

Home Learning Pack

Supporting Resources

Open Age



Take a picture while you work through this booklet and tweet us @ClassroomSecLtd using the hashtags #CSKids and #HomeLearningHero to be in with a chance of winning a month's subscription to classroomsecrets.co.uk.

The activities in this pack can be used with any age group. They are designed to support children with specific needs. Not all resources in this pack will be needed for every so pick and choose which ones will best support your child. Included in this pack are:

A Visual Timetable

A visual timetable is used to provide a structure and daily routine for your child. It can ease potential anxieties caused by changes in routine.

Pages 3-6

- Print out the page entitled *Today's Activities* along with the images on the following page and display it somewhere that will be visual to your child throughout the day.
- At the start of the day, discuss the activities that are planned with your child, and display them on the *Today's Activities* timetable. It is important to do this with your child so that they can see what activities are coming up in the day.
- As each activity is completed, your child may find it useful to remove the activity, so that they can see that it is finished, and what is happening next.
- If you have an older child who recognises the time, or is learning this skill, you may wish to print out the clocks to display above the activities. The clocks show time to the hour and to the half hour, and there are some blank ones provided for you to draw on if other times are needed to suit your routine.

Fine Motor Skills Worksheets and Activities

Fine motor skills are the ability to make movements using the small muscles in hands and wrists. Some children find difficulty in linking these small movements with what they can see. These pages will help work on these skills.

Pages 7-13

- Independent activities with instructions for children to complete to develop their fine motor skills.

Pages 14-15

- Ideas for shared activities you could work on with a child at home.

Memory Games

Memory games work on children's cognition. This is the mental process of acquiring knowledge and understanding. It is an essential skill for learning so playing games to develop this skill is beneficial.

Page 16

- Ideas for shared activities you could work on with a child at home.

For other Resources and Ideas:

- Go to <https://kids.classroomsecrets.co.uk/> for video tutorials to support the maths in this pack as well as interactive games your child can play
- Access resources for all areas of Year 1 learning including activities just like the ones in this pack for just £4.83 for a full month on www.classroomsecrets.co.uk

Today's Activities

Morning

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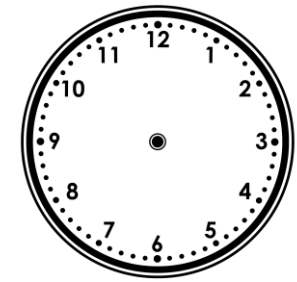
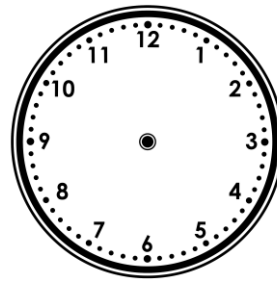
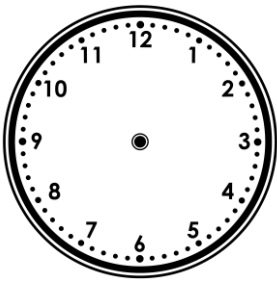
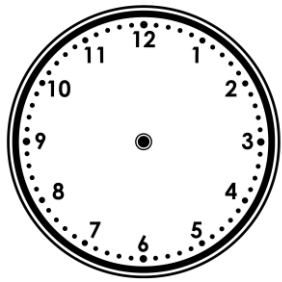
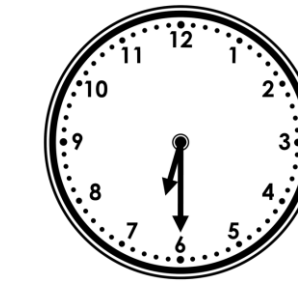
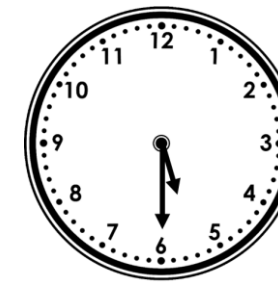
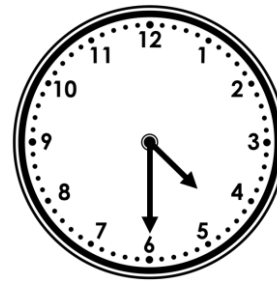
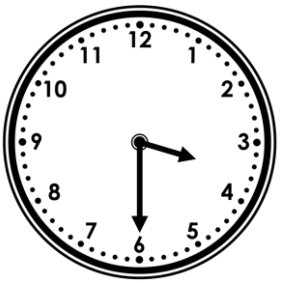
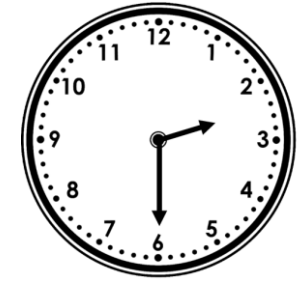
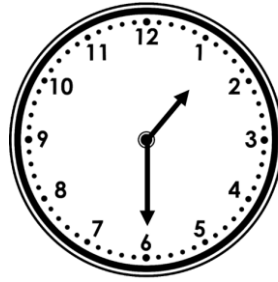
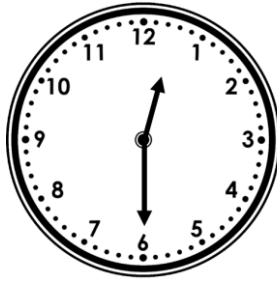
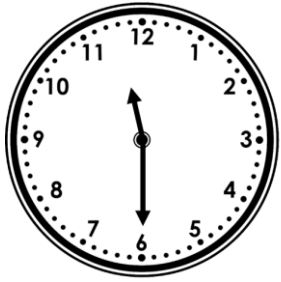
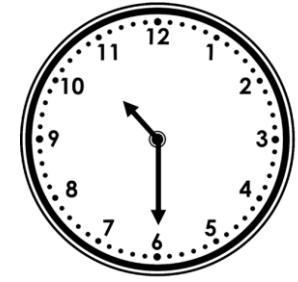
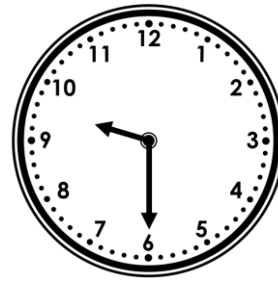
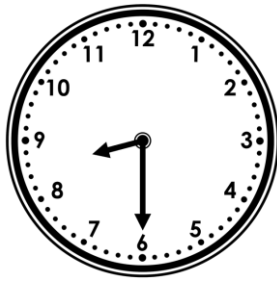
Afternoon

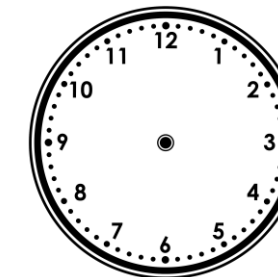
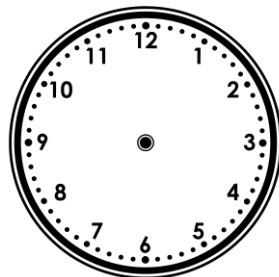
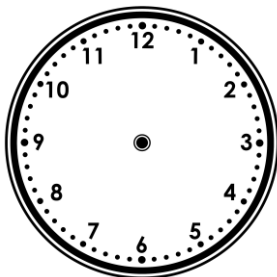
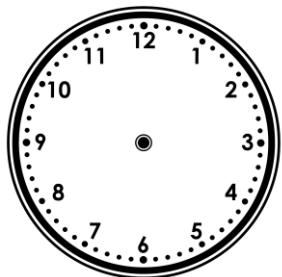
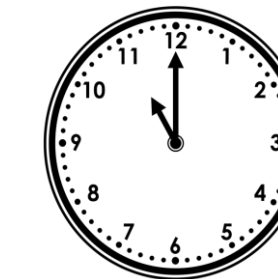
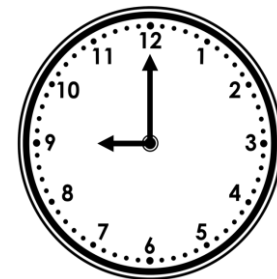
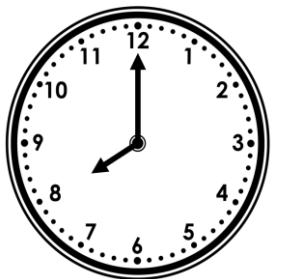
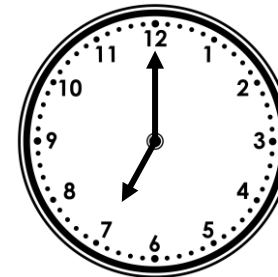
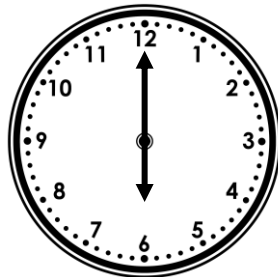
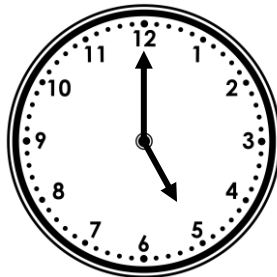
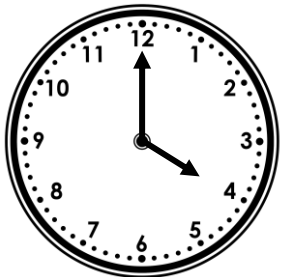
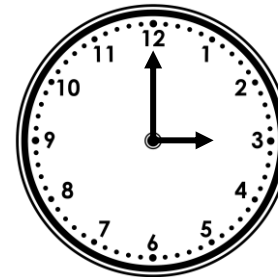
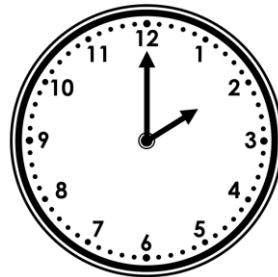
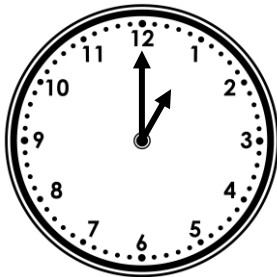
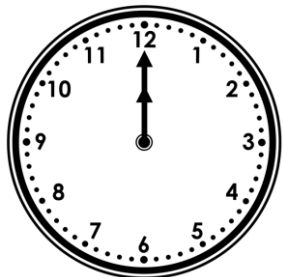
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Evening

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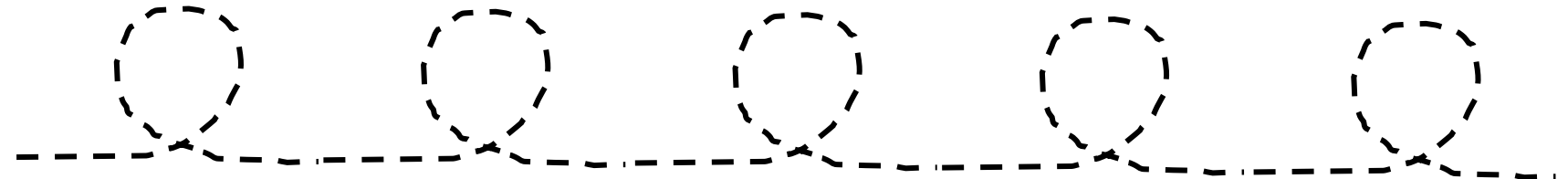
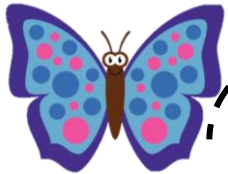
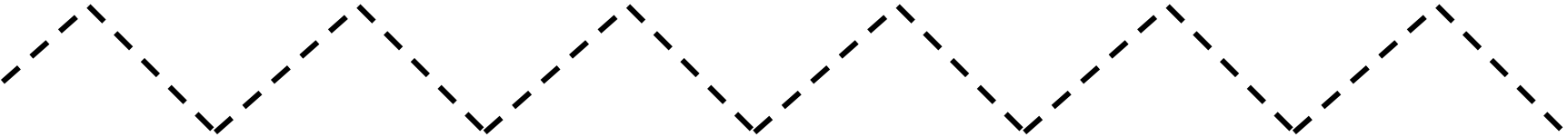






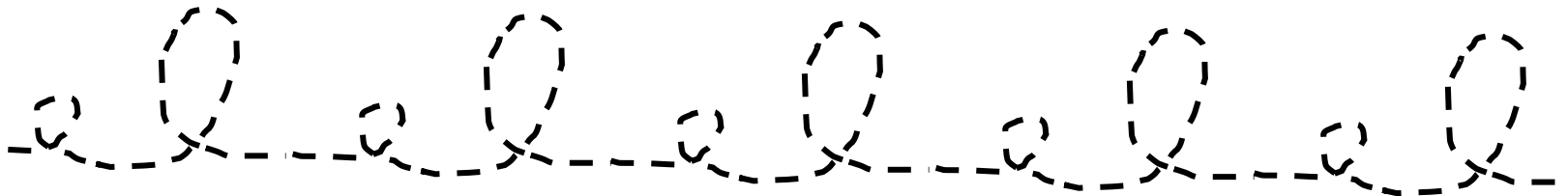
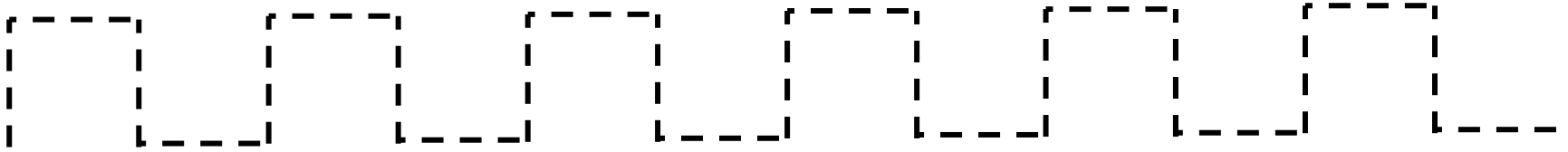
Fine Motor Practice 1

Trace along the dotted lines to follow the paths created by the bugs and insects. Use a pen, pencil, crayon or just your finger to trace along the path. You could even try painting it, stretching playdough along it or standing small toys up along the line.



Fine Motor Practice 2

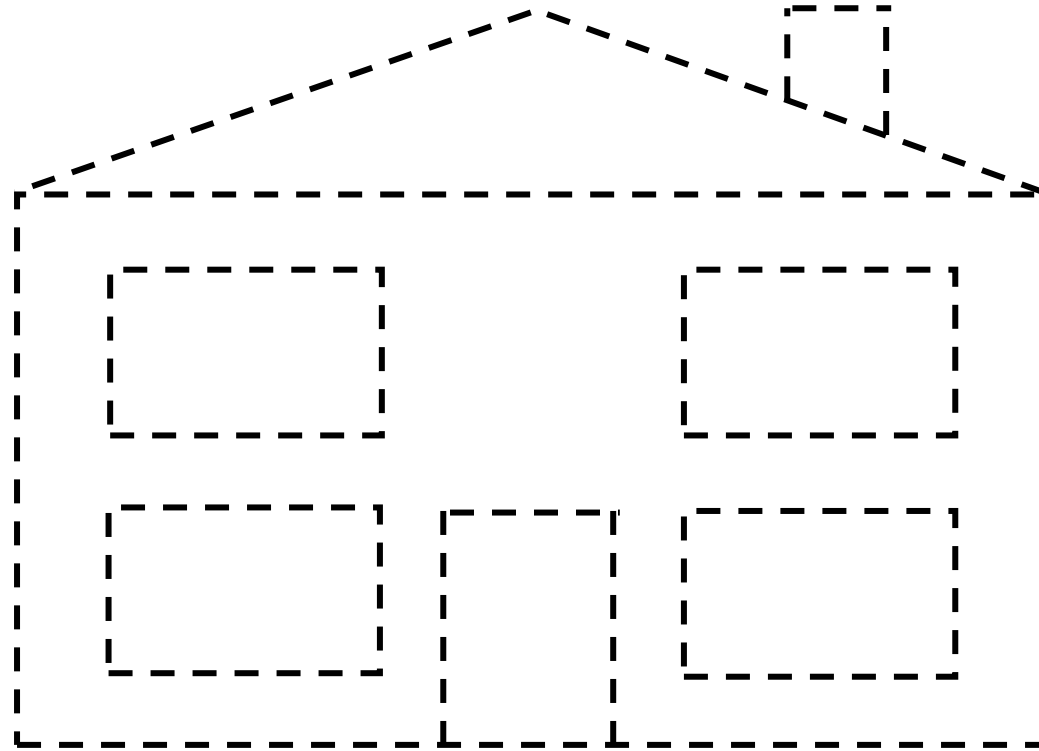
Trace along the dotted lines to follow the paths created by the sea creatures. Use a pen, pencil, crayon or just your finger to trace along the path. You could even try painting it, stretching playdough along it or standing small toys up along the line.



Fine Motor Practice 3

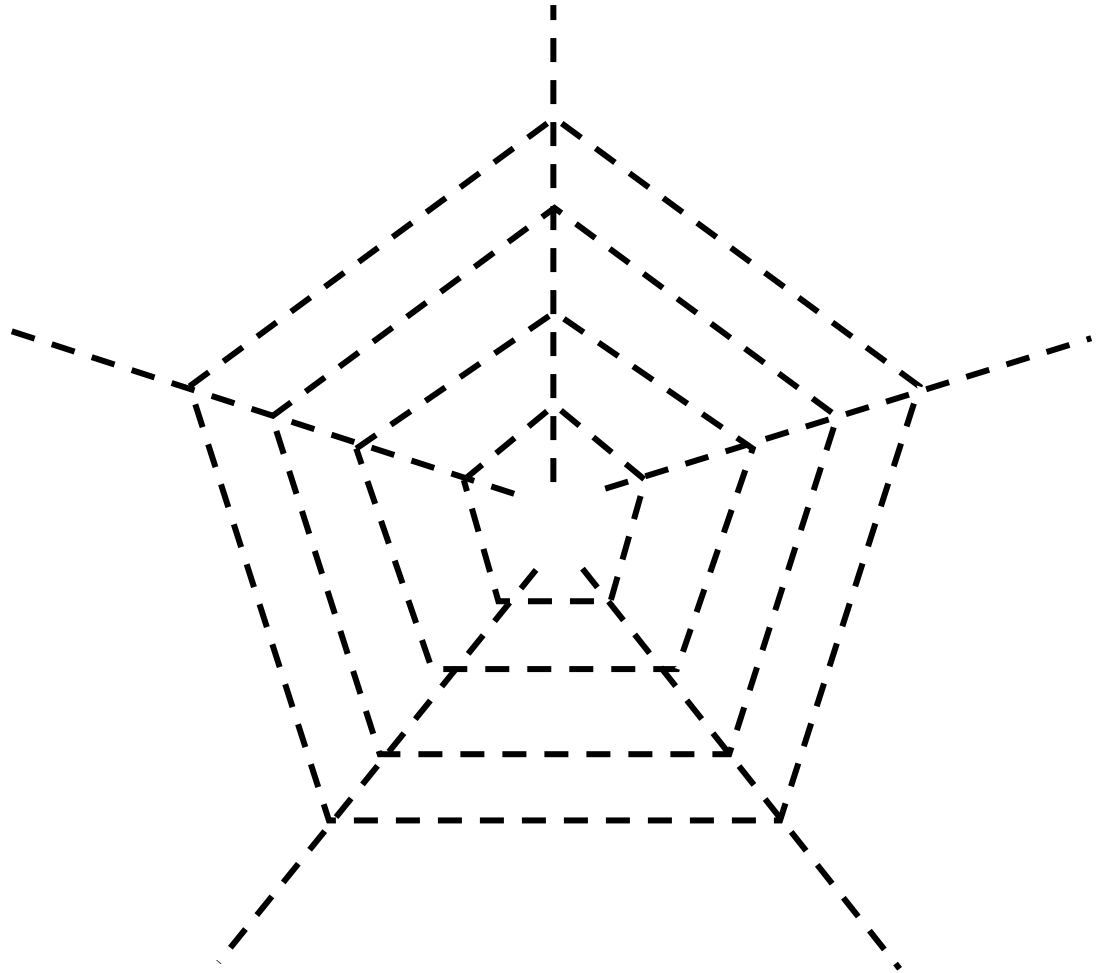
Trace along the dotted lines to draw the house. Use a pen, pencil, crayon or just your finger to trace along the lines. You could even try painting it, stretching playdough along it or standing small toys up along the lines.

Extension: Using any materials you have, can you build a model house?



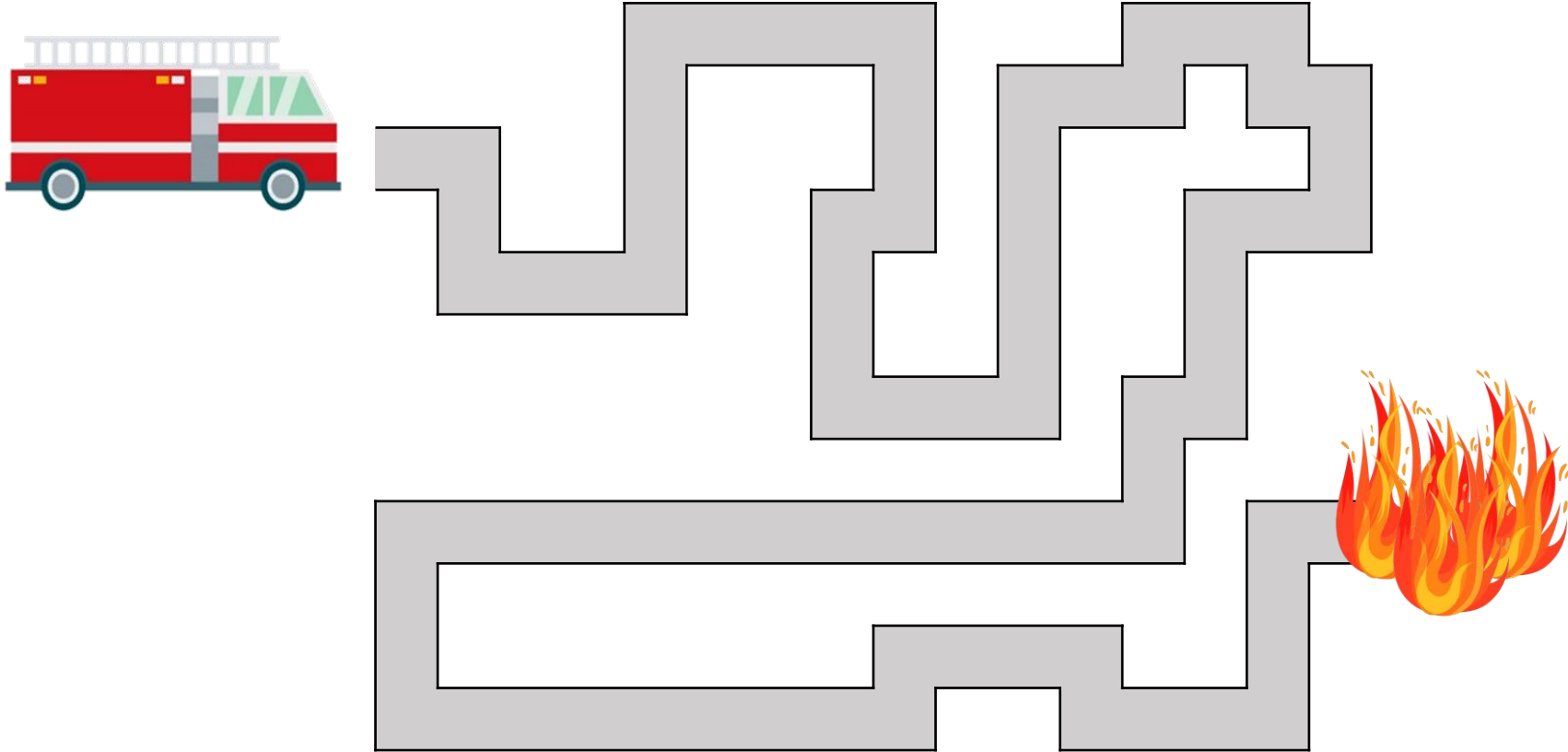
Fine Motor Practice 4

Trace along the dotted lines to follow the path created by the spider. Use a pen, pencil, crayon or just your finger to trace along the path.



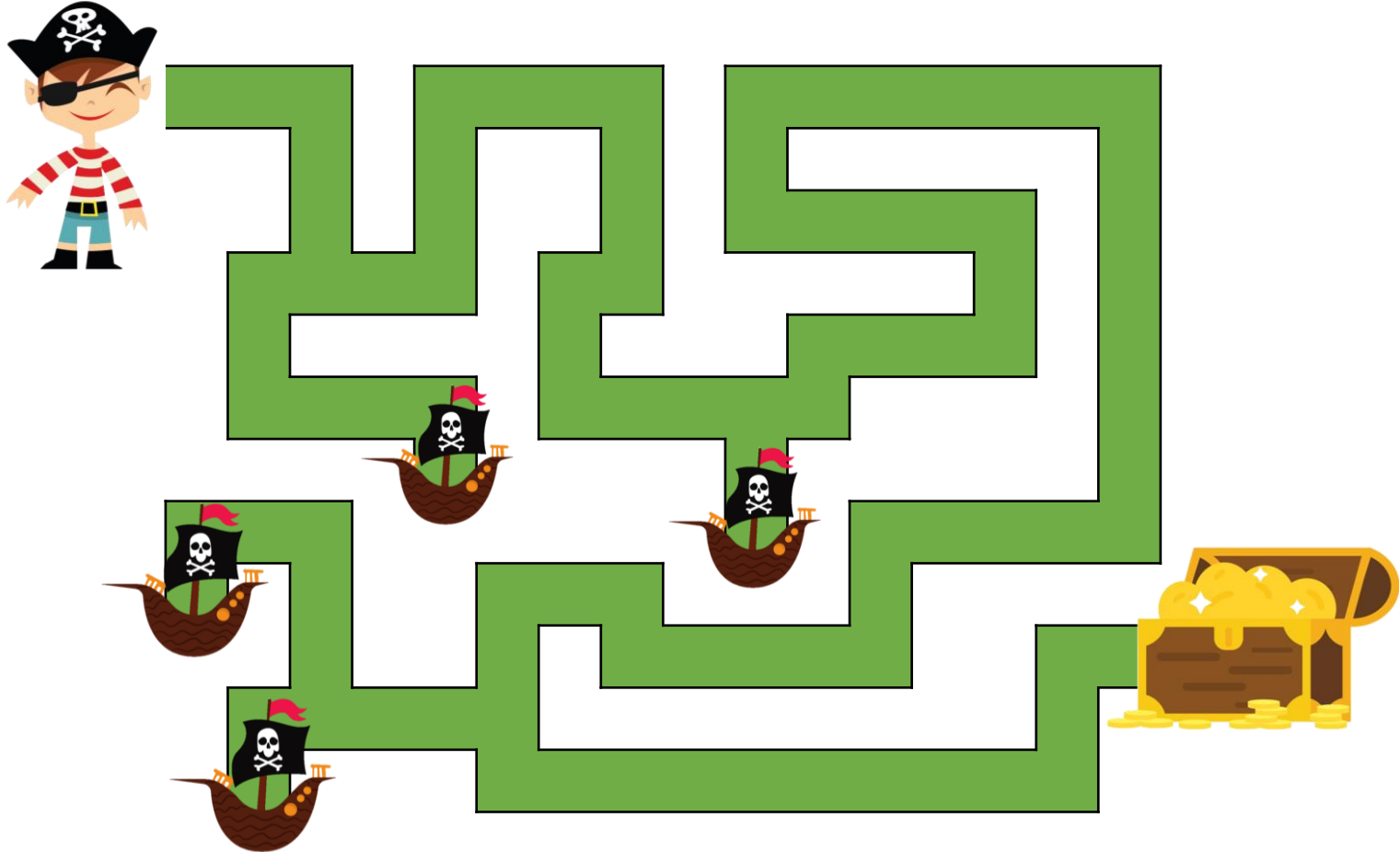
Fine Motor Practice 5

Lead the fire crew to the fire to help them put it out. Trace the path with a pen, pencil or your finger.



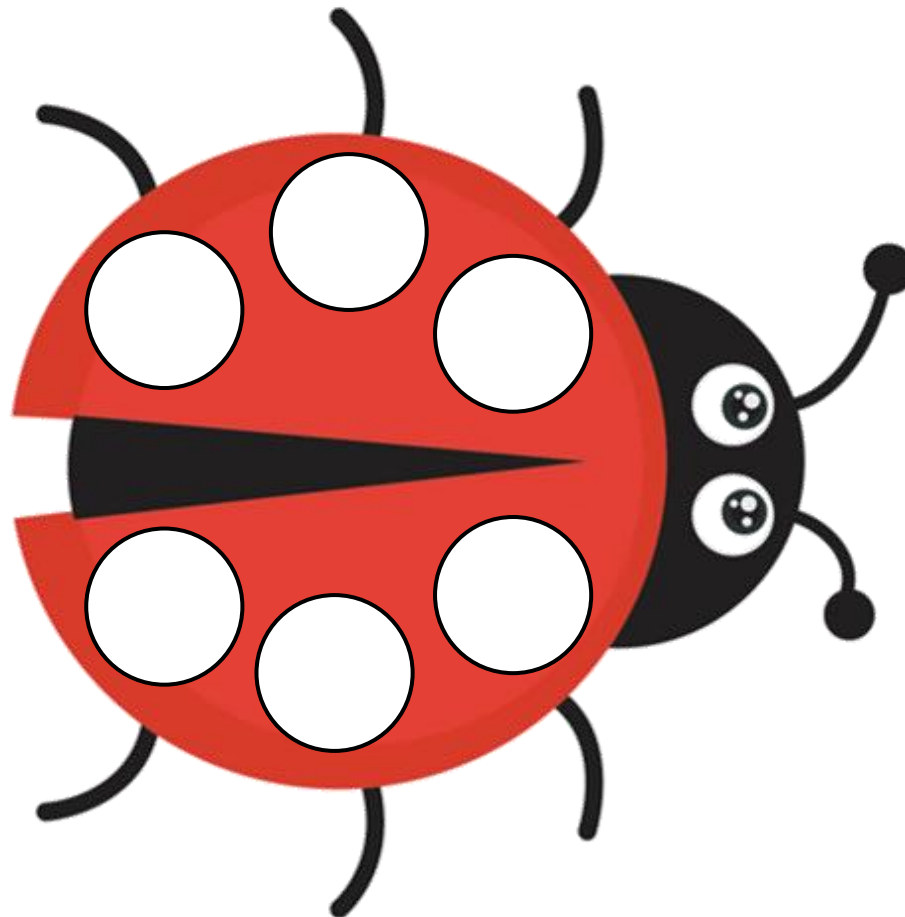
Fine Motor Practice 6

Help Pirate Jack reach the treasure chest. Watch out for the pirate ships! Trace the path with a pen, pencil or your finger.



Fine Motor Practice 7

Complete the ladybird by covering his spots with counters or pennies. Can you draw your own ladybird too?



Fine Motor Activity Cards

Advice and ideas

Activity 1

Thread pasta onto string or wool.

Alternatives: You could also thread beads, holed cereal or similar onto shoelaces, spaghetti or even costume jewellery to work on the same skillset.

Activity 2

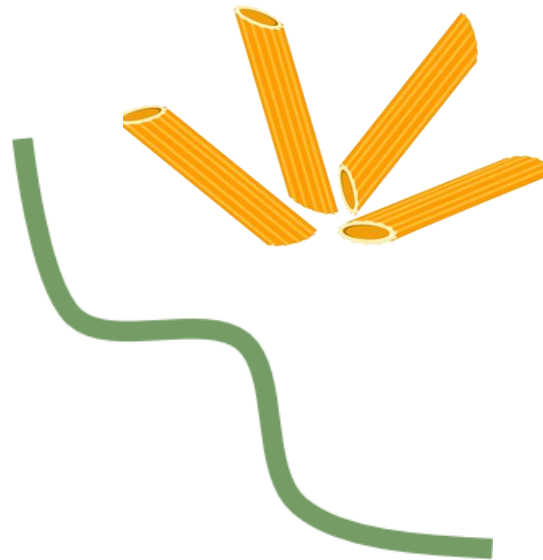
Using tweezers, see how many peas you can pick up and place into a cup or jar.

Alternatives: Any very small object will work for this activity. If you do not have tweezers you could also work on picking up small items with cutlery.

Activity 1



Threading

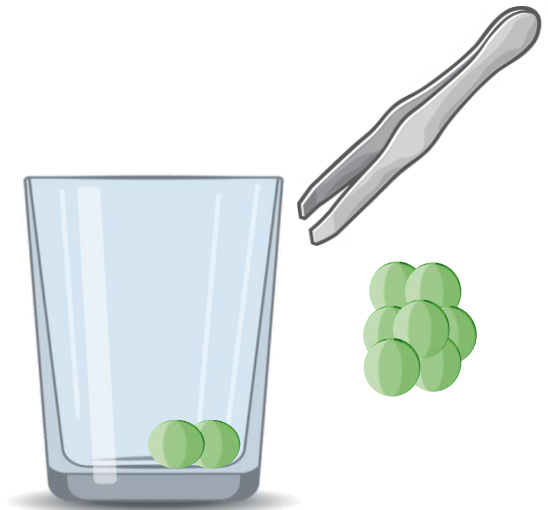


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Activity 2



Tweezer challenge



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Fine Motor Activity Cards

Advice and ideas

Activity 3

Practise scooping beads into each section of an empty egg box.

Alternatives: You could use any small items such as peas, pebbles, or cereal.

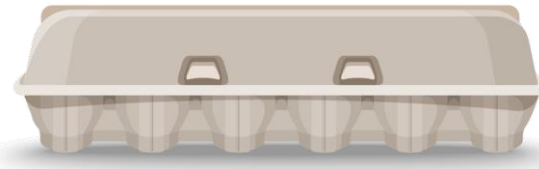
Activity 4

Practise using pegs to hang items on a washing line.

Activity 1



Scooping



Activity 2



Peg it out



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Memory Games

Game 1

Allow one minute to study a shopping list of items. Remove the list. Allow 30 seconds to retrieve (orally or written) as many items as they can from the list.



Game 2

Send the player to find a hidden object in the room. After giving them the object that they must find, give them an instruction to distract them. For example "Find me the TV remote from the living room, but before you do, tell me 5 animals". The challenge is to see if they can still remember the hidden item and find it after the distraction.



Game 3

Lay out a number of items on a tray. Allow the player 30 seconds to study the items, then ask them to close their eyes whilst one item is removed. When the player opens their eyes, they must state the item that is missing.



Game 4

Pass a number of items in front of the player as if they are moving on a conveyor belt at a supermarket, placing them one by one in a bag. Allow one minute for the player to list all the items that were bought at the supermarket.



Game 5

Choose a theme such as boys names, names of animals or names of towns or cities. Take it in turns to retrieve an item that starts with the each letter of the alphabet. For example:

Player one – alligator
Player two – bear
Player one – cat
Player two – dog



Game 6

Place a small object, such as a ball or coin, under one of three cups. Begin shuffling the cups round in various orders. Then ask the player to state which cup the object is hidden under.

