Remote Learning – Thursday 11th February

Good morning everyone!! Today is Thursday and we’re going to be thinking about Pancake day which is happening next week! Have any of you tasted pancakes? They are delicious! Sometimes I have them for breakfast as a weekend treat.

Today we are going to read a story to you. The title is ‘Mr Wolf’s Pancakes’. [Mr Wolf's Pancakes, by Jan Fearnley - YouTube](https://www.youtube.com/watch?v=CXQDiqHp-xM) I think you’ll enjoy it because it’s funny and might make you laugh! Keep your eyes peeled for some characters in the story that you might recognise from other books!

Mr Wolf makes pancakes in the story and has to write a shopping list so he doesn’t forget what to buy from the shop. **Today could you help your grown up write a shopping list?** Learning to write for a purpose (such as a shopping list) is really important! Have a go at trying to think of the sounds and letters in the words and then try copying the letters from a grown up. This is a really tricky job. Don’t worry if your letters aren’t formed correctly – just have fun trying. Also, you may not be able to hear and say all of the sounds that make up the words- you may just be able to hear and say the first sound and that’s ok too! After writing the word, have a go at drawing the picture,

 For pancakes you will need: eggs



 milk



flour

I wonder what else your grown up needs from the shops. Have a go at writing and drawing those things too

**Gross Motor/Maths**

Time to play **‘What’s the time Mr Wolf’**

I bet your grown- ups remember playing this game when they were little! We play it at nursery sometimes too don’t we?

To play;

*One person is chosen to be Mr (or Mrs) Wolf. S/he stands a good distance (3+ metres) away from the other player/s with his/her back to them.*

*The other players stand side by side in a line, facing Mr Wolf’s back. All together they call, “What’s the time, Mr Wolf?”*

*Mr Wolf responds by selecting and calling out an o’clock time (between 1 and 12).*

*The other players take the required number of steps towards Mr Wolf. For example, “3 o’clock,” would mean the players take three steps towards Mr Wolf.*

*These two actions are repeated resulting in the other players moving closer and closer to Mr Wolf.*

*When Mr Wolf is ready (usually when the other players are getting close), he changes his response to the question, “What’s the time, Mr Wolf?” to “Dinnertime!”*

*At this cue, all of the players must turn around and race back to the starting position with Mr Wolf chasing after them to try and catch his dinner. The player who is caught becomes the next Mr Wolf and the game continues.*

**Snowball Throwing** – Draw numbered targets on the wall with chalk (at different heights). Can you throw the snowballs and hit the targets? Which numbers will you splat?