

Week 9 – 18th May - 30 Minute Marvels

Day	Subject	Activity
Monday	French	The Hungry Caterpillar - https://www.youtube.com/watch?v=rGOGDuemlTQ Make your own hungry caterpillar story by changing the fruit around and changing the numbers of fruit. Can you say some of the pages or sentences out loud together?
Tuesday	PE	Have a look online at www.sussexschoolgames.co.uk to see what you should be practising for this week. Don't forget to upload your results by midday on Friday.
Wednesday	PSHCE	Thinking of the last 8 weeks, what have you learned about yourself? How have you managed being at home? Have you learned a new skill? Have you completed something over a period of time? How has it felt to help out around the house? Maybe you have started some new family traditions. What would you like to keep doing once we go back to being back at school and life begins to return to 'normal'? Do you think there will be a new normal? Prepare some ideas for our Time capsule work for next half term – this has definitely been a memorable time – how will you remember it and how will you help others to remember it positively?
Thursday	Music	Make your own instrument – or use body percussion - to compose your own piece of music. These may be real instruments or ones you make from objects around the house. You will need to find a way to write down your music so that you can remember it. You need to practise it so that you can perform your pieces of music to someone in your family. You might perform it to a friend or grandparent over Zoom. You could video yourself and show it to the class when we return to school.
Friday	PE	If you want something different to the Sussex games – have a think about throwing and catching a ball rather than kicking it. Can you throw your ball to land or bounce on a target? Make the target quite large to start with and then make it smaller. Throw your ball under arm so that you have more control and accuracy. Look at what your feet and the rest of your body are doing too. Use your arm to follow through to point to the target once you release the ball.