



Wonderful Wednesday 24/6/20

Dear Parent/Carer,

The Nursery team hope that you and your children are safe and well. Here are some ideas and suggestions for a great day with your child. Choose your favourite 3 or do more and if you can, take some photos to share.

Pasta towers! (suggested time 10-15 minutes max)

- Make or use some playdough and make a mound on a flat surface.
- Use some straws or spaghetti and ask your child to stick them into the playdough.
- Now use some pasta or cereal that has holes in the middle.
- Get your child to thread the pasta/cereal onto the straws.
- You could ask them to put a certain number of pieces onto each straw.
- How many pieces are there? Can you count them? Which one has more/less?



Wake and Shake! (Suggested time 10 minutes max)



- Using our story 'The Train Ride', you could think about all the movements that the train or characters make.
- Explore different ways of moving to demonstrate the different parts of the story. The children can move like a horse, like a hot air balloon and a tractor.
- Ask them to think of different movements to represent the different scenes in the story.
- What was your favourite move?
- Can you have a train race with a family member? Who was the fastest or slowest?

Letter jump!! (Suggested time 10 minutes max)

- Write some letters/phonemes onto pieces of paper or card and space them around on the ground.
- You could use letters from your child's name, phonemes they know or all the letters of the alphabet.
- Call out a letter and ask your child to jump onto the letter on the ground.
- Different ways to use the letters: Ask them to jump on letters of their name, spell out a word eg c-a-t, say a word and they need to jump on the initial letter eg snake- jump on s.
- What letters can you say? Can you spell your name? What does ____ begin with?





Maths (Suggested time 15 minutes)



- Write some numbers on a piece of paper using a marker or highlighter. 0 to 5 or 0 to 10.
- Ask your child to say all the numbers they see.
- With a pencil, get them to trace over the numbers staying within the lines of the marker.
- Make sure they are holding the pencil correctly.
- You could ask them to draw some dots next to the number to match. Eg. 3 dots for number 3.
- What numbers do you see? How many dots do we need for number 4?

Snack/Lunch (15 minutes)

- Lets make some apple slice cars.
- You will need apples, grapes and toothpicks.
- Cut the apples into slices/wedges.
- Carefully help your child push 2 toothpicks into each apple wedge to become the car axles.
- Cut the grapes in half and push carefully onto the toothpicks to make the wheels.
- Talk to your child about the different steps you are doing to make the cars.
- Let them push the cars along a clean surface so see if they move!!
- Enjoy eating the cars! (remember to remove the toothpicks before eating)



Playtime

- Stick some paper plates or paper with numbers written on them to a wall in the house/garden.
- Use a soft ball to throw.
- An adult or sibling can call out a number and ask your child to throw the ball at the number.
- Ask your child to identify the number they threw the ball at.
- What number did you hit with the ball? Where is number 2?



Topic Activity

- Lay out a long piece of paper with a variety of mark makers and small world trains.
- Encourage the children to draw the tracks for the trains to travel on.
- They could also draw some of the things the trains pass on their journey.
- What are train tracks like? Encourage your children to talk about the line for the tracks. Why are they straight?



Storytime

- Before choosing a book to read, ask your child to lay out a selection of books they have.
- Ask them to sort them into books by the colour of the book cover.
- Then try and arrange them into a rainbow!
- Choose a book/s to read and enjoy. Maybe read some books with all the same colour cover!



Apps you Might Like to Explore with Your Child



CBeebies Storytime is filled with free interactive story books and bedtime stories for young children and is a great way to enjoy reading with your little one. The library is always growing, with amazing stories featuring all the CBeebies' favourites.

CBeebies Playtime Island contains a wide range of fun and educational games to help children understand the world around them and support the development of core skills. Children can play along with all of CBeebies' most popular characters.



Lingumi provides a course focused on spoken and communicative English. The app provides sets of learning games, speech recognition games and video-based games to help the child grow their grammar and get them speaking their first words.

Kaligo is a digital handwriting exercise book designed to teach children how to write using a stylus and tablet, built on an AI machine learning platform. A self-paced approach enables children to progress at their own speed according to their own ability, whilst AI Machine learning provides real-time corrective feedback.



Fonetti is a Listening Bookshop™ that provides young children with a patient, comforting listening ear to help in the learning-to-read journey, but also with the



added benefit of tracking progress, identifying reading challenges, and highlighting to their adult carers where the most support is needed.

[Phonics websites that you can access](#)

<https://www.phonicsplay.co.uk/#https://www.phonicsbloom.com/>

<https://www.topmarks.co.uk/english-games/5-7-years/letters-and-sounds>