Afternoon Activities- 'Three Billy Goats Gruff'

Please complete one of these activities for your home learning each afternoon and share what you have done with your teachers on Tapestry.

RE	Think of something you can give up for Lent or something extra you can do and write a Lenten promise. Keep this safe so you can see if you achieved it when Lent is over.			Create an altar in your house using purple. You could include a candle, a Bible and pictures.			
Literacy	Make a 'Wanted' poster for the troll.	Practise writing your name the sounds you know.				e and all of	Write your own version of the story by changing the characters. Which animal could you have crossing the bridge instead?
			S	a	t		
Maths	Practise writing all of the number do this in any way you like!	rs that y	n ou kno	ow. You	p u could	you can	number walk and see how many different numbers find. Keep a checklist of the ones that you find. the biggest number you can find?

Understanding the World	Have a look at some different farm animals and what their young are. Can you make a poster of these?	Choose a famous bridge and see what you can learn about it. What doors it look like? Where is it? Can you make a picture/model of it?			
Expressive Art and Design	Make an instrument to use to make the noise of the goats getting across the bridge.	Make a picture of your favourite character from the story.			
Communication and Language	Play a listening and attention game with the children. Place a number of items from the story on a tray and cover with a blanket. Ask the children to guess how many are there, then double check by counting. Remove one of the objects, can they say which one has been removed?				
Physical Development	Have a go at <u>this yoga session</u> all about a farm.				

Personal, Social and Emotional	Talk about favourite foods. The goats' favourite food was green grass - what are your favourite foods? Do you like the same food as the rest of your family? Discuss different likes and dislikes and the children's favourite foods to eat.
Development	