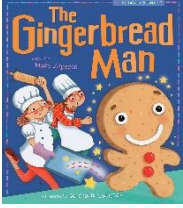




# Weekly Learning Letter

Early Years – 26.01.26

<p><b>This week in Early Years...</b></p> 	<p>This week the children have enjoyed the story of the Gingerbread man. We became scientists and discovered what would happen to the Gingerbread Man if he attempted to swim across the river, discovering that he slowly disintegrates. We noticed that he sunk to the bottom, making us think about different objects that might float or sink when in water. We then thought about how he could safely cross the river to stop this from happening. We decided on a bridge, looking at different bridges, discussing their key features, and creating our own success criteria before constructing our own. We chose from different materials and tested whether our bridge was successful in helping the Gingerbread man cross.</p>
<p><b>Maths</b></p> 	<p>In maths this week we have been learning about the composition of the number 7.</p> <p>We have used Hungarian dice frames and a 10 frame to allow us to visually see the pattern of '7 is made of 5 and 2'. We then explored other parts of 7 using the stem sentence <b>... is a part, ... is a part, the whole is 7.</b></p> <p>We have also enjoyed exploring the number 7 in the book 'Anno's Counting.'</p>
<p><b>English</b></p> 	<p>This week we have orally rehearsed 'The Gigantic Turnip story'. The children have drawn a story mountain, focusing on the five main parts of the story being the beginning, build up, problem, solution and ending. We sequenced and then had a go at writing these parts of the story using pictures from the text.</p>
<p><b>Phonics</b></p>	<p><b>Phonemes:</b> ow, oi, ear, air  <b>Reading Tricky words:</b> all, was  <b>Reading and Spelling HFW:</b> now, down          Practise spelling phase 2 two-syllable words</p>
<p><b>Partner Reading</b></p>	<p>This week you child has read either: Doll is Ill, Big Fat Rat or Sid's Pit.</p>

To support your child's learning at home this week you could...

- Ask your child to choose 7 toys, draw or write a list of the toys. Then you hide them around the house, they have to tick/cross off each toy as they are found. Repeat