

Tuesday 23rd June

Theme - 'You are capable of changing a situation, become an explorer of tomorrow'

Step 1 - "You are capable of changing a situation..."

Have a look at this picture:



Discussion Points - Now that you have seen the picture, let's think about what we have seen. Here are some questions to really focus your thinking. Talk about them together.

Have a really close look at the picture and tell someone what you can see. What do you notice? Is this real? Do you think this picture would be fiction or non-fiction?

<p>Where did her journey begin? How do you know?</p>	<p>Where will she go on her adventure? What different things will she encounter?</p>	<p>What do you think her parents would say? What would your parents say?</p>
<p>It was unexpected. Why was it 'unexpected'? Can you define 'unexpected'?</p>	<p>How will she get back home?</p>	<p>How might she be feeling about the adventure?</p>

English task

Tasks -Early Years

Can you draw another place she might visit on her adventure in the bath?

Reception- Tell me where she went and what she did by writing a sentences;
She went to the _____ and she _____ .

Tasks - Key Stage 1

Verbs are actions/doing words. Can you think of a verb that would match with the following nouns to describe what they are doing?

E.g. water - trickled

Bath

turtle

water

sun

the girl

fish

plug

shower curtain

Can you put them into sentences?

Tasks - Lower Key Stage 2

Story starter!

She knew that it hadn't been a good idea to leave the tap running, but now she was starting to enjoy herself...

Draw a plan to show what happens on her adventure. Where does she go? What does she do? Think about your five points: Beginning, middle, problem, resolution and ending.

Now use your plan to help you to write the rest of the story.

Tasks - Upper Key Stage 2

The girl in the picture is embarking on a very unusual adventure. What do you think she will see? Which creatures will she encounter?

Write a dialogue between the girl and a talking sea creature she meets on her way, it could be the turtle in the picture or a different creature of your choice.

What will they say to each other? How will the sea creature react to the girl in her bathtub? How will the girl explain her journey so far? How will the conversation end? Will the sea creature agree to help the girl?

Be imaginative and creative with your ideas!

Remember to punctuate direct speech correctly using inverted commas. Avoid using 'said', and include interesting speech verbs in your dialogue instead!

Once you have finished, you could role play the conversation with a family member or friend in your class.

Well-being task



"Sport is amazing! Give everything your best, try new things and never give up." Samantha Kinghorn, wheelchair racing.

Today you are going to become an athlete in track and field. You can choose your event, challenge yourself and capture the memories.

Take a look at the challenge card, think about which track and field event you'd like to attempt: running, long jump, hurdles or the triple jump. Remember throughout to consider the five ways to wellbeing.

Maths task

Mrs Wilson has two glasses of water.



Watch this short clip to see what she starts to do:

<https://drive.google.com/file/d/1-1kmaBnsgqssA79BeIXZoSTcxK28sdJb/view?usp=sharing>

What do you think will happen next? Watch the video by clicking the link:

https://drive.google.com/file/d/14GzMwU5rhBZpkDv2jrT_6f1JyeDB44wq/view?usp=sharing

Are you surprised by the result?

Can you explain what is going on?

Outdoor Learning

Charades

This game can be played in pairs or groups.

Animals and insects are fun ideas for charades.

Make a list of animals and insects that can cause some laughs and are easy to act out.

Here are some examples:

Bumblebee, bird, cat, dog, elephant, giraffe, fish, cow, spider, worm, snail, rabbit, snake, sloth, pig, meerkat, mouse.

Try to think of your own.

Challenge each other to guess which animals or insects you are miming. No speaking or sounds aloud!

Once you have guessed the animal, challenge each other to hunt, move and eat like that animal. You can use sounds now!

Have fun.

