Day 2

	At GLD	Working towards GLD	Working towards GLD	
PSED	Check how all children are – any worries we need to deal with (Huge bag of worries)			
Phonics	Recap er ur ir sounds – same sound, different spelling. Today focus on ur. Read: spur, burp, curb, fur, lurk. Read polysyllabic words: twisting, printer, shelving. Write: burst, turnip, blur, burn. Dictate: My turnip burst and hurt my hand, I had to turn and run.	Flash through initial code plus ch, sh, th, qu, ng, ai, ay, ee, y, igh, ie, oa, ar, oo Recap ow/aw sounds – same sound different spelling. Today focus on aw. Read: flaw, dawn, straw, squawk Sound swap: saw – paw – pie – tie Read polysyllabic words: clicking, morning, longest. Write: hawk, saw, fly Dictate: The hawk bit my paw, I saw it fly away.	Recap sh and ck – two letters one sound. Read: sham, mush, mash, Josh, mack Sound swap: mush – much – mud – bud. Write: shell, bash, shop, chad. Dictate: I get a shell in the shop. I give (giv) it back.	
Maths – Number	OM – 2s , 5s and 10s Continue with yesterday – HA children can add total and start to subtract from 20p (only give strips that total less than 20!). Other children can have calculations at differing difficulty			
Maths – SSM	Children to have a couple of strips of money each. Using the ice cream slide go through each coin to discuss what each coin would buy. Show different combinations, calculate total together and then children to hold up correct coins.			
Speech and language – Literacy	Recount story of Peter's Pebbles – what happened at the beginning of the story, the middle and the end? Chn to write their own story with a b m and end. Aim for 2 sentences for each	Recount story of Peter's Pebbles – what happened at the beginning of the story, the middle and the end? Children to think of 3 sentences about their own pebble. What is on their pebble. What happens when it comes alive? what happens in the end?		
Art/creative	Painting their pebbles			

Handwriting	Practise writing small letter digraphs – ai, ee, oa, oi, ar, ie, oo		
Reading			