



Our Learning



This Week

Monday 29th June to Friday 3rd July

This week we have introduced our new mathematical topic which is measure. To do this we used boxes with different lengths of ribbons to pull out and compare. It was so exciting choosing which ribbon to pull and guessing how long it was going to be! This gave us the opportunity to talk about and learn the vocabulary of length, long/ short/ longer/ shorter and the same. Then we had great fun as we were all given a piece of ribbon that was the same length as our arm. We were challenged to find objects in the environment that were different or the same length as our measuring ribbon. This was a very interesting activity which promoted much mathematical conversation.

The children continue to especially enjoy our Forest School activities. Following on from the children's interest exploring clay last week which they absolutely loved using to create wonderful sculptures of people. We have supported them in sculpting it to create a face and then used natural materials such as sticks, leaves and flowers to represent eyes, noses, mouth and hair. We were so impressed with the beautiful faces they designed and we used them to decorate our garden by pressing them into the bark of our trees.



Next Week

Monday 6th July to Friday 10th July

We are going to become robots and play a special game which will help to develop our understanding of directional vocabulary. We will pretend to be programmed to go forwards, backwards, turn, past and through.

During our time together we will be reading the book 'Dangerous' about a mole who loves labelling things. The children will then, as part of our 'write' goal have a go at making their own labels.

At Home

You may like to suggest that your child pretends to be a robot and ask them to move using directional language such as '3 steps forward, 2 to the side, turn around and freeze'. Have fun in the garden or at the park using natural resources such as sticks, leaves, daisies to create pictures.

This week our key words are **label, Hapa Zome, uniform, direction and farm.**