Literacy and Reading

Remember the tale of 'Little Red Riding Hood'? A young girl travels into the woods to see her grandma. Use the attached powerpoint and playscipt feature checklist to help you re-write the story as a playscript!

Think about creatures found in the British Woodland and write a free-verse poem (doesn't have to rhyme!) in the shape of the animal. Examples can be found attached or on the website.



<u>Understanding the World</u> (Science, History and Geography)

Play the food chain challenge game to think about animals found in British Woodland: <u>https://www.bbc.co.uk/bitesize/topics/zbnn</u> b9g/articles/zsphrwx

Find out which animals used to live in British woodland – create a fact file about one.

Don't forget your daily Marvellous Me challenges!

Physical Development

Create an exercise workout (maybe video it!) using animal movements e.g. slithering snake, bouncing bunny rabbit. Put on some music and get moving!

Check out the Sussex Virtual Games activities for the week and earn points for our school – the focus this week is 'Gym & Fitness'.

https://www.activesussex.org/virtual/



Personal, Social and Health Education https://www.woodlandtrust.org.uk/pro

tecting-trees-and-woods/threats-towoods-and-trees/

Threats to woodland, wildlife and the wider environment are growing. Create a powerpoint or poster to highlight how British Woodlands are changing and how we can help protect them.

Communication and Language

After writing your playscript, put on a show of your retelling of Little Red Riding Hood (using puppets made in the box below).

Give instructions for someone to draw a woodland scene using preposition (e.g. the fox is <u>under</u> the tree..., the owl is <u>on top of</u> the branch)

Creative (Music, Drama and Art)

Create some puppets to use in your performance of Little Red Riding Hood!

On your daily exercise walk, collect as many interesting-shaped leaves as you can. Use these to create a woodland scene or animal.

CHALLENGE: Name the trees/plants the leaves were collected from.



See separate sheet for activities