

Year 1

Monday 8th-12th June

Week 2: Percy the Park Keeper – The Rescue Party.

Before completing any of the activities below, please read or listen

(<https://www.youtube.com/watch?v=aHPHmJXeWew>) to The Rescue Party by Nick Butterworth.

English - Make your own character puppets and retell the story of The Rescue Party! You could go out into the garden and perform this to you family.

Maths – measuring. Use your hands, feet and sticks to measure things you see at the park. How long is the bench using my feet? How high is the bench using my hands? Can you find anything that's the same size? You might compare the length of leaves and flower petals.

Science – Habitats. Look around your garden/local area and see if you can find any animal homes. Why might they choose to live their? Are all the habitats the same/different?

Art – using leaves, sticks and stones how many animals from Percy the Park keeper can you make?



Computing - Continuing with the weekly PurpleMash 2Do Activities.

DT - Make a new park for Percy and the animals! You can use natural resources or junk modelling, pencils and felt tips to help.

Geography – Make a map of your local park. Draw all the different features you can see such as: bins, park, café, path, bushes, trees, lampposts.

Music – make a woodland instrument using natural resources you can see around you or in a field.

P.E – Ask an adult to call out an animal we would see at the park. See if you can move like the animals. You could involve your family in this game too! Run, Rabbit Run! This game is the same as 'it!' Ask an adult or your family to join in and one person is a rabbit, one person is a fox.