

P1 HOME LEARNING

Issued: Monday 7th October

This home learning grid will last for 4 weeks and is due for completion by Friday 1st November.

Just a reminder that the home learning grid has some compulsory elements (marked with a star) and a selection of other optional activities for children to choose. Each Friday in class children will have an opportunity to share any home learning in their jotters.

Maths

\searrow

In school...

We shall be learning about the days of the week and our daily routines.

At home...

Draw a timetable of the different things you do in a week at school and/or at home, e.g. gym on Monday and Wednesday; swimming on a Friday; rugby on a Saturday.

Literacy

\searrow

In School...

We shall continue to learn the next set of initial sounds.

At home...

Practice reading and building words suggested on our weekly homework letter.

Each week cut out the relevant flashcards to use in word building.

Health & Wellbeing



In school...

We shall be baking bread and gingerbread to tie in with our literacy themes.

At home...

Help an adult to prepare some food. Don't forget to upload some photographs onto your online journal!

News & Other reminders

In school...

The P1 and P2 Hallowe'en party will take place during the school day on Friday 25th October. You are invited to come to school dressed in a costume.

At home...

Please continue to explore signs of autumn as the weather outside changes. You can bring in any autumnal things you find for our tray.

Interdisciplinary Learning & Discrete subjects

Science – We shall be learning about the pattern of day and night.

PE - Object control skills, e.g. throwing and catching

Expressive Arts – Activities themed around Hallowe'en, Diwali and Bonfire Night

Other learning & Wider school life...

House meetings will continue this term. Each house have a different Global Goal to focus upon:

Belmont: #13 – Climate Action Glendevon: #3 – Good Health Murrayfield: #2 – Zero Hunger Rayelston: #14 – Life Below Water

Free Choice

Surprise us!

Cook.	Create	Try
Draw	Explore	Build
or something elsel		

You choose!