



Week 3 — Home Learning Menu — Year 1



Our theme this week is...

Knights!

Starters

DT: Create a flag to represent your knight that moves! Think about how you can make your flag move? Take your flag outside and test if it moves in the wind.
What materials can you use to decorate your flag?

Geography: Research facts about a knight of your choice. Where in the world does this knight come from? What is your knight most known for? Present your research on poster with facts and pictures!

Art: Design a 'coat of arms' for your knight. What symbols will you use to represent your knight? Which colours would best represent your knight?

Main Course

Maths: Choose a number between 0-50. Make a poster showing how many different ways can you represent this number? Go on a number hunt around the house. How many items can you find that have numbers on them? What is the largest number you can find? What is the smallest number you can find?

English: Draw a picture of your knight and label it. Create a daily adventure diary for your knight. Write entries that describe what adventures your knight gets up to—don't forget to include adjectives in your writing!

Computing: Using 'paint' on the computer draw your knight— can you draw a home for your knight? What type of home would they live in? How can you change the colour? How can you move the mouse to draw your knight?

Science: Look around your house and collect a range of materials. Test which material would make the strongest shield for your knight. Can you present your findings in a table?

Dessert

Other Activities: Can you navigate yourself around an obstacle course in your house/garden? How can you change direction to avoid the obstacles?

Can navigate someone in your family around the obstacle course? What instructions will you give?

Speaking and Listening: Present your facts to your family about your chosen knight. Can you ask your family questions about the knight? Can you answer your families questions about the night?

Additional Notes:

Useful Websites: