

Start 8.50. Finish 3.10. Break 10.15-10.30. Lunch in class 12.00-12.30. Lunch play outside 12.30-1.00

	0850 9.00	1015	1030	11.00	12.00	1.00	2.30	3.10			
Monday Wednesday Thursday Friday	Registration and morning activity 8.50-9.00	ENGLISH THE BFG- NARRATIVE WRITING https://classroom.thenational.academy/units/the-bfg-narrative-writing-8e62	MATHS Year 3 https://vimeo.com/461794950 Year 4 https://vimeo.com/463378320	Lunch: 12.00-12.30 in classrooms and then outside 12.30-1.00					PPA FRENCH- Talking about yourself https://www.bbc.co.uk/bitesize/topics/zicbrj6/articles/zgnwr2p MUSIC- Pulse and meter https://classroom.thenational.academy/lessons/understanding-pulse-and-rhythm-chi3cr		
		ENGLISH THE BFG- NARRATIVE WRITING https://classroom.thenational.academy/units/the-bfg-narrative-writing-8e62	PE https://www.youtube.com/channel/UCChr6uUwypGKB5Uer_ZEpmgw/playlists						MATHS Year 3 https://vimeo.com/461795311 Year 4 https://vimeo.com/465337176	2.00-3.00 ICT - Different ways to communicate online https://www.bbc.co.uk/bitesize/topics/zv63d2p/articles/z9r72hv	Reading for pleasure
		ENGLISH THE BFG- NARRATIVE WRITING https://classroom.thenational.academy/units/the-bfg-narrative-writing-8e62	Playtime 10.15-10.30						MATHS Year 3 https://vimeo.com/463009671 Year 4 https://vimeo.com/465337207	SCIENCE- What does a plant need to live? https://www.bbc.co.uk/bitesize/topics/zy66fg8/articles/zcmtk2p	Reading for pleasure
		ENGLISH THE BFG- NARRATIVE WRITING https://classroom.thenational.academy/units/the-bfg-narrative-writing-8e62	MATHS Year 3 https://vimeo.com/463009983 Year 4 https://vimeo.com/465337284						ART Firework pictures Create a piece of artwork dedicated to Bonfire Night. How can you create sparkling fireworks or a blazing bonfire?	Reading for pleasure	
		ENGLISH THE BFG- NARRATIVE WRITING https://classroom.thenational.academy/units/the-bfg-narrative-writing-8e62	MATHS Year 3 https://vimeo.com/464179514 Year 4 https://vimeo.com/465356812						PHSE https://families.jigsawpshe.com/stuck-at-home-2/	Reading for pleasure	