### KS1 Home Learning Ideas

#### ART
**Create a beach landscape** *(exploring texture)*
Print out or draw a picture of a beach and cover the picture with items you’ve found to represent the sand, sea, sky, birds, sun etc. Possible ideas could be - couscous, lentils, tin foil, tissue paper etc.

**Hand painting** *(learning about shade)*
Make the colour green by mixing blue and yellow. Then experiment with making different shades of green by adding more blue or yellow each time. Then draw around your handprint and paint each finger a different shade of green.

**Experimenting with media** *(exploring shape and media)*
Find and draw around a selection of 2D shapes, overlapping them in places. Then use a range of different media (pens, pencils, paint, crayons, chalks) and colours and fill in the different areas of the shapes.

#### DESIGN & TECHNOLOGY
**Junk model animal** *(3D modelling)*
Create a creature from recycled materials that has adapted to live in its environment and is camouflaged! Think about: where it will live, what it will eat, how it will travel.

**Design and make a smoothie** *(Healthy eating)*
Taste and describe a selection of fruits and vegetables and decide which to include in a smoothie. Then come up with a name for your smoothie and design the packaging for it.

#### COMPUTING
**Create a creature** *(algorithms are sets of instructions)*
Take it in turns to roll a dice and draw what you roll: one: head, two: body, three: face, four: arms, five: legs, six: tail. Then compare the similarities and differences between your two pictures.

**Technology Safari** *(recognising technology)*
All computers need electricity – they can get this through wires into the wall or batteries. Go on a technology safari around your home, identifying all the technology that you can see.

**Tinkering with Scratch Junior** *(exploring a coding application)*
Predict what each button will do before testing it. Then use the *Tinkering Score Sheet* to keep a score of the different functions you’ve experimented with.

#### WELLBEING
**What am I like?** *(identifying strengths)*
Identify things that you’re good at, enjoy doing and personality traits. What animal best represents you? Now draw yourself as an animal and label it with words to describe you.

**Steps to success** *(goal setting)*
Think about what you’re good and it and what it feels like to be good at something. Now think about something you would like to learn to do or be better at. Use the *Steps to Success* activity sheet to plan actions that you can take to achieve your goal.