it/ half it Spin to create a 2 digit number, round it to the nearest 10 or find it's complement to 100 Repeat to make a 3 or 4-digit number Spin twice and find the product of the two numbers
<p>Playing cards</p> 	<ul style="list-style-type: none"> Use as digit cards – create numbers and do activities as explained above Create a number from the cards e.g. 426 and ask the value of each digit i.e. $2 = 20$, $4 = 400$, etc. See 'Autumn's top 10 card activities' handout in the pack Turn over two cards – find the sum, find the difference Remove the jokers and kings. Give the following values to the picture cards: Ace=1, Jack = 11, Queen = 12. With a partner, shuffle and deal the cards. Turn one over each and find the product (x). First to call the answer keep the cards. Continue until there are no cards left.
<p>Tens frame & counters</p> 	<ul style="list-style-type: none"> Use the counters to practice addition and subtraction facts with 10, then 20. E.g. $6 + 4$ Practise bridging through a multiple of 10 (e.g. $8 + 6 = 5 + 9 =$ etc.) Doubles and halves to 10+10
<p>Number Pyramids</p> 	<ul style="list-style-type: none"> Select numbers to fill the bottom row. Add adjacent numbers and record in the box above. Repeat until you reach the top. Select a number to go in the top box. Can you start at the top and work your way back down? Time yourself! Race someone! Set someone a challenge and then check it.
<p>Part whole model</p> 	<ul style="list-style-type: none"> Learn your fact families by finding different ways to partition numbers, e.g. $7 = 3 + 4$, so $7 = 4 + 3$, $7 - 4 = 3$, $7 - 3 = 4$ Identify bonds to 10, 20 and 100 (if the target number is 100 what could the 2 circles have in them?) Partition two digit numbers in different ways, e.g. $36 = 30 + 6$ but also $36 = 20 + 16$, $10 + 26$, etc.
<p>Number line/ 100 square</p> 	<ul style="list-style-type: none"> Can you find 1 more or 1 less than a given number? Can you find 10 more or 10 less? Find complements to 100 by counting on in 1s to the next multiple of 10, then count in 10s to 100. Play 'Guess my number' with a partner. Ask questions to try and find its identity, e.g. is it odd? Is it between 10 and 20? Is it in the 3x table? Use your whiteboard pen to cross off numbers not needed. How many questions did you need to find the correct number?
<p>Phoneme Frame (EYFS/ KS1)</p> 	<ul style="list-style-type: none"> Say a phoneme-your child writes the grapheme (say the sound, they write the letter/s) Show your child a picture-they write the word in their phoneme frame Say a c-v-c word (hat, shell, ring, hen, church, etc...) Children write it Generate lists of rhyming words, only changing the initial phoneme Say a word-how many phonemes do you think are in it? Write the word and count the phonemes-were you right? E.g. cat = c-a-t ship = sh-i-p (the phonics/spelling mats will help!)
<p>Phonics/ spelling mats</p> 	<ul style="list-style-type: none"> Say the phoneme aloud, child points to the grapheme Use the mat as a support for finding the correct grapheme when writing words Let the child be the teacher and ask the adult to find the grapheme or say the correct phoneme Write the graphemes/spellings on two bits of paper, turn them over and play a game of pairs Write the graphemes/spellings on two bits of paper and play a game of snap Select a grapheme - How many words can you think of which contain it? E.g. -tch = witch, watch, catch, dispatch, etc.
<p>Clear the board/ spelling game</p> 	<ul style="list-style-type: none"> Use your child's weekly spellings from their spelling book, write each word on a small piece of paper and pile them up face down on the board. Play the game! Use the phonemes the children have learnt and are currently learning Write a mixture of real words and nonsense words. If you land on a real word, get a point; land on a nonsense word, lose a point. The one who finishes with the most points is the winner! Use words from the relevant statutory spelling cards (in the pack) Clear the board →
<p>Grammar Game</p> 	<ul style="list-style-type: none"> Use a dice or the spinner in the pack to play the games on the grammar card Game 1: Dickey Sentences Game 2: Chain Writing Game 3: Open Me Up! Use the grammar bookmark to test if our child knows what a noun is? Verb? Adjective? Etc. Can they give examples of each? Can they identify them in sentences? Scan a page in their reading book how many nouns/ verbs/ adjectives can they find? Ask your child to do a piece of writing e.g. a letter to a friend or relative, a description of a character from their book/ movie, a diary entry, a newspaper report and then sit together and review it. Can they improve some of their vocabulary, add adjectives, use different punctuation, etc. use a different colour pen to edit it together.