Hi F2,

We hope you all had a lovely weekend! We cannot wait to see all of your hard work!

**Literacy –** **Literacy Shed – ‘Tuesday’**

Recap over the story ‘Tuesday’ by David Weiner [The Picture Book Shed - THE LITERACY SHED](https://www.literacyshed.com/the-picture-book-shed.html#:~:text=%20Tuesday%20by%20David%20Wiesner%20%201%20As,different%20animals%20-%20the%20book%20lends...%20More)

Imagine you are a different character from the story e.g. the man in the kitchen. What do you think he might say about seeing the frogs flying?

Can you write a speech bubble about what you would say if you saw the flying frogs?

Please find a worksheet attached on the School Spider.

**Maths – Money**

Recap using flash cards the different amounts of coins and their value. Play the Top Marks Shop game <https://www.topmarks.co.uk/money/toy-shop-money>

Can you make a role-play shop? Can you decide on prices of objects, what is more expensive? What is cheaper? Can you write some price tags for items in your shop? For example: 5p for an apple.

Please find an example worksheet/template on the School Spider.

**Phonics – Consolidation**

Can you practise these phonemes with the caption action ‘th, oa, air, ng, ch, sh’

Recap caption/action for the ‘ear’ grapheme. Can you write it too? Can you write some words containing this grapheme? For example: dear, fear, beard.

Can you write the sound buttons underneath each ‘ear’ word.

**Thematic: What sounds can you hear in the Rainforest?**

Listen to the story ‘Slowly, slowly said the sloth’ by Eric Carle <https://www.youtube.com/watch?v=lZX39Nc20Ys>

Can you think of different rainforest animals that are featured in the story?

Can you create a big rainforest to save the animals using a variety of materials? What does the rainforest need? Tall trees, flowers, vines etc. using paper can you make a rainforest scene and add different animals to it.

**Wellbeing Activity:** Make up a dance routine or song

Have fun and remember to post pictures of your work on Tapestry!

F2 Team