

Year R Home Learning W/C 1.6.20

Topic: Water

Communication and Language

- Play some listening games. This could include going on a sound hunt and seeing what you can hear (in the house or out on a walk), hiding noisy objects such as crisp packets and crinkly plastic bottles in a box and guessing which is making a sound, or even playing hide and seek with a noisy object like a mobile phone playing a song and seeing how quickly you can find it.
- 2. Tell a mermaid themed Helicopter Story. Try to add some extra detail.

R R	What do they look like? Do they have a name? What is special about them? What are they good at?
*	What can you see, hear and smell in this place? Do they live there or are they visiting?
••	How does the character feel? Why did the problem happen? How does it affect the character?
	Who thought of the idea? Will they need help to manage it? How do they feel afterwards?

3. Record a message on video for your friends – you could even send it to your teacher who can play it at school.

