

INVESTIGATORS (Miss Horton)	08:30 - 08:50	08:50 - 09:20	09:20 - 10:10	10:10 - 10:30	10:30 - 10:45	10:50 - 11:50	11:50 - 12:40	12:40 - 1:05	1:05 - 1:55	1:55 - 2:05	2:05 - 3:00
MON	Registration / Challenges	Phonics and Spelling	Literacy	Whole Academy Assembly	<i>BREAK</i>	Maths	<i>LUNCH</i>	Class Novel / Maths Meeting	Computing	<i>BREAK</i>	PE (Upstairs)
TUE	Registration / Challenges	Phonics and Spelling	Literacy	Guided Reading	<i>BREAK</i>	Maths	<i>LUNCH</i>	Class Novel / Maths Meeting	Music (up to 1:30)	<i>BREAK</i>	Science (from 1:30)
WED (JIM)	Registration / Challenges	Phonics and Spelling	Literacy	Class / Year Assembly	<i>BREAK</i>	PE (Downstairs)	<i>LUNCH</i>	Class Novel / Maths Meeting	Maths	<i>BREAK</i>	Art / DT
THU	Registration / Challenges	Phonics and Spelling	Literacy	Guided Reading	<i>BREAK</i>	Maths	<i>LUNCH</i>	Class Novel / Maths Meeting	RE (up to 1:30)	<i>BREAK</i>	Humanities (from 1:30)
FRI	Registration / Challenges	Phonics and Spelling	Literacy	PSHE	<i>BREAK</i>	Maths	<i>LUNCH</i>	Class Novel / Maths Meeting	Golden Book / Reward Playtime (PPA)	<i>BREAK (1:45 - 2:00)</i>	ENRICHMENT (PPA)
PIONEERS (Mrs Pettit)	08:30 - 08:50	08:50 - 09:20	09:20 - 10:10	10:10 - 10:30	10:30 - 10:45	10:50 - 11:50	11:50 - 12:40	12:40 - 1:05	1:05 - 1:55	1:55 - 2:05	2:05 - 3:00
MON (JIM)	Registration / Challenges	Phonics and Spelling	Literacy	Whole Academy Assembly	<i>BREAK</i>	PE (Downstairs)	<i>LUNCH</i>	Class Novel / Maths Meeting	Maths	<i>BREAK</i>	Art / DT
TUE (JIM)	Registration / Challenges	Phonics and Spelling	Literacy	Guided Reading	<i>BREAK</i>	Maths	<i>LUNCH</i>	Class Novel / Maths Meeting	Music (up to 1:30)	<i>BREAK</i>	Science (from 1:30)
WED	Registration / Challenges	Phonics and Spelling	Literacy	Class / Year Assembly	<i>BREAK</i>	Maths	<i>LUNCH</i>	Class Novel / Maths Meeting	RE (up to 1:30)	<i>BREAK</i>	Humanities (from 1:30)
THU	Registration / Challenges	Phonics and Spelling	Literacy	Guided Reading	<i>BREAK</i>	Maths	<i>LUNCH</i>	Class Novel / Maths Meeting	PE	<i>BREAK</i>	Computing
FRI	Registration / Challenges	Phonics and Spelling	Literacy	PSHE	<i>BREAK</i>	Maths	<i>LUNCH</i>	Class Novel / Maths Meeting	Golden Book / Reward Playtime (PPA)	<i>BREAK (1:45 - 2:00)</i>	ENRICHMENT (PPA)

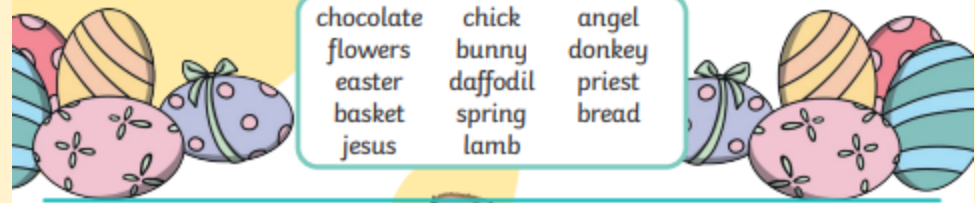
REGISTRATION

03.4.25

Easter

f l o w e r s t b o d d
e d y i c s u s e j o e
c t a b r e a d t c n f
c h e f e a s t e r k h
b e o a f n a t k s e u
u t o c d o e q s a y j
n s c b o c d k a n n n
n e b m a l h i b g m s
y i i r e m a i l e p c
a r x r o d u t c l n a
f p s p r i n g e k j q
l r a i r p g e l m o p

- | | | |
|-----------|----------|--------|
| chocolate | chick | angel |
| flowers | bunny | donkey |
| easter | daffodil | priest |
| basket | spring | bread |
| jesus | lamb | |



Assembly 9 am



These are common exception words because they do not follow any spelling pattern, we just have to learn them.



door

behind

both

everybody

after

pass

improve

who

water

floor

child

old

even

fast

plant

sure

whole

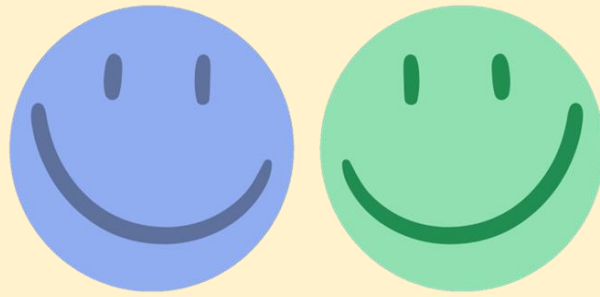
again

A
B
C

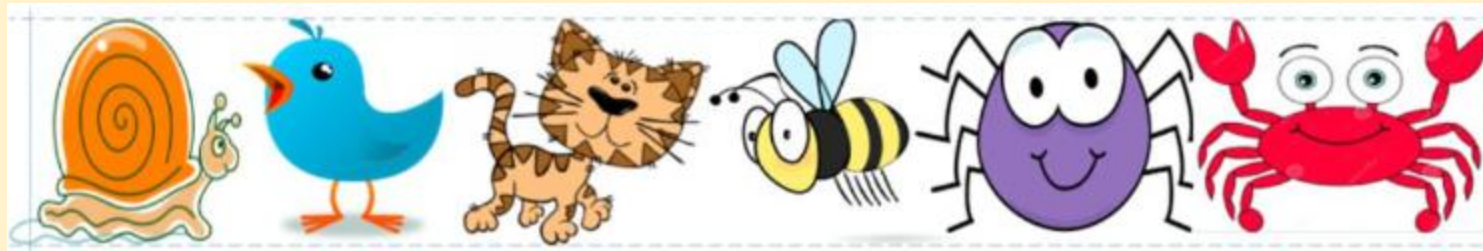
Classroom
secrets★

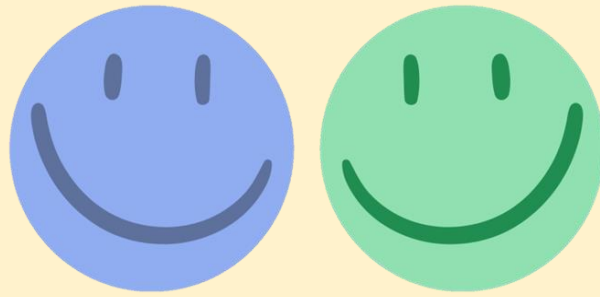
Spelling

Literacy



How many combinations can we think of for 10 legs?

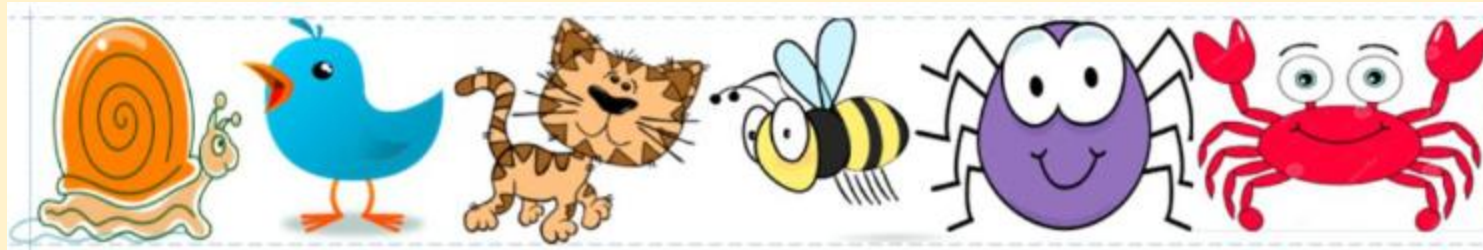




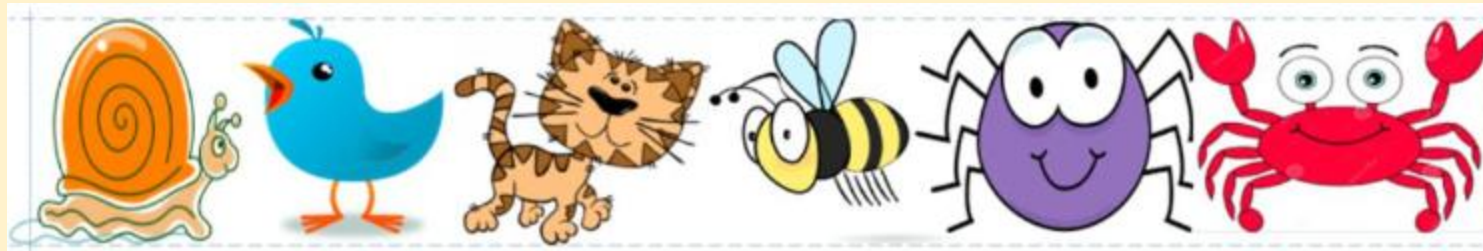
How many combinations can we think of for 20 legs?



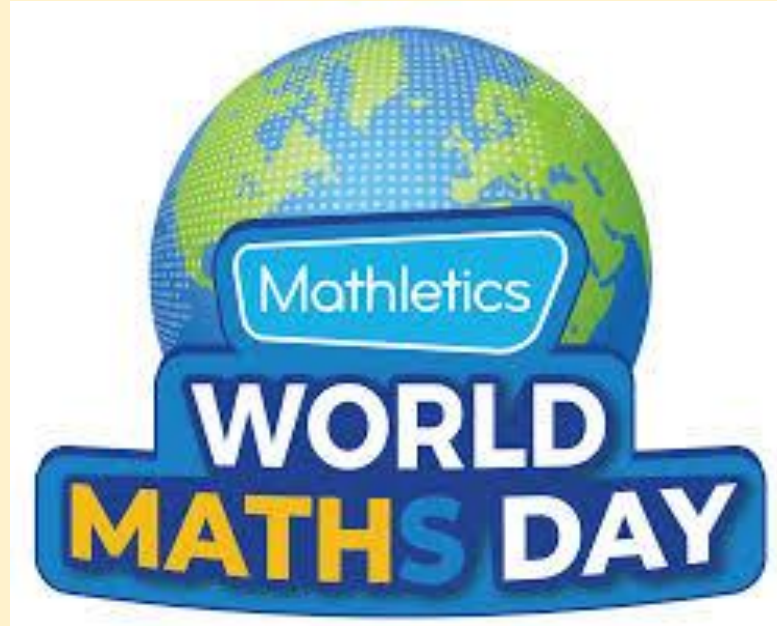
How many ways can
you make with 20
legs?



Create a page from
the book



MATHS DAY 2025



03.04.25

T.B.A.T. make 20 (World Maths Day 2025)

1

If cats have 4 paws, how many paws will there be if there are 5 cats?



3

Write down an even number which has two-digits but is less than 20.

2

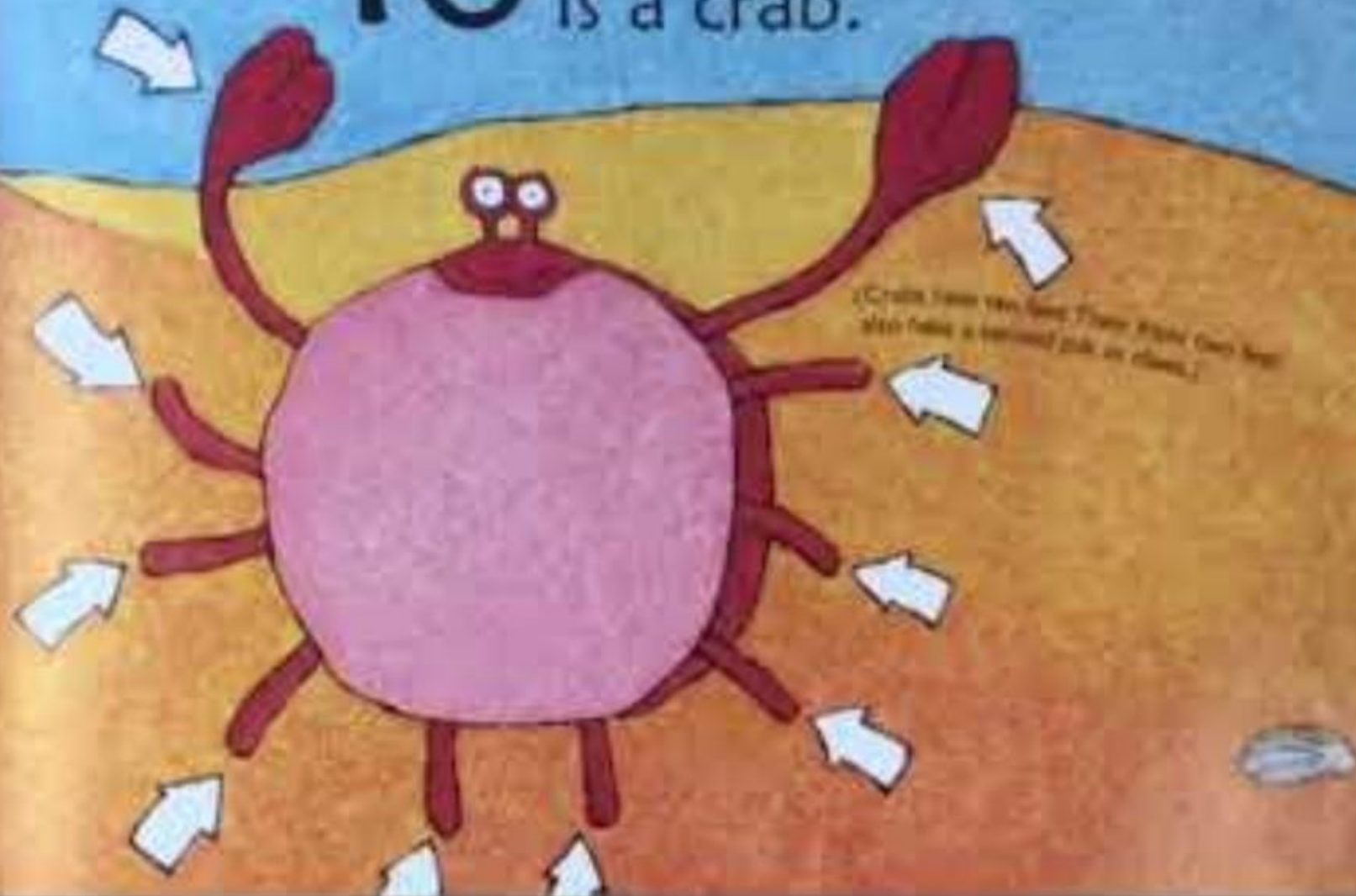
If Ajay has 5 cars and Kemi has 14 cars, how many cars altogether?



CHALLENGE:

Add the totals from all 3 questions. Is the total higher than 100? Yes / No

10 is a crab.



(Crabs have ten legs. They have two big claws. They have a round pink shell.)

Making 20

You will need: a set of One Is a Snail: Ten Is a Crab Playing Cards

Lay all of the playing cards, face up, on a table. Then, work as a team to find as many ways as possible of making 20.

How many different combinations can you find that have a total of 20 feet? What is the fewest number of cards you can use?

What is the greatest number of cards you can use?



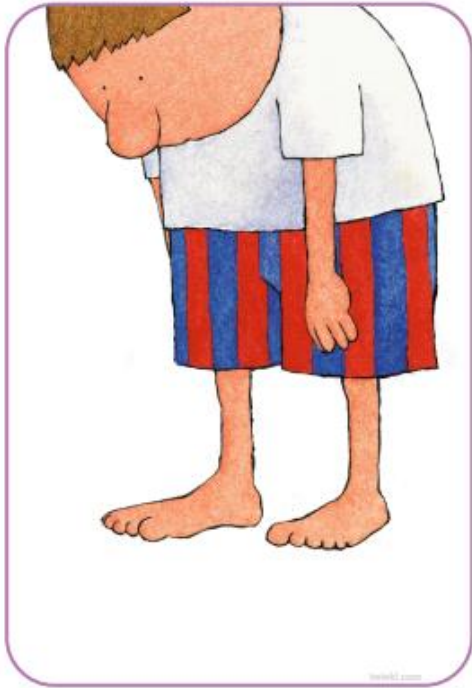
$$4 + 6 + 10 = 20$$



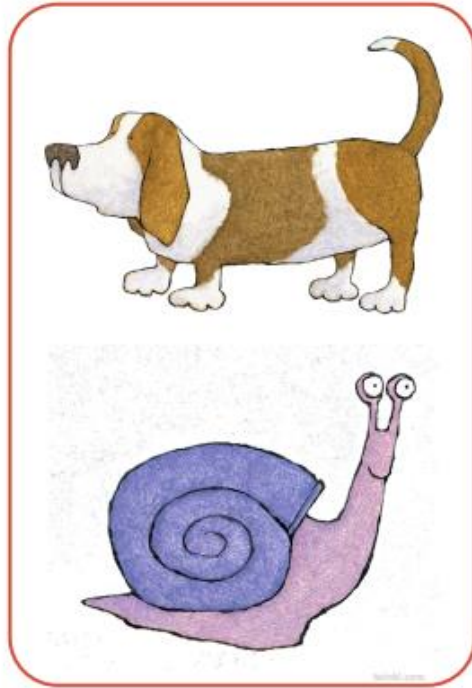


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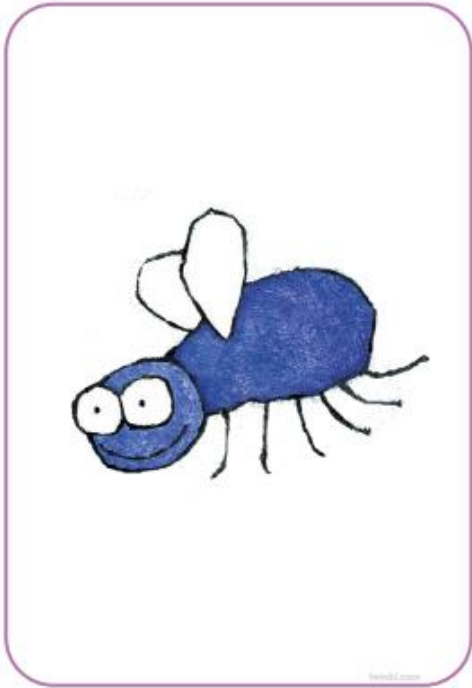


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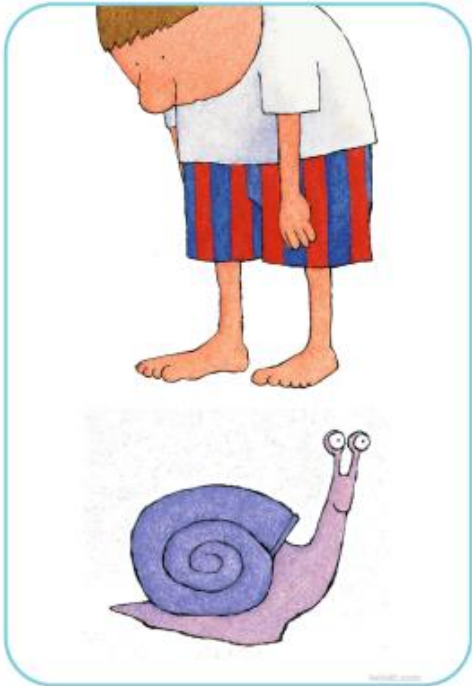


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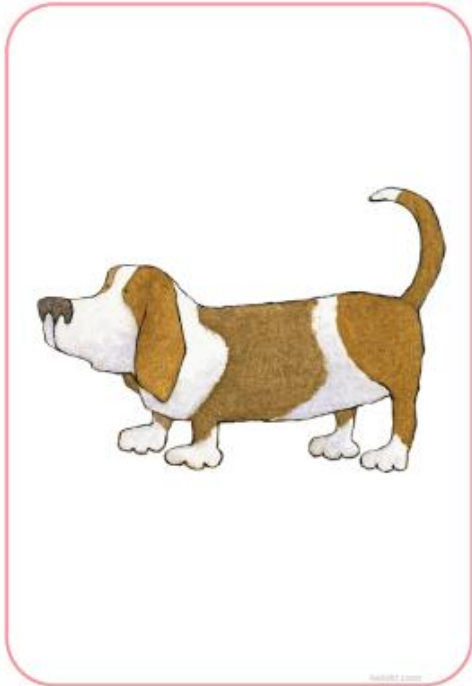
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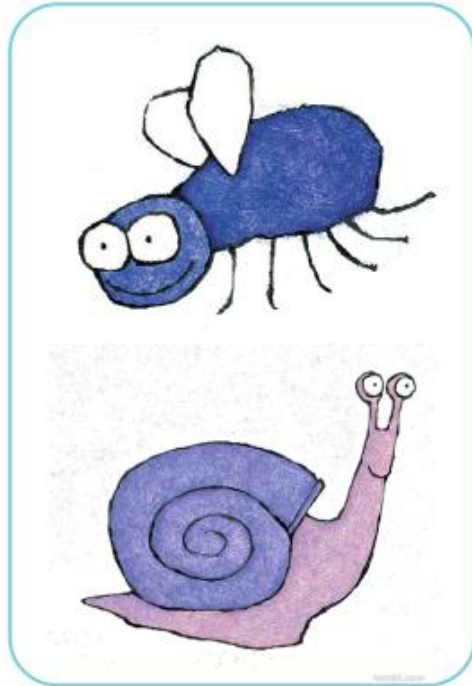
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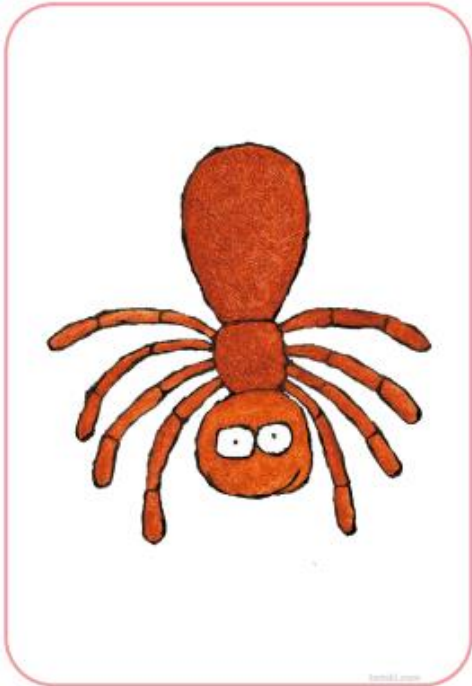
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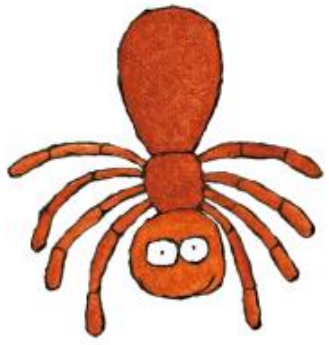
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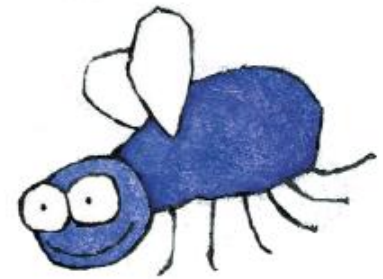
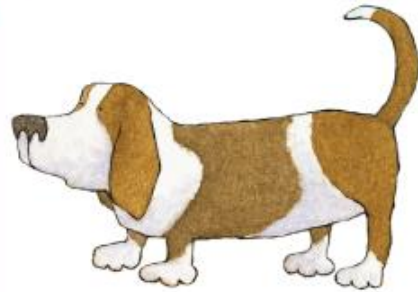
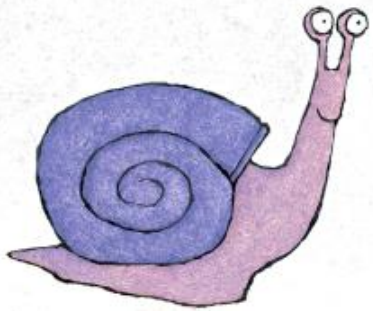
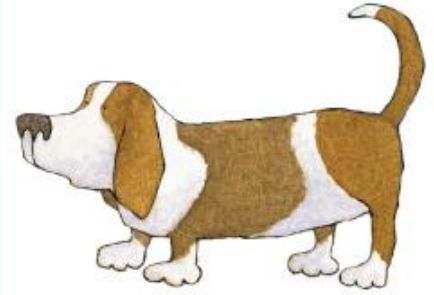
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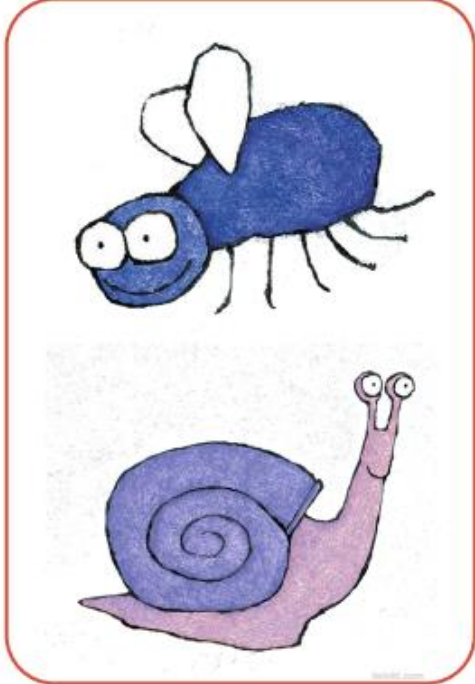


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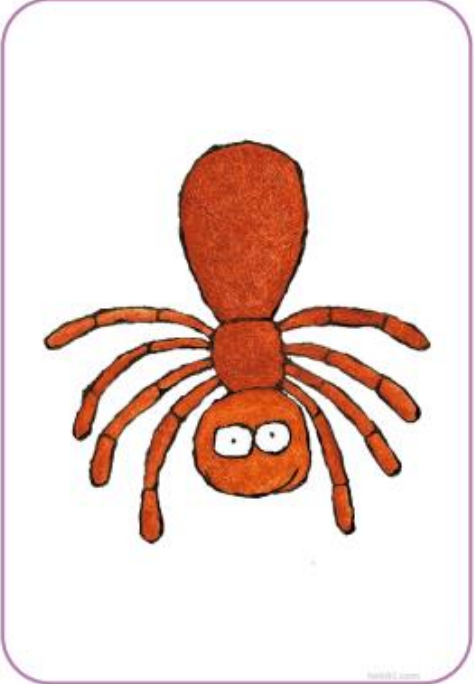


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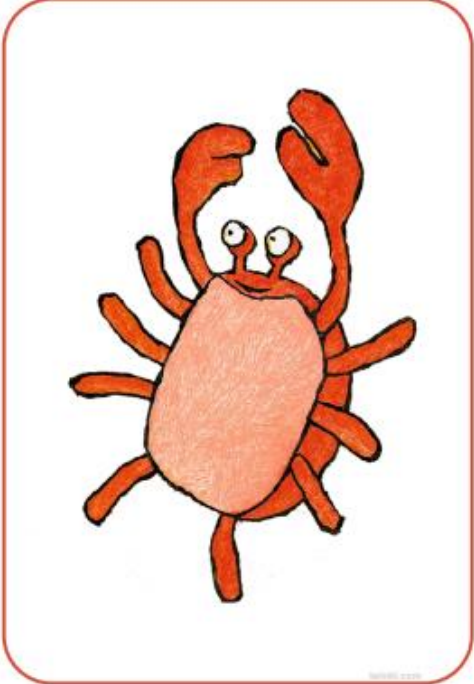




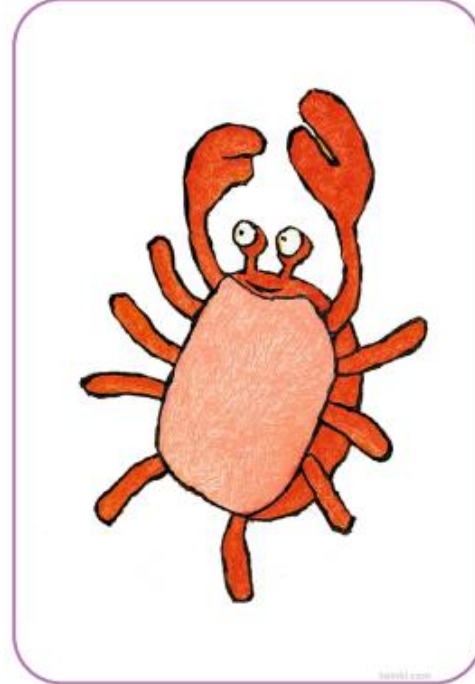
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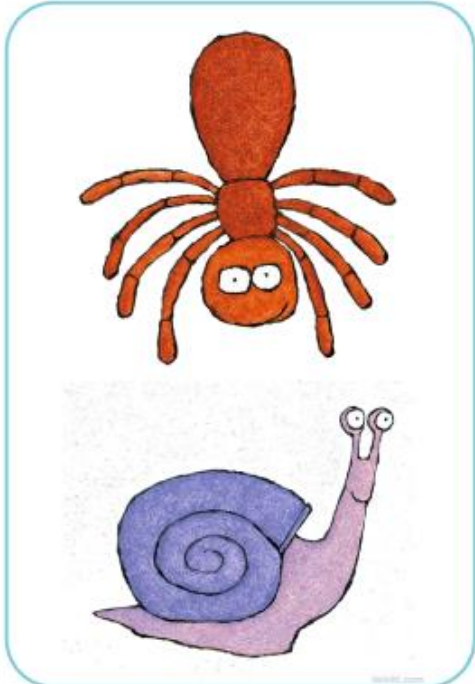
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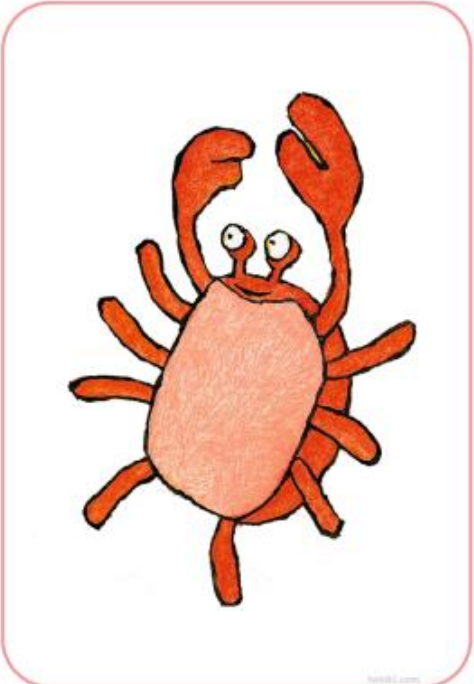
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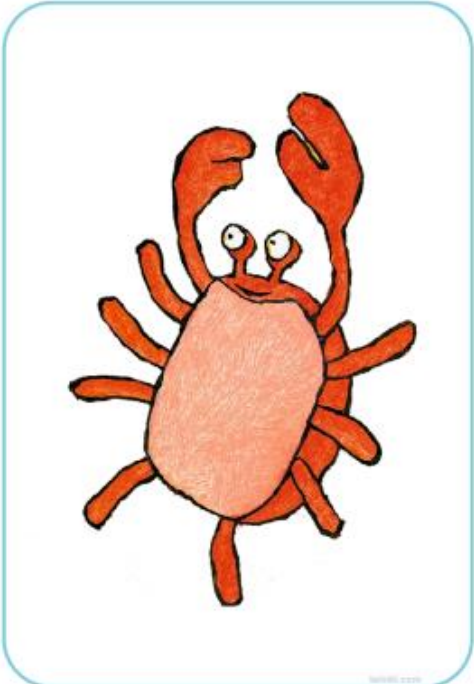
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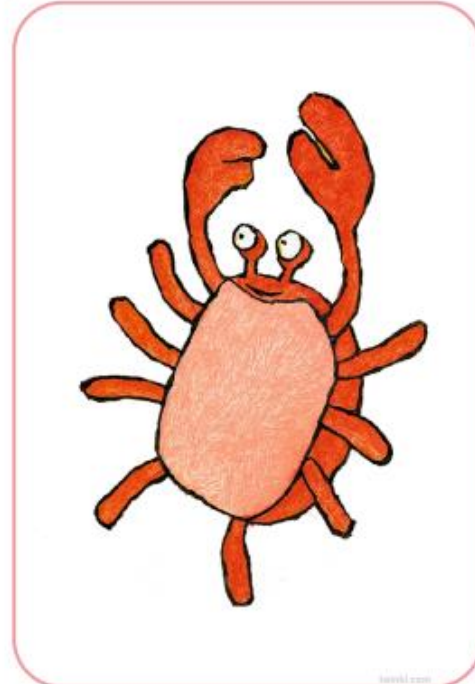
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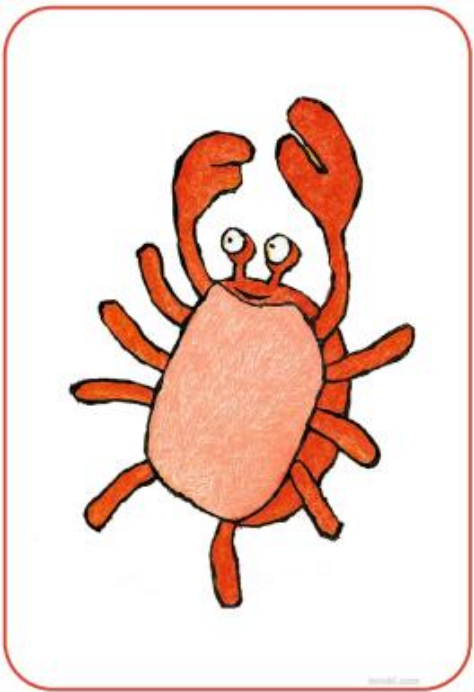
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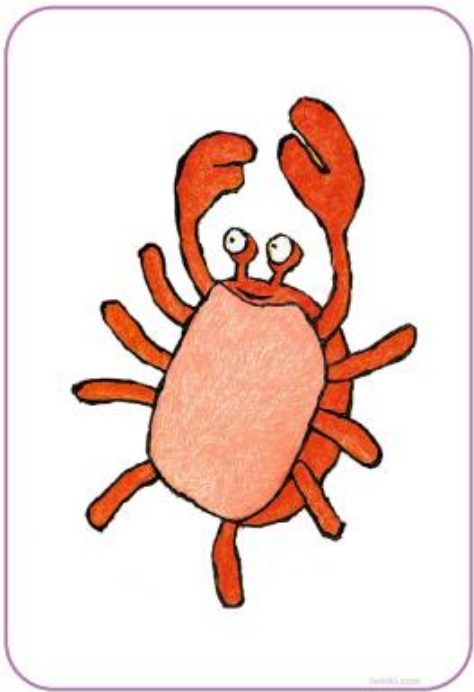


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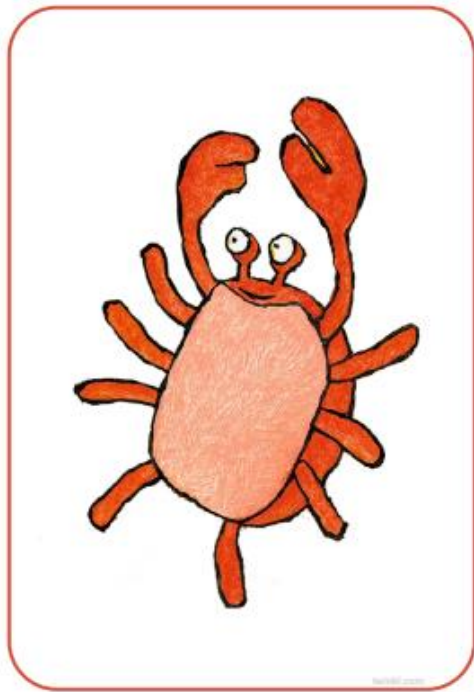


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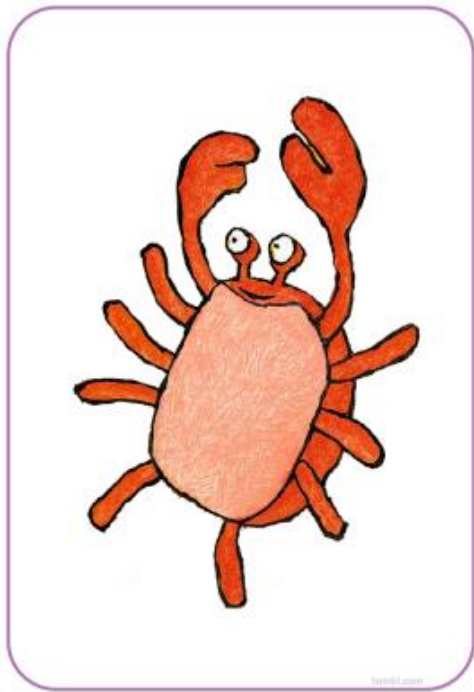


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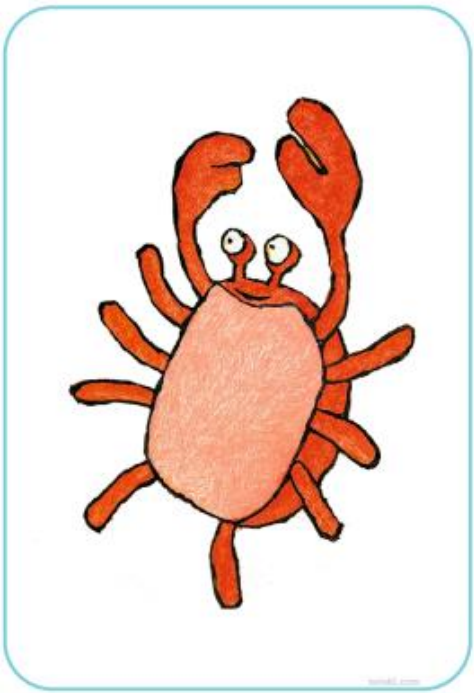


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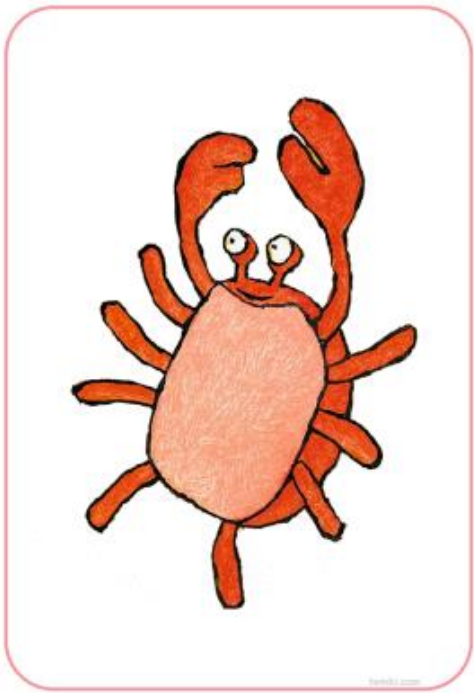
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Brain Breaks



[Animal Dance and Freeze | Fun Movement Brain Break | Jack Hartmann - YouTube](#)

Making 20

You will need: a set of One Is a Snail: Ten Is a Crab Playing Cards

Lay all of the playing cards, face up, on a table. Then, work as a team to find as many ways as possible of making 20.

How many different combinations can you find that have a total of 20 feet? What is the fewest number of cards you can use?

What is the greatest number of cards you can use?

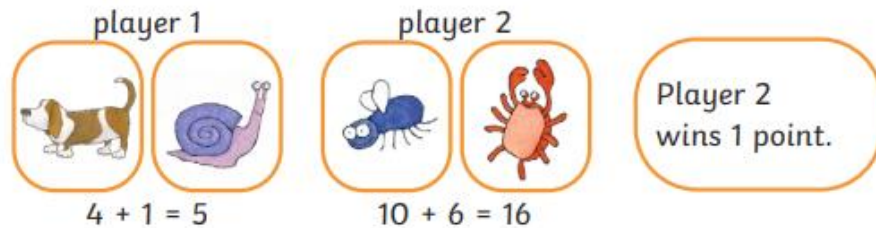


4 +

Highest Wins

You will need: a set of One Is a Snail: Ten Is a Crab Playing Cards

Put the cards in a pile, face down, on a table. Then, each player takes a turn to choose two cards from the top of the pile and adds the number of feet together. The player with the greatest total wins 1 point. If the totals are the same, no player scores a point. When there are no cards left in the pile, the player with the highest score wins the game.

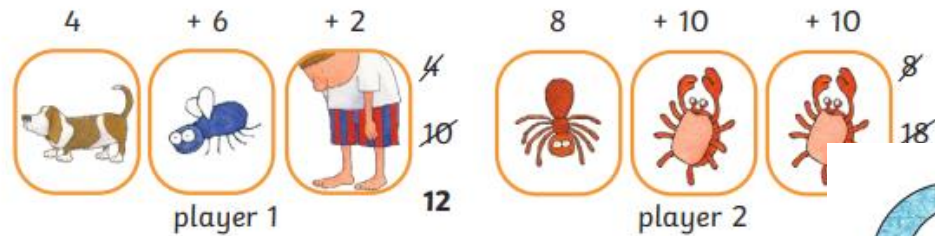


Race to 50

You will need: a set of One Is a Snail: Ten Is a Crab Playing Cards

Shuffle the cards and place them, face down, in a pile. Then, each player takes a turn to pick a card and keeps a score of the total number of feet they have collected so far.

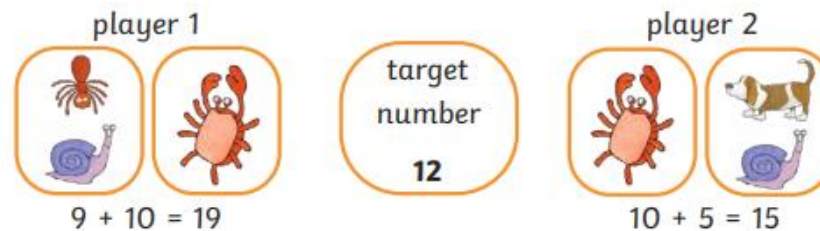
The first player to reach 50 (or more) wins the game.



On Target

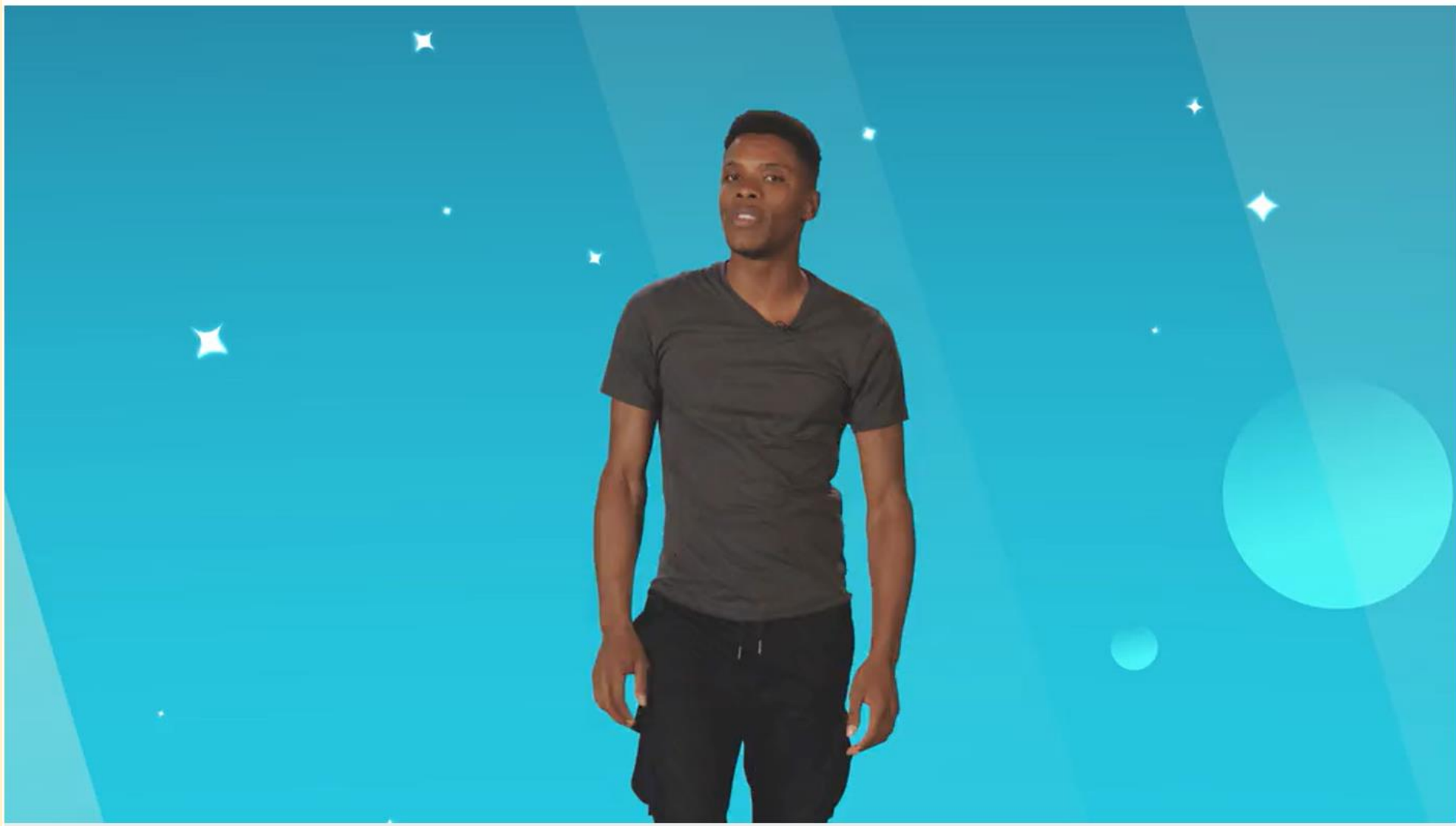
You will need: a set of One Is a Snail: Ten Is a Crab Playing Cards

Choose a target number below 20. Then, put the cards in a pile, face down, on the table. Each player takes two cards and adds the number of feet on each card. The player closest to the chosen target number wins 1 point. When there are no cards left in the pile, the player with the highest score wins the game.



Brain Break

PSHE KS1 / KS2: A Moment in Nature | Moodboosters - BBC Teach



SPRING CRAFT AFTERNOON

ASSEMBLY 2pm