

Vocabulary Dozen	
Fairy Tale	A children's story about magical and imaginary beings and lands
Traditional	existing in or as part of a tradition; long-established
Story Opener	It sets the tone for the story that is to come eg Once upon a time; One day...
Setting	the place or type of surroundings where something is positioned or where an event takes place
Sequence	a particular order in which related things follow each other
Alternative	(of one or more things) available as another possibility or choice
Traits	a distinguishing quality or characteristic, typically one belonging to a person
Predict	say that something will happen in the future or will be a consequence of something
Questions	a sentence worded or expressed in a certain way to find out information
Estimate	roughly calculate or judge the value, number or quantity
Pattern	decorate with a repeated design
Replicate	make an exact copy of; reproduce

Story settings



Construction site



Test material strength (build with) :



Make your own bridges



Communication, Language and Literacy ideas.

- Extend vocabulary through our **Word of the Week**
- Encourage imaginative play, taking on different roles, using props
- Understand humour—tell jokes, say funny rhymes
- Answer 'how' and 'why' questions in response to a story
- Answer questions as though you are a character from a story
- Try to use story language in your play and when writing
- Make up simple sentences—when reading & writing—start to use capitals and full stops
- Use story openers eg **Once Upon A Time** & look at the sequence of a story. Think about alternative endings to stories—what could happen?
- **Any work at home, bring in or share on Seesaw.**

Mathematics ideas

- Notice number patterns to 20
- Recall number bonds for numbers 0—10
- Understand how numbers to 20 are composed e.g 15 is 10 and 5,
- Begin to realistically estimate how many/how much?
- Find out how many more have been added and how many have been taken away
- Find the missing number up to 20
- Replicate a friend's model
- Use mathematical language to describe shape eg 4 sides, corners, etc
- Use shapes to make structures—do they balance, are they secure—problem solve.
- Understand odds/even numbers and double facts

Topic books

