

Learning Journal 18.6.16

A lot has been happening in Splash over the past couple of weeks. The big news is that our chickens moved into their outdoor home where they seem very settled and happy if a little reluctant to come out into the rain at times. We also celebrated the Queen's birthday in style in our best clothes. We were joined by the local community for a party lunch and a beautiful cake, then the children entertained everyone with some singing which was as fantastic as always. It was a really special day for our school community. Some fantastic roman cooking has produced delicious honey cakes and your children have worked long and hard to build a roman baths in the playground.



Honey Cakes....yum!



We have a beautiful new chicken house thank to Gabby.



Our celebrations for Her Majesty. Some of us even wore hats!

### Literacy and Phonics

Some of Reception are getting very confident with their set 2 sounds and are using them in their writing and reading with some confidence. They include sounds such as igh ee oo ow ay and ir. They are able to write and read much more complex words and sentences with these sounds and their tricky words. We are now trying to check our writing for accuracy and write longer pieces of work.

### Mathematics

We have been learning about 2D shape this week with lots of sorting and matching activities. The nursery children enjoyed sorting by shape and colour, whereas the older children used criteria such as number of sides or corners. We are also working on counting on and back in our heads to 10. Some children have found this hard and we will continue to work on it over the coming weeks.

Other news...The swallows have returned to our playhouse and their eggs hatched this week. You can just make out the babies here. A baby rabbit is also eating our garden bit by bit and becoming quite tame!



Next Week.....we will be preparing the children's reports and they will be part of this process. We are also learning about solid 3D shapes and writing bath time stories.