

Experience Planning W/C 1st June Year 1/ 2

Literacy:

Read 'Where the Wild Things Are' by Maurice Sendak. There are lots of readings of this on Youtube and there is also a film. There is a word mat and a vocabulary list on the Home Learning page to help with ideas and spelling.

Task 1:

L.O: I can invent my own character based on a familiar book

Invent your own 'wild thing'. We have recently learnt about habitats. Think about where your creature lives. It may affect what it looks like (e.g if it lives in the trees it may have very long arms, if in water it may have flippers or smooth skin). Is it nocturnal? This may also affect its looks (bigger eyes or ears for example). Draw your creature in the middle of a piece of paper. Think of some adjectives, adverbs and similes to describe your character and write them around the edges.

Task 2:

L.O: I can describe my character using adjectives, adverbs and simile.

Now write a description of your 'wild thing'. Bordered paper is provided in Home Learning but you can write on any paper. Think about the following:

- What it looks like
- What it smells like!!!
- What it sounds like
- What it eats
- Where it lives
- Its habits/behaviours

Task 3:

Year 1:

L.O I can retell a story using exciting descriptions.

Rewrite of the story of 'Where the Wild Things Are'.

Remember to:

- Write in clear sentences with capital letters and full stops
- Use some joining words such as 'and, so, but then'
- Use some adjectives to describe the things Max saw, felt, heard, smelt

- Use the common exception word list to spell these words correctly
- Use your phonics to spell other words

YEAR 2:

L.O: I can rewrite a story in the first person and show how the character felt about events.

I would like you to imagine that you are Max and you are writing the story as if you are him. Try to include how you would have felt landing on the strange island and meeting the wild things.

Remember to:

- Write in the first person (using 'I')
- Use capital letters and full stops
- Use different sentence openings
- Describe characters, events and feelings using adjectives, adverbs, simile
- Use phonics and spelling rules to spell unknown words
- Read through your work and check it once you have finished. Underline 3 words you think you have spelt incorrectly and go back and correct them. Check your writing makes sense.

Geography:

L.O I understand what a key on a map is for and can use one to locate places

I can use coordinates on a map to locate places.

Task 1: Complete the sheet provided on coordinates. Remember you go along the horizontal axis first then up the vertical.

Task 2: Look at some maps and atlases. Can you find the key? What is a key? What is it used for?

Make a map of the wild things' island. If you have squared paper you can design your own island shape. If not, then use the outline provided. Make a map) Draw the different features of the island, e.g. forest, beach (you can add some of your own ideas of what might be on the island too) and places that Max and the wild things might visit.

Make a key for your map. Make sure your drawings/symbols are clear so that someone using your map understands what the different features/places are.

ART/DT:

L.O: I can select and work with different materials appropriate to my task

I can cut and join materials in different ways

You can choose from the following activities this week. Please try at least one and HAVE FUN!

- Make a model of your wild thing. You can use junk such as boxes, paper tubes, packaging etc. You could go outside and make it with natural materials such as leaves, old branches, twigs etc. If you are feeling ambitious you could make your own costume and dress up like a wild thing. PLEASE send us your photos.

Here are some ideas.





The Home Learning page has some templates for masks. You could use these for the basis of your own masks/models.

If you have plasticene/ clay or something similar you could try making a wild thing on the trunk of a tree like this:



- Look at some pictures of jungles. Make a collage of a jungle. Again you could use anything (ask parents first please). It could be odds and ends of fabric, ribbon, sequins, feathers or it could be natural materials found outside on the ground. Think about the colours you would choose.

- Make a model of Max's boat. There is a template to cut out and if you want to use that one first then do. Can you design and make a model of a boat that Max could have used to get to and from the island. It can be any design and you can make it out of anything. If you have been doing a lot of lego models maybe try something different this week.