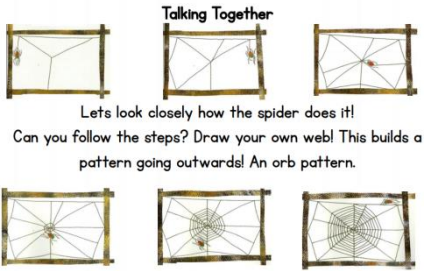


Maths planning and ideas



Week commencing 18.5.20 - Reception: RP and RB

The Very Busy Spider by Eric Carle <https://www.youtube.com/watch?v=nEPYKmlt4dU>

	Monday	Tuesday	Wednesday	Thursday	Friday
	<p>Make and explore pattern and shape Know names of 2d shapes Addition</p>	<p>Addition and Subtraction</p>	<p>Numbers to 20 Addition and subtraction</p>	<p>Addition and subtraction</p>	<p>Addition and subtraction</p>
<p>Activity</p>	<p>Webs are very busy patterns. Have a go at making a web</p>  <p>Talking Together</p> <p>Let's look closely how the spider does it! Can you follow the steps? Draw your own web! This builds a pattern going outwards! An orb pattern.</p> <p>You could add shapes and more complex pattern to it. Have a go at making a 3D web out of string, masking tape or something else. Use 10 or 20 objects (depending on your child's ability) and throw them at the web. How many did</p>	<p>See task sheet</p> <p>Complete the number stories using addition and subtraction. Use the pictures to help or use objects at home to represent the spiders and do it practically.</p> <p>See sheet for today</p>	<p>See task sheet</p> <p>Using a dice (or if you don't have a dice there are a number of dice apps and websites to use if you Google "online dice") play Beetle Drive with a difference: you are aiming to draw a spider, not a beetle.</p> <p>If you wish, you could make a similar game of your own.</p>	<p>Topmarks Daily 10 activity</p> <p><a href="https://www.topmarks.co.uk/maths-games/daily10">https://www.topmarks.co.uk/maths-games/daily10</a></p> <p>Use the Top Marks website Daily 10 game. You can differentiate the activity according your child. Select the Level 1 and addition. You can choose Up to 10 or Up to 20 adding one. Once you have selected the activity, you can choose how many seconds your child has to answer each question on paper and the answers are given at the end. They could play again and try to beat the score.</p>	<p>Topmarks Daily 10 activity</p> <p><a href="https://www.topmarks.co.uk/maths-games/daily10">https://www.topmarks.co.uk/maths-games/daily10</a></p> <p>Use the Top Marks activity as yesterday but this time choose Bonds to make 10 or Bonds to make 20. As yesterday, answers will be shown at the end and you will be able to mark them with your child. If your child needs to tell you the answers to write down, that is fine. Alternatively, you could write the number on a line and your</p>

	<p>you get in the web? How many didn't? You could make a big web on the floor- drawn on paper- chalk on the floor outside or from masking tape on the door frame. The objects could be pom-poms, small balled bits of paper or foil or anything to represent the flies. The aim is to count and add o if you get 6 flies in the web how many missed? If 3 flies missed, how many are stuck? Emphasise "6 and 4 make 10; 7 plus 3 equals 10"</p>			<p>Or if they found it quite easy, play again and give fewer seconds to answer each question. If your child struggles to write the numerals, they could just say the answer aloud for an adult to write.</p>	<p>child can point to the answer. Remember you can give 3 second per question up to 20 seconds or simply give unlimited time by selecting manual</p>
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