



Language and Communication

- Create Treasure Baskets- find interesting and unusual items from around the house (metal jugs, egg cups, utensils, material). Place the items into a bag or basket and then allow your child to explore the items, introduce lots of describing words like spiky, shiny, rough. Hide an object in a 'mystery bag' and give clues to what might be inside
- Tap out syllables to break up your name on musical instruments
- Play guessing games such as think of an animal and model giving clues to help your child guess the animal

Physical

- Make an obstacle course outside like Ninja Warrior, what can you use to travel over, under and through? Time yourself to complete the challenge using a grown up's phone, can you improve your time?
- Make a bowling game with toilet rolls
- Storytelling with homemade puppets use old socks, lolly stick and straws

Literacy

- Read stories range of stories, try some non-fiction or unusual books
- Read poems
- Sing nursery rhymes
- Oxford Owls reading books

• Mathematics

- Water play in the bath scooping, pouring and measuring
- Bigger and Smaller games describing the 3 Billy Goats Gruff or using Goldilocks
- Sing number songs, such as 5 currant buns or the Everybody Get Up counting song
- Can you make a shop with your toys and practise buying things with the coins?
 - Ask a grown up to show you how to make paper aeroplanes or use YouTube to help.

Test them out outside, measure the distance with footsteps. Which one goes the furthest?

Understanding The World

 Go on an old photo hunt in your house. Get mummy and daddy and grandparents to get out their old photos and talk about them to you.
How have people changed? What was different when mummy and daddy were younger? and when Grandparents were younger?

Expressive Arts and Design

- Junk modelling-go on hunt for used boxes, tubes and pots. Can you make an amazing model with them?
- Draw, paint or make a model of a spring flower.
- Threading pasta on to wool or string
- Painting with water in the garden